

Resource Monitor

WELCOME

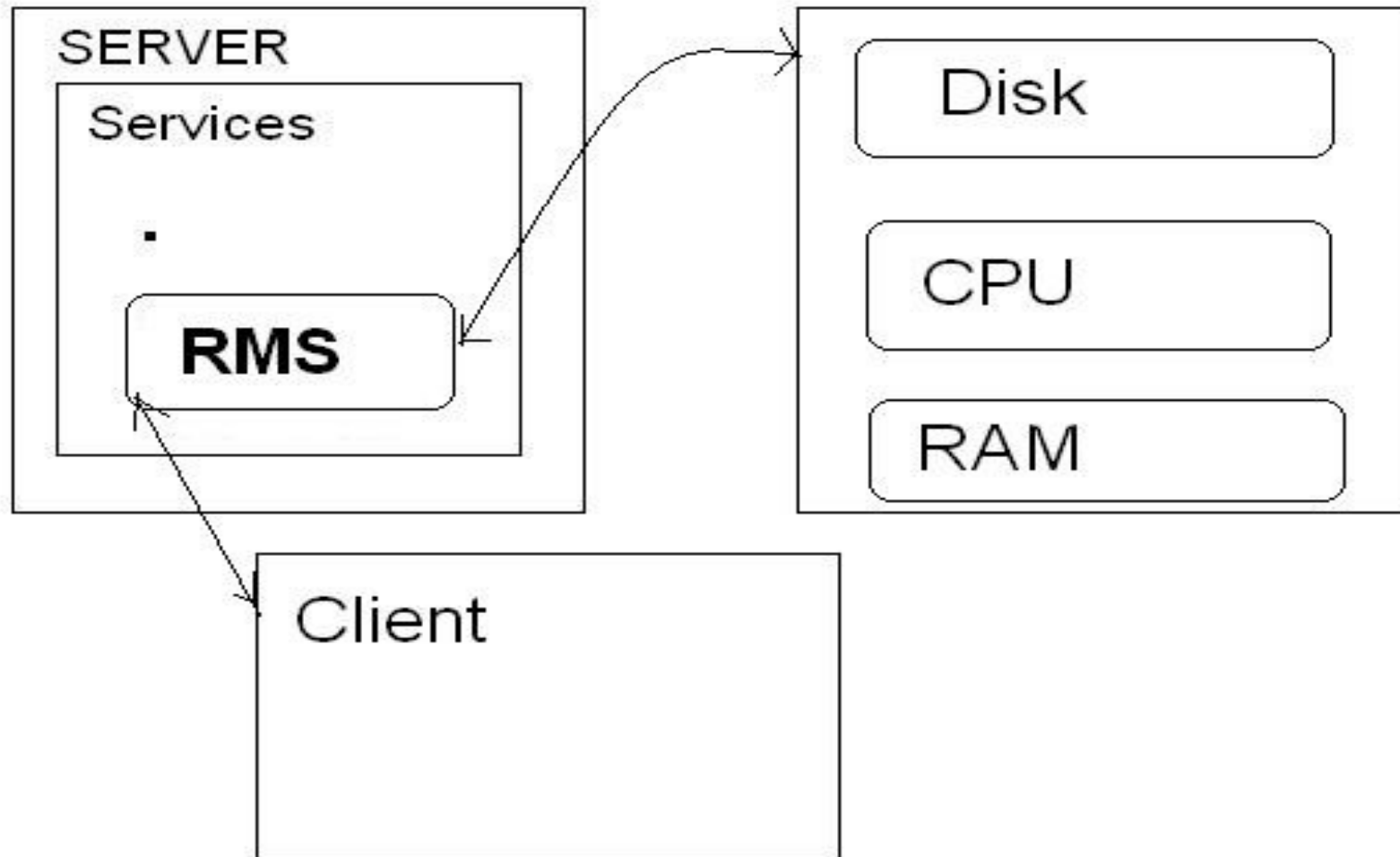
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Requirements

- It should not consume huge resource on the server where it is listening
- Availability of the program even during updating the program
- Client-Server model
- Threshold time
- Security
- Crash proof

