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# iPhone Application for Controlling Wireless Access Point

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## Abstract

Since internet has become essential part of people daily life, the requirements for accessing internet in both public and residential area are growing magnificently. Then the new issue about how to share and manager the internet environment in both public and residential area become important to the users. This project will implement a prototype iPhone Operation System (IOS) application as service manager client to work with improved existing Wifi hot-spot system which is provided by Raspberry Pi (RPI) and remote central management server.

The main idea about this project is to make a system which can provide internet access allocation and internet filtering controls in wireless network. This project is based on previous student master project, that means this project will use same device and resources which used in that master project. To set up existing access control system made by previous master project, most of the references are taken from the master report[Coo13b] written by Torgeir Pedersen Cook.

This report will include the improved internet access control system and IOS administrator application. The improved access control system now will have the function to block the access request device to connect into wireless network for blocking client user purpose. Moreover, the central management server will have better security login mechanism and sending E-mail notification mechanism. The application contains basic administrate access control function like to approve access request and to block access request from the client user. And also it will have real-time updating access request list and some security communication mechanism. This prototype has been tested on test RPI device and test wireless network environment.

This report will also discuss the usability of this prototype in the commercial market and better improvement on the basic working mechanism of the internet access control system.

## Acknowledgements

Written by Xiao Chen in Trondheim in December 2013

Thanks for Bjørn J. Villa, Poul E Heegaard and Torgeir Pedersen Cook.

All the source code is published on Github[Inc13] as public repositories  
for later use.

[https://github.com/br1anchen/WifiAccess\\_RPIServer](https://github.com/br1anchen/WifiAccess_RPIServer)

[https://github.com/br1anchen/WifiAccess\\_ManagementServer](https://github.com/br1anchen/WifiAccess_ManagementServer)

[https://github.com/br1anchen/WifiAccessManager\\_Android](https://github.com/br1anchen/WifiAccessManager_Android)

[https://github.com/br1anchen/WifiAccessManager\\_IOS](https://github.com/br1anchen/WifiAccessManager_IOS)

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# List of Acronyms

**ADT** Android Development Tools.

**AP** Access Point.

**API** Application Programming Interface.

**ARP** Address Resolution Protocol.

**CPU** Central Processing Unit.

**DHCP** Dynamic Host Configuration Protocol.

**DNS** Domain Name System.

**EAP** Extensible Authentication Protocol.

**GB** Gigabyte.

**GCM** Google Cloud Messaging for Android.

**HDMI** High-Definition Multimedia Interface.

**HTTP** Hypertext Transfer Protocol.

**HTTPS** Hypertext Transfer Protocol Secure.

**IDE** Integrated Development Environment.

**IEEE** Institute of Electrical and Electronics Engineers.

**IOS** iPhone Operation System.

**IP** Internet Protocol.

**ITEM** Telematics.

**JSON** JavaScript Object Notation.

**LAMP** Linux, Apache, MySQL, Perl/PHP/Python.

**MAC** Media Access Control.

**MAC OS** Macintosh Operating System.

**MIME** Multipurpose Internet Mail Extensions.

**NTNU** Norwegian University of Science and Technology.

**PHP** PHP: Hypertext Preprocessor.

**RADIUS** Remote Authentication Dial In User Service.

**RPI** Raspberry Pi.

**SD** Secure Digital.

**SDK** Software Development Kit.

**SQL** Structured Query Language.

**URL** Uniform Resource Locator.

**USB** Universal Serial Bus.

**WPA** Wi-Fi Protected Access.

**WPA2** Wi-Fi Protected Access 2.

**XML** Extensible Markup Language.

# Chapter 1

## Introduction

### 1.1 Motivation

Based on existing access control system, it is quite promising idea about making normal user have control of the residential area internet access control by using smart filtering, informing and time management. Since the smart phone with the mobile internet access functionality released, more and more sociology research, for instance the paper form Jim McGuigan[McG05], show that there are many weakness of over using mobile phone and internet. The idea of this project is to meet the need of the people who would like to control the daily use of the internet and manager other people access right to some specific wireless network.

Nowadays people are using smart phone to do as much task as they can, because smart phone is easy to carry with and smart phone could be the only necessary access which people need to have the tons of internet information. Then the requirement of using smart phone to control the existing daily life system such as wireless router, switch and other electronic devices are growing rapidly. This prototype project is to fill the missing part of the previous project to connect the access control system to IOS devices. There are static article[Pro13a] shows that Android has 81.0 percent smartphone share in the third quarter of 2013 and IOS has 12.9 percent, these two mobile operating system shared most mobile operating system in the world. This project will focus on the IOS application to work with the improved access control system. It will make the whole system become more user friendly for normal user to choose different mobile operating system to administrate this internet access control system.

### 1.2 Related Work

There are many security software can do internet control in the market. Such as Norton Family application[Fam13], K9 web Protection[Pro13b], OpenDNS[Sol13] and etc. Most of them can provide block web sites, time restrictions, easy log reports

## 2 1. INTRODUCTION



Figure 1.1: Kickstarter Project: Meet Circle

of internet activity and etc. But these kind of software need to install in every access device in the network. And also it could be uninstalled and broken by accident. They are more like voluntarily joining the internet control policy, which is used greatly on parent and children case but no more other normal cases.

There is a kickstarter[Cir13a] project which has the similar idea as this prototype project. The product name is 'Circle'[Cir13b].Circle is a device shown in Figure1.1, managed by an IOS app, which enables user to choose how you and your family spend time online by using advanced filtering, time management systems and informing to answer the where,why,and how of your network's internet activity. Although it is just a start-up project, its concept and prototype device are quite promising in the promoting video on the kickstarter. The main and unique functionalities Circle has are time management capabilities, device and application notifications, safe,pause and bedtime modes and cost effective for the system.

The prototype system of this report is using RPI as the same function as Circle's wireless router. And this prototype system has server side back-end to store client and administrator user database. There are android and IOS applications both working with the internet control system in this project.

At mobile application side, the prototype application of this report will have the same administrator function to approve and block the client internet access request through Hypertext Transfer Protocol (HTTP) request.

For the notification function of the system, the project of this report has the similar idea with another kickstarter project 'Ninja Sphere'[oYE13]. The idea of Ninja Sphere is to make the next generation control of your environment with accurate in-home location data and a gesture control interface. Although the project of this report will not cover the advanced way to control the environment of the residential



area only the internet access control of the residential area, the idea is still the same to use mobile application to communicate with the other device and even get notification from other device in the same wireless network area.

The notification of the client request in this project will be sent as notification E-mail. It makes the administrator get updated request information from the internet access control system.

### 1.3 Scope

The first part of this project will be using the RPI device and the code script from previous student master project report[Coo13b] and previous student Github repository[Coo13a] to set up the internet access control system. Because the RPI device and Secure Digital (SD) card got from the previous student are without any code and configuration, they should be configured with the reference from previous student master project report.

The second part of this project will be setting up the central management server on the test domain 'apc.item.ntnu.no'(129.241.200.170) from Telematics (ITEM) department of Norwegian University of Science and Technology (NTNU). The work of this report will cover some security concern improvement and new notification mechanism implemented on the remote central management server. And the database structure of the system stored on the remote server would be changed according to the new functionality of the improved internet access control system.

The third part of this project will be implementation of the IOS application intended for end-user to manage and control clients' internet access. The application would be implemented under the IOS 7 Software Development Kit (SDK) and Xcode[Xco13] 5.0 Integrated Development Environment (IDE) on the Macintosh Operating System (MAC OS) 10.8.5 working environment. Since there will be some changes for the central management server, then the android application need to be modified to work with the new back-end server as well. The changes will be made under Android Development Tools (ADT)[Plu13] 22.3.0 IDE. These two platform application will be tested against central management server and RPI device to make sure all the basic administrator function working well.

The fourth part of this project will be research about how to make the current internet control system more safe and how to implement more advanced internet control function in the current internet control system. The research would be based on articles and some demo testing script using in the current working internet control system.

## 1.4 Report Structure

In the System Description chapter, it will cover the general information about the previous internet access control system and the improvement form this report project to the current system. In this chapter, some background knowledge of the previous master project[Coo13b] would be mentioned as well.

In the RPI Setting chapter,the main content about the progress to set up RPI internet access control will be presented. Some related modification for previous master project would be mentioned in the chapter. And some background research would be including in this chapter to analyze the performance of the current internet access control system

In the Central Management Server Improvement chapter would have some detail improved code snippet to be discussed why the previous prototype project need to be improved in this way. And it will show database structure changes on the back-end server as well.

In the Mobile Application Development chapter, it will present the basic working process of the application development for this prototype project and some test case to work with the other system components in this internet access control system. The main content of this chapter would be about IOS application development, but also it will have some modification explanation for android application.

In the System Testing chapter, it will show the feedback and analysis from the testing of the prototype project. The analysis will have some future improvement suggestion for later work since there are not enough time to implement the solution to some testing cases.

In the Future Work chapter, it will present some better solutions for current project to do the internet access control which can not be implement in such short period of this project working time. And there will be some exploring point for the project based on the research of the technical articles.

# Chapter 2

## System Description

### 2.1 Existing Internet Access Control System

This project is based on the existing internet access control system. The existing system provides a managed service for the administrator of the system. The Figure 2.1 shows the architecture of the existing system. In this system, the manageable residential access point is RPI which has the function as wireless access point and router. The working principle of manipulating iptables on RPI to give connected devices authenticated Internet Protocol (IP) address will not be covered in this report because this project uses same principle of previous master project [Coo13b] and the main focus of this project is not system on RPI. The setting progress and changes of RPI will be covered in the chapter 3. The management server in this architecture is host on the remote server to communicate with the other component in the system. It stores system database and provides HTTP communication interfaces. The mobile management application and web management application(not implemented yet) have the same function in the system which is allowed administrator to manage and control the whole system in more mobile and flexible way. The applications for mobile platform covers IOS and android mobile operating system, since they are main two mobile operating system in the current smart phone shared market. Due to the time limit of this project, the web application development will not be covered in this report although it is easier to make and the working process is the same as other two platform application. The main function of the mobile applications is to manage the client user internet access request. More detail about it will be covered in the chapter 5.

### 2.2 Improvement of Existing System

According to the master project report [Coo13b], there are several function requirements mentioned in that report. In this project, the improvement functions of the system are shown in the Table 2.1.