Architecture



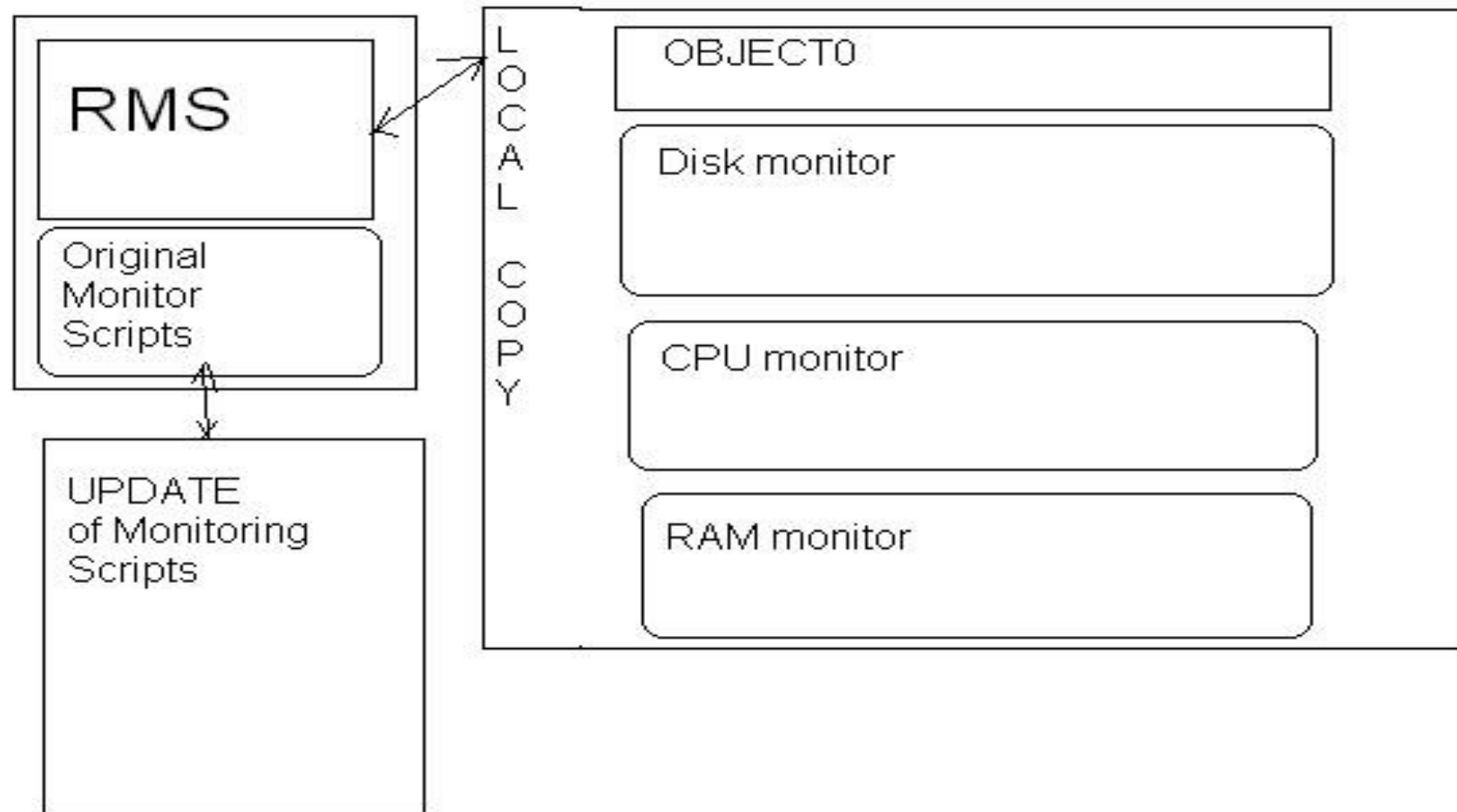
Resource Monitor Server(RMS)

- Instead of running all the monitoring services, which might consume more resources we apply the client - server model
- The Resource Monitor Server listens on a particular port of the server machine
- RMS handles the request from the client

Object Oriented Approach

- Whenever the RMS is started it creates a object of those monitoring scripts locally
- Hence in case of software updates, the local object will not face any problems
- And when the RMS is restarted after update, objects of new updated monitoring scripts are created

OO Approach



Server Side Config

- Listening port
- Threshold time for each resource monitor modules

When the threshold time is crossed the RMS kills the running instance of the object

Security

Last but not the least

- Without guessing or testing the type of attacks that could be carried on a infrastructure, deploying various security functions, cipher algorithms makes the server bulky
- Authentication passwords are md5 encrypted

Attacks

What kind of attacks could be carried on ?

Attacks on Authentication

- Brute Forcing
 - FPGA brute forcer
 - GPU brute forcer
- Sniffing the network (MITM)

Brute Forcing

Olden method of Attack

- Slight changes in the authentication program can completely avoid this attack

Sniffing-MiTM

- MiTM is carried out by arp spoofing
- I'm not going to use any cryptographic functions
Just setup static arp entry on both the sever & client the machines
- `"arp -s 192.168.1.5 ff-ae-be-ef-ca-fe"`

Deployed Security Measures

- Md5 encryption on password transfer
- Secured authentication coding to prevent brute forcing
- Static arp entries
- Displaying Fake Banner
- Skiddy Baiting

Thank You