Table 2.1: : Improvement Functions for System

| No. | Title                                | Improvement Function   | Importance |
|-----|--------------------------------------|--|------------|
| 1   | Block Internet Access                | The residential access point can block clients internet access base on MAC and forbid the IP address request           | High       |
| 2   | Bug Fixed for static IP lease        | Bug found in the report with wrong script format in static IP lease for residential access point                       | High       |
| 3   | Bug Fixed for Missing script         | Bug found in the report without essential script file  | High       |
| 4   | Broken SD card changed               | Changed broken SD card in the project  | High       |
| 5   | Security Log on service              | Implement security log on mechanism for mobile log on request  | High       |
| 6   | Complete Authenticate Log on service | Complete implementation of authenticate log on by user-name and password   | High       |
| 7   | Separate working protocol            | Separate client request protocol and mobile management application working protocol on central management server       | Medium     |
| 8   | Set up Database Management Tool      | Set up phpmyadmin[Wp13] to manage database on the central management server  | High       |
| 9   | E-mail Notification Mechanism        | Implement E-mail notification mechanism on central management server to notify the client user internet access request | High       |
| 10  | Security Log on                      | Implement security log on function on both android and IOS mobile application  | High       |
| 11  | Approve and Block Internet access    | IOS Mobile Application can approve and block the client internet access request  | High       |
| 12  | Real-time update                     | IOS Mobile Application can real-time update all the client internet access request                                     | Medium     |

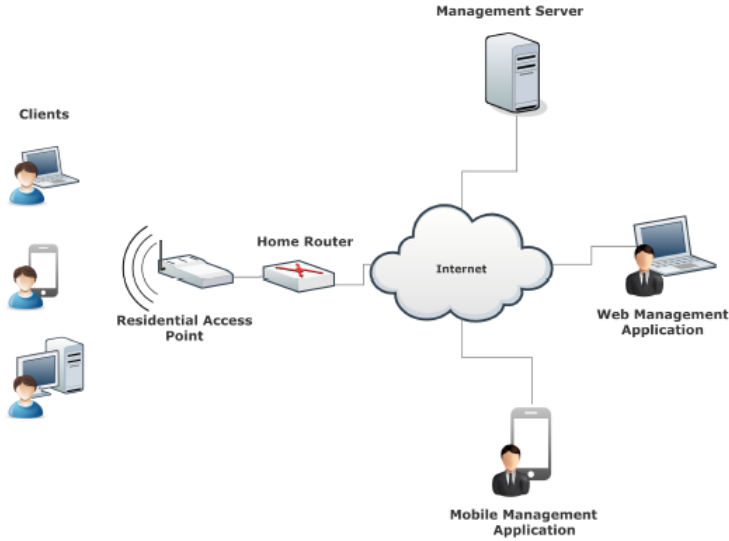


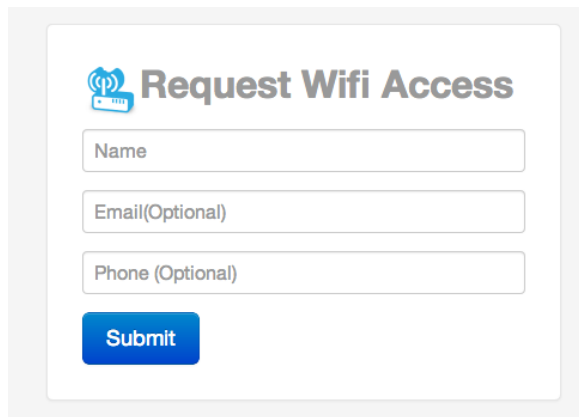
Figure 2.1: Existing System Architecture

## 2.3 Analysis of System

The system is based on client-server model [mod13], which is a distributed application structure in computing that partitions tasks or workloads between the providers of a resource or service, called servers, and service requesters, called clients. Since in the internet access system, the request client users connect with the residential access point (in this project will be RPI), so it is better for the service to provide client-server model communication between different client users and residential access point.

Moreover, there will be different residential access point from different residential areas to communicate with the same service provider (central management server) since the central management server will provide the server back-end service and store the database with information for administrator authentication, different residential Media Access Control (MAC) address and other necessary service data. The main database of the system should be able to be managed and modified by the administrators. Then the client-server model also would suit into this scenario.

According to the communication between mobile application clients and central management server, the client-server model of this architecture is better for central management server to return the response of the HTTP request and manage the whole service of the system.



**Request Wifi Access**

Name

Email(Optional)

Phone (Optional)

**Submit**

Figure 2.2: Request Client User Web Request Page

More detail about the different components in system architecture would be covered in the individual chapter 3, chapter 4 and chapter 5.

Because there is no running system from previous student master project when this project begin, the performance between previous system and current improvement system would not be compared in this report. However, different improvement of the internet access system would be discussed in the later chapters. And all improvement functions would be only based on the master project report[Coo13b].

## 2.4 User Case

Normal user case for this prototype system will be discussed in this section. There are two children in Adam's family. One is 19-year-old daughter Stella and the other is 15-year-old son Aslak. Usually Adam and his wife Eva live with their younger son, they are using the same wireless network based on internet access control system in their house. However, Aslak likes to play online game too much and sleep very late. Then everyday around 2200, Adam will use his WifiAccess Manager application on his iPhone to block his son's computer internet access to make sure Aslak could sleep at the acceptable time everyday. Some weekend, his daughter come back to their house to enjoy the weekend with them. Stella will make her computer and mobile phone connect with the wireless network, then she use the browser to type any domain name in the address bar, she will be redirected to the same central management server to request internet access like the Figure 2.2. Then she just type her name for the current device to make request. After she made request, there will be a notification e-mail send to Adam's phone since his administrator user on the WifiAccess Manager application is registered with this e-mail address. Then

Adam will use the ios application to approve this request, after that his daughter can connect with the internet this weekend.

More working process will be discussed in the Chapter 6. There will be more detail system testing result in that Chapter.





# Chapter 3

## Raspberry Pi Setting

### 3.1 About Raspberry Pi

The RPI is a credit-card-sized single-board computer developed in the UK by the Raspberry Pi Foundation with the intention of promoting the teaching of basic computer science in the schools. [Pi13] The RPI has a Broadcom BCM2835 system on a chip, which includes an ARM1176JZF-S 700 MHz processor (The firmware includes a number of "Turbo" modes so that the user can attempt overclocking, up to 1 GHz, without affecting the warranty), VideoCore IV GPU, and was originally shipped with 256 megabytes of RAM, later upgrade to 512 MB. It does not include a built-in hard disk or solid-state drive, but uses an SD card for booting and long-term storage.

#### 3.1.1 RPI Hardware for Project

In this project, one Kingston 8 Gigabyte (GB) SD card is used instead of Samsung 16 GB SD card in previous master project[Coo13b] because the Samsung 16 GB SD card used in the previous project is quite unstable since its root file system has been broken by the voltage changes of the Universal Serial Bus (USB) hub on the RPI during the development of this report project.

In this project, it will use model B as the residential access point because the model B is more powerful on the hardware than the model A, and it has two built in integrated USB ports. Since the residential access point need provide the Wifi hot-spot function for other client user to connect to, and the normal RPI is not equited with on-board Wifi block component, a compatible D-link DWL-G122 would be used with RPI by the USB connecting.

## RASPBERRY PI MODEL B

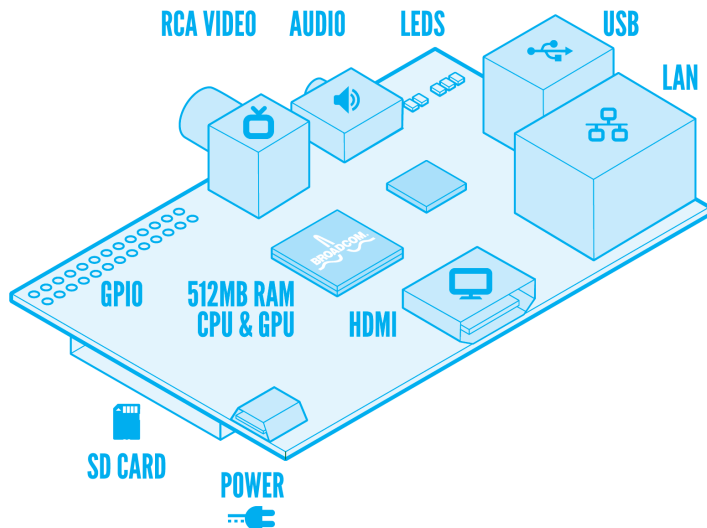


Figure 3.1: Raspberry Pi used as Residential access point

### 3.1.2 RPI Operation System

The Raspberry Pi Foundation provides Debian and Arch Linux ARM distributions as RPI operating system. Tools are available for Python as the main programming language on the RPI, with support for BBC BASIC (via the RISC OS image or the "Brandy Basic" clone for Linux), C and Perl. In this project the recommended operating system, Raspbian wheezy[Ras13] will be used as RPI operating system. Raspbian is a free operating system based on Debian optimized for the Raspberry Pi hardware. An operating system is the set of basic programs and utilities that make Raspberry Pi run. However, Raspbian provides more than a pure OS: it comes with over 35,000 packages, pre-compiled software bundled in a nice format for easy installation on Raspberry Pi. For this prototype project, this kind of beginner operating system is the best choice.

## 3.2 Applications Using on Raspberry Pi

### 3.2.1 hostapd

Most using package to provide Wifi hot-spot function on RPI is hostapd[hL13] package. hostapd is an Institute of Electrical and Electronics Engineers (IEEE) 802.11 Access Point (AP) and IEEE 802.1X/Wi-Fi Protected Access (WPA)/Wi-Fi Protected Access 2 (WPA2)/Extensible Authentication Protocol (EAP)/Remote Authentication Dial In User Service (RADIUS) Authenticator. The advantages of using hostapd are that it is compatible well with the RPI and it is easy to manually modified by script configuration file. The setting up configuration file is shown in Code Snippet3.1.

---

**Code Snippet 3.1** hostapd configuration file

```
interface=wlan0
driver=nl80211
ctrl_interface=/var/run/hostapd
ctrl_interface_group=0
ssid=raspberry
hw_mode=g
channel=8
wpa=0
beacon_int=100
auth_algs=1
wmm_enabled=1
```

---

### 3.2.2 DHCP

For dynamically allocating IP address for connected clients with RPI, the protocol, DHCP [Pro13c] is using in this project. DHCP is a standardized networking protocol used on IP addresses and other information that is needed for internet communication. DHCP allows computers and other devices to receive an IP address automatically from a central DHCP server(RPI in this project), reducing the need for a network administrator or a user from having to configure these settings manually. This working process is fit the requirement of prototype project because client users need have a IP address to have the access to post internet access request to the central server and wait for the response. And the recommended networking protocol using in this case from the RPI community is DHCP.

### 3.2.3 Dnsmasq

In this project, on RPI device, an application named dnsmasq [Dns13] will be used to provide Domain Name System (DNS) forwarder and DHCP server. For this prototype project, dnsmasq is a lightweight, easy to configure DNS forwarder and DHCP server. It is designed to provide DNS and, optionally, DHCP, to a small network, like the residential area wireless network in this project case.

---

#### Code Snippet 3.2 dnsmasq configuration

```
interface=wlan0

dhcp-range=unauth,10.0.0.65,10.0.0.94,2m
dhcp-option-force=unauth,1,255.255.255.224
dhcp-option-force=unauth,6,129.241.200.170,129.241.200.170

dhcp-range=auth,10.0.0.1,static,2m
dhcp-range=auth,10.0.0.2,10.0.0.63,2h
dhcp-option-force=auth,1,255.255.255.192
dhcp-option-force=auth,6,8.8.8.8,8.8.4.4

dhcp-hostsfile=/etc/dnsmasq.hosts
```

---

The configuration file for dnsmasq is shown in Code Snippet 3.2. For this project, we set unauthenticated IP addresses in the range from 10.0.0.65 to 10.0.0.94, the the lease available time is two minutes. On the other hand, the authenticated IP addresses are in the range from 10.0.0.2 to 10.0.0.62. And for unauthenticated clients, the DNS server would be 129.241.200.170 which is central management server to redirect network traffic for each unauthenticated IP address. For authenticated clients, the DNS server would be the Google Open DNS server(8.8.8.8,8.8.4.4) to reduce the complexity of the RPI residential access point. Moreover, we set the hosts file to '/etc/dnsmasq.hosts'. this file will store the static lease script. The example script in dnsmasq.hosts would be like Code Snippet 3.4, it includes IP address leased by the client user , MAC address from the client user device and the IP lease available time. The dnsmasq hosts file would be modified when there is any changes from the central management server updating the client user authorization.

There is a bug in the previous master project report [Coo13b], which is the format of the IP address lease is not correct when there is an authenticated client which needs to be added to as static lease in dnsmasq hosts file. The format of the dhcp host should be the format as Dnsmasq dhcp host format shown in Code Snippet 3.3

---

**Code Snippet 3.3** dnsmasq dhcp host format

```
--dhcp-host=[<hwaddr>][,<ipaddr>][,<lease_time>][,<ignore>]
```

---

according to dnsmasq document[doc13]. Then the bash script for adding static lease in the dnsmasq host file need to be fixed because of this bug. There are two files to place the leases for connecting devices managed by dnsmasq. One is to store the static lease information, dnsmasq.hosts (/etc/dnsmasq.hosts), the other is to store the temporary lease information, dnsmasq.leases (/var/lib/misc/dnsmasq.leases). This project is using both files to change the IP address for request clients. This will be discuss more detail in the bash shell scripts in the section3.3.

---

**Code Snippet 3.4** dnsmasq hosts file

```
e4:ce:8f:03:7f:e0,10.0.0.6,2h
```

---

### 3.2.4 Iptables

After user client gets the IP address from the residential access point, the residential access point need provide a way for user client to get the authenticated IP and set the authenticated IP with the new routing policy. In this project, iptables[Wi13] is used to set new routing policy. Iptables is a user space application program that allows a system administrator to configure the tables provided by the Linux kernel firewall and the chains and rules it stores. Different kernel modules and programs are currently used for different protocols; iptables applies to IPv4, ip6tables to IPv6, arptables to Address Resolution Protocol (ARP), and ebtables to Ethernet frames.

When a IP packet arrives at the residential access point (RPI), it is sequentially checked against the rules in the iptables. The main tables in iptables are filter, nat and mangle. Each table contains a number of chains and each chain has a set of rules. The working process of manipulating iptables will not be covered in this report since it is fully described in previous master project report [Coo13b].

## 3.3 Scripts on Raspberry Pi

On RPI residential access point, the main function to manipulate Iptables and configure dnsmasq is based on the shell scripts on the RPI. And the commands are

got from the central management server by the python scripts HTTP post request which running repeatedly in 60 milliseconds interval. Also the proxy server hosting is based on python scripts hosting on the port 8089, the iptables rules to force unauthenticated devices redirect to this hosting port is shown in Code Snippet A.4 of Appendix A. Because of the time limit, in this project, it will use the same mechanism on RPI as previous master project [Coo13b], other possible solution will be discussed in Chapter 7. However, there are several bugs in the master project report provided, which is fixed in this project to make RPI residential access point working. In this section, we will discuss these fix changes, the original and correct part from previous master project is not included.

### 3.3.1 RPI Configuration Python Script

On the RPI residential access point, RPI need to run two important python scripts to make the residential access point work in the whole internet access control system. One is transproxy.py script which is the same transproxy.py python script on the Github repository (<https://github.com/TorgeirCook/RPIConfigurationServer/blob/master/transproxy.py>), it is developed by Torgeir Pedersen Cook in his master project. This python script is to host the proxy server on port 8089 of RPI to make sure all the redirected network traffic will reach the remote central management server for unauthenticated IP address client user to request internet access and also to get the current connected device MAC address. The proxy server hosting python script is on the Github repository ([https://github.com/brlanchen/WifiAccess\\_RPIConfigurationServer/blob/master/transproxy.py](https://github.com/brlanchen/WifiAccess_RPIConfigurationServer/blob/master/transproxy.py)) since it has not been any changes from previous master project then it will not be further discussed in this report.

Another script running on RPI is configserver.py script, the main function getClientPermissions function is shown in Code Snippet A.2 of Appendix A. In this function, it will do the HTTP post request with the current RPI residential access point MAC address to get the correct update client request list in the response returned. Then it will determine the client configuration function by the response result array. The request data list is a JavaScript Object Notation (JSON) array with the different client info JSON object. According to the value of status of the permission parameter in client JSON object, this function will call the right method to execute the bash shell scripts to manipulate IP address lease and iptables. Moreover, the timer for HTTP post request is set in configserver.py script as well, then this main configuration process will be triggered once 60 milliseconds to make sure the access control of the internet is up to date.

In the original scripts from the previous master project, it only call the removeClient and addClient functions in clienthandler.py script (it is shown in Code Snippet

---

**Code Snippet 3.5** timer method in configserver.py

```
threading.Timer(60.0, self.sendBindingUpdate).start()
```

---

A.3 in A, will be discussed more in later) every time for the updated client request devices. Then it did not provide the way to block the client request devices. But in this project, the blockClient function is implemented in clienthandler.py, then it will determine the correct function to approve the request client or to block the request client.

Furthermore, in the previous master project configserver.py script, the shell script reload\_dhcp\_leases.sh shown in Code Snippet 3.9 is not working correctly with this python script. So the fixed version of reload\_dhcp\_leases.sh shown in Code Snippet 3.10 is implemented in this project along with the corresponding changes in configserver.py script. The content of reload\_dhcp\_leases.sh script will be discussed in later section.

### 3.3.2 RPI Client Handler Python Script

Once the response got from the central management server, the corresponding method in clienthandler.py shown in Code Snippet A.3 of Appendix A will be called. In addition to the previous master project, the blockClient function is implemented, it takes key parameter to block the right MAC address in the lease host file of dnsmasq by the shell script block\_static\_lease.sh shown in Code Snippet 3.8. And because the possibility of the connected device using the unknown IP address for the client list in clienthandler.py (maybe something blocks in the running script configserver.py then not register the IP address in client list), so the safe solution in removeClient function to clear the DHCP lease file ever time for the specific MAC address device. That is the reason to have two options in the removeClient function to make sure clear the lease every time need to remove client no matter whether the client IP address is in the client list or not.

### 3.3.3 RPI Bash Shell Scripts

There are five shell scripts using in the RPI residential access point. The iptables\_setup.sh scripts in Code Snippet A.4 in Appendix A is used for setup the iptables in the initial state. On the RPI, the configuration for network interface settings is shown in Code Snippet A.1 in Appendix A which is the same from previous master project. This script will not be discussed in this report since it has not been changed.

**add\_static\_lease.sh**

The `add_static_lease.sh` script is shown in Code Snippet 3.7, it requires three different input (`$1,$2,$3`), the first input is request client MAC address, the second input is the new IP address and the third input is the lease available time for DHCP. It is used to add new lease in the `dnsmasq.host` to make this MAC address device with the static lease in DHCP. In the code from previous master project, this shell script shown in Code Snippet 3.6 is not correct since it only adds not exist MAC address IP address lease, then there is no way to change the current using lease to different IP address or block this MAC address client device. The improved version is implemented in this project to solve this problem in Code Snippet 3.7 by removing the corresponding lease information every time before add a updated one.

---

**Code Snippet 3.6** Original `add_static_lease.sh`

```
#Add lease to the DHCP lease file of dnsmasq
if ! grep -q $1 /etc/dnsmasq.hosts; then
line=$(grep $1 /var/lib/misc/dnsmasq.leases)
myarr=($line)
device=${myarr[3]}
dhcphost="dhcp-host=$1,$2,$device,$3"
echo $dhcphost >> /etc/dnsmasq.hosts
echo "lease added to dnsmasq.hosts: $dhcphost"
else
echo "dnsmasq.hosts already contains a lease with mac: $1"
fi
```

---

**block\_static\_lease.sh**

The `block_static_lease.sh` script shown in Code Snippet 3.8, it is the new function for the previous master project. This script requires one input which is request device MAC address to make the DHCP ignore this device to require IP address in the current residential wireless network. By using this ignore mechanism in `dnsmasq` application, the blocked device will not get IP address anymore. The reason to block device in this way because usually in the public wireless network, it is reasonable for normal user to require the internet access for some time period using, after certain agreed time, the client device can not access internet any more. But in the residential network, more usual case is that the administrator does not want this blocked device to continue have the IP address in the network since there are not many IP addressed available in such small network, and also more safe way to keep this blocked device can not harm the current residential network because it is made



---

**Code Snippet 3.7** Improved add\_static\_lease.sh

```
#Add lease to the DHCP lease file of dnsmasq
if ! grep -q $1 /etc/dnsmasq.hosts; then
    #line= grep -q $1 /var/lib/misc/dnsmasq.leases
    dhcphost="$1,$2,$3"
    echo $dhcphost >> /etc/dnsmasq.hosts
    echo "lease added to dnsmasq.hosts: $dhcphost"
else
    echo "dnsmasq.hosts already contains a lease with mac: $1"
    sed -i "\|$1|d" /etc/dnsmasq.hosts
    dhcphost="$1,$2,$3"
    echo $dhcphost >> /etc/dnsmasq.hosts
    echo "lease added to dnsmasq.hosts: $dhcphost"
fi
```

---

for private residential use. The main point of this kind network is to be managed and observed by administrator not to be free and public for every connected device like the public network.

---

**Code Snippet 3.8** block\_static\_lease.sh

```
#Block mac address to the DHCP lease file of dnsmasq

dhcphost="$1,ignore"
echo $dhcphost >> /etc/dnsmasq.hosts
echo "blocked mac address added to dnsmasq.hosts: $dhcphost"
```

---

**reload\_dhcp\_leases.sh**

The reload\_dhcp\_leases.sh script shown in Code Snippet 3.10 is to reload the dnsmasq to make the new configuration in the dnsmasq.hosts working and remove the current temporary IP address lease. It takes one input as MAC address in the lease file to delete corresponding lease information in dnsmasq.leases(the temporary lease file for dnsmasq). The reason to remove the temporary IP address for the specific device is to force the device to update its new IP address to make sure the access control change working as quickly as possible. This delete function is not in

the Code Snippet 3.9 from previous master project, it is introduced in this project to solve the problem mentioned above.

---

**Code Snippet 3.9** Original reload\_dhcp\_leases.sh

```
#Reload dnsmasq configurations
pid=$(pgrep dnsmasq) # store the return value
echo "dnsmasq pid: $pid"
sudo /bin/kill -s SIGHUP $pid
echo "dnsmasq config reloaded"
```

---



---

**Code Snippet 3.10** Improved reload\_dhcp\_leases.sh

```
#Reload dnsmasq configurations
pid=$(pgrep dnsmasq) # store the return value
echo "dnsmasq pid: $pid"

sudo /bin/kill -s SIGHUP $pid
echo "dnsmasq config reloaded"

sed -i "\\$1d" /var/lib/misc/dnsmasq.leases
echo "remove current lease to require new lease"
```

---

**clear\_dhcp\_lease.sh**

The other shell scripts using on RPI residential access point is clear\_dhcp\_lease.sh file. This file is missing in the previous master project report. It is implemented like Code Snippet 3.11. The function of it is to remove the one corresponding static lease information in dnsmasq.hosts for specific device MAC address. Then this device will have to use the temporary lease which requested again from the RPI residential access point. It will release the current using authenticated IP address for other new approved device.

These four shell scripts discussed before is used by the in clienthandler.py shown in Code Snippet A.3 to change the DHCP by dnsmasq application. After the lease changes from these shell scripts, there will be corresponding iptables manipulates process in Code Snippet A.5 in Appendix A. This part is implemented in the previous master project, so it will not be discussed in this project report. The main function of it is to remove the corresponding iptable rules for specific IP address and add the

---

**Code Snippet 3.11** `clear_dhcp_lease.sh`

```
#Remove lease from the DHCP lease file of dnsmasq  
  
sed -i "\|$1|d" /etc/dnsmasq.hosts
```

---

new corresponding iptable rules to make this new authenticated IP address have the internet access control and not redirect all the network traffic to the remote central management server any more.



# Chapter 4

## Central Management Server Improvement

There was only one web service on Tomcat 6 in the previous master project to host request web page shown in Figure 2.2 and provide Application Programming Interface (API) for mobile management application. The central server in this project has two port hosting two web services for two different use cases. On the port 8080 is a web service hosting on Tomcat 6 [Tom13] web server to provide the mobile management application API. The other web service on port 80 is the default web service on Apache HTTP Server [Ser13a] version 2 to provide the simple web page for client request user. The reason to have two different web services on different port numbers is that it can prevent unauthenticated client request user on the request page to hack the mobile application API web service to get the authenticated user right for unauthenticated device. However, because the time limit for this project, the prototype is to provide two different web service to demonstrate the two web service security mechanism in this case. The source code of central server web service is on the Github repository ([https://github.com/br1anchen/WifiAccess\\_ManagementServer](https://github.com/br1anchen/WifiAccess_ManagementServer)).

### 4.1 Technology Using on Remote Central Server

#### 4.1.1 Apache Tomcat

Apache Tomcat (or simply Tomcat, formerly also Jakarta Tomcat) is an open source web server and servlet container developed by the Apache Software Foundation (ASF). Tomcat implements the Java Servlet and the JavaServer Pages (JSP) specifications from Sun Microsystems, and provides a "pure Java" HTTP web server environment for Java code to run in. This project is using Apache Tomcat to provide API for mobile management application because it is easy to set up on Linux operating system on remote central server since it has already been installed on the server. Another reason is that the server back-end of remote central server is implemented in PHP: Hypertext Preprocessor (PHP) 5, it is easy to build on Apache Tomcat and Apache HTTP Server for simple web service use. And its administrator tool

phpmyadmin [Wp13] which is also used in this project is easy to set up as well. The hosting directory on Apache Tomcat is `/var/lib/tomcat6/webapp/ROOT/`.

#### 4.1.2 Apache HTTP Server

The Apache HTTP Server is a web server application notable for playing a key role in the initial growth of the World Wide Web. Apache is developed and maintained by an open community of developers under the auspices of the Apache Software Foundation. Most commonly used on a Unix-like system (in this project case which is Linux operating system), the software is available for a wide variety of operating systems. The chosen reason is the same for previous section of Apache Tomcat. In this project, it is used to host a simple web page for client request user to submit their basic user information to the administrator and store these information in MySQL [WM13] database. The hosting directory on Apache version 2 HTTP Sever is `/home/torgier/phpbackend/`.

#### 4.1.3 PHP: Hypertext Preprocessor

PHP is a server-side scripting language designed for web development but also used as a general-purpose programming language. PHP is now installed on more than 244 million websites and 2.1 million web servers. PHP code is interpreted by a web server with a PHP processor module, which generates the resulting web page: PHP commands can be embedded directly into an HTML source document rather than calling an external file to process data. It has also evolved to include a command-line interface capability and can be used in standalone graphical applications. In the previous master project, the central management server system is implemented in PHP as programming language, so it is still used in this project. The main reason to use PHP is because it is easy to set up and not required highly structured code design for this prototype project. There will be more detail about the function implemented by PHP in later section.

#### 4.1.4 MySQL

MySQL is the world's second most widely used open-source relational database management system. MySQL is a popular choice of database for use in web applications, and is a central component of the widely used Linux, Apache, MySQL, Perl/PHP/Python (LAMP) open source web application software stack. For commercial use, several paid editions are available, and offer additional functionality. Applications which use MySQL databases include: TYPO3, MODx, Joomla, WordPress, phpBB, MyBB, Drupal and other software. MySQL is also used in many high-profile, large-scale websites, including Wikipedia, Google (though not for searches), Facebook, Twitter, Flickr, and YouTube. The reason to use in this project system is simply because it nicely suits for LAMP open source web application software. MySQL is

used as administrator information database and request client information database in this project.

#### **4.1.5 phpMyAdmin**

phpMyAdmin is a free and open source tool written in PHP intended to handle the administration of MySQL with the use of a web browser. It can perform various tasks such as creating, modifying or deleting databases, tables, fields or rows; executing SQL statements; or managing users and permissions. It is used for testing reason in this project. It has not been installed on the remote central management server in previous master project, but it is introduced in this report project because it is easy for developer to modify and check the database without running the full implemented system. This application can be running on the web browser, it is good in server and client communication system to debug and test the both client side application and server side web service.

### **4.2 Improvement on Central Management Server**

#### **4.2.1 Authentication Log on**

In the previous master project, the log on function on mobile application is actually only required user name validation since there is no password data stored in the administrator information database table. Before implementing the more safe authentication mechanism in the system, the password data column need be added by phpMyAdmin application from the web browser. Then the new log on API shown in Code Snippet 4.1 is implemented on the mobile application API hosting web service. It added one more parameter as password to Structured Query Language (SQL) where statement, then do the select SQL query statement to check if there is any administrator data has the same e-mail (which is user name for administrator in this system) and same password. If there is one correct result then the web service will return HTTP response with status code number 200, otherwise it will return HTTP response with status code number 401 as login failure. The reason to fix user name and password as two input validation to login is that only one input validation login mechanism is too easy to hack and in this case the e-mail address is usually open and public for any one to check and use. It is better to add password as normal login input validation in modern login system.

#### **4.2.2 Security Log on HTTP Request**

In the previous master project, all the HTTP request between client and server is pure string with the authentication information in the request body or header. It is quite vulnerable for the software security view. Any hacker can use the hacking

**Code Snippet 4.1** /admin/mobile/loginapp.php

```
<?php
include_once('../../mysql.php');

$user_email = $_POST['email'];
$user_pwd = $_POST['password'];

$MySQL = new MySQL('WifiAccess', 'root', 'dork2001');

$where_stmt['email'] = base64_decode($user_email);
$where_stmt['password'] = base64_decode($user_pwd);

$user = $MySQL->Select('user', $where_stmt);

if(is_null($user['email']) == true){
    HttpResponse::status(401);
}else{
    HttpResponse::status(200);
}

HttpResponse::setContentType('text/html');
HttpResponse::setData('');
HttpResponse::send();

?>
```

---

technology like phishing or sniffing to get the correct administrator information to take control of the this internet access control system. So in this project, a simple way to encrypt the administrator login validation information is introduced by this reason. The login function shown in Code Snippet 4.1, it is implemented with Base64[WB13] decoding just for demonstration of the encryption process on central management server web service. Base64 encoding schemes are commonly used when there is a need to encode binary data that needs to be stored and transferred over media that is designed to deal with textual data. This is to ensure that the data remains intact without modification during transport. Base64 is commonly used in a number of applications including email via Multipurpose Internet Mail Extensions (MIME), and storing complex data in Extensible Markup Language (XML). Since the login HTTP post request should be with Base64 encoding data, then the encoding process in the mobile application need to be implemented as well, it will be discussed in the Chapter 5.



### 4.2.3 E-mail Notification Mechanism

In the previous master project, it used Google Cloud Message[FA13] for Android application to implement the push notification function when there is new access request in the residential network. Google Cloud Messaging for Android (GCM) is a service that allows you to send data from your server to your users' Android-powered device, and also to receive messages from devices on the same connection. The GCM service handles all aspects of queueing of messages and delivery to the target Android application running on the target device. GCM is completely free no matter how big your messaging needs are, and there are no quotas. It works well for Android Application, but in this project the IOS application is the main application need to be implemented, then GCM is not the same case as Apple Push notification service [Ser13b]. Apple Push Notification service is the centerpiece of the push notifications feature. It is a robust and highly efficient service for propagating information to iOS and OS X devices. Each device establishes an accredited and encrypted IP connection with the service and receives notifications over this persistent connection. If a notification for an application arrives when that application is not running, the device alerts the user that the application has data waiting for it. The Apple notification service is required for Apple Developer Account to use, but in this project, the developer is using some company IOS developer account, it can not be used for further using than prototype programming. Afterwards, the E-mail notification mechanism is introduced by this reason. The mechanism is implemented based on third party PHP class PHPMailer, which is included in the Github repository as well. The implemented code is shown in Code Snippet 4.2. The notification E-mail is sent by the Google mail service from the sender E-mail address "wifi.access.manager@gmail.com". Once the user submit the internet access request from the connecting device then the web service will send an E-mail with the request user name in the mail body to the responsible administrator which registered in the administrator information database on the server according to responsible RPI residential access point. In this mechanism, the administrator can get up to date the request notification by E-mail but only the request is his responsibility.

---

**Code Snippet 4.2** e-mail notification function in requestaccess.php

---

```

require_once('classes/class.phpmailer.php');

$phpmailer = new PHPMailer();

if(!empty($client_mac) && !empty($rpi_mac)){

    $oMySQL = new MySQL('WifiAccess', 'root', 'dork2001');
    $query = "INSERT INTO client (mac, name, rpi_mac, email)
    VALUES ('$client_mac','$name','$rpi_mac','$email')
    ON DUPLICATE KEY UPDATE mac = VALUES(mac),
    name = VALUES(name),
    rpi_mac = VALUES(rpi_mac),
    email = VALUES(email)";
    $oMySQL->ExecuteSQL($query);

    $response = sendPushNotification($rpi_mac, $client_mac, $name);

    $mailSQL = new MySQL('WifiAccess','root','dork2001');
    $where['rpi_mac'] = $rpi_mac;
    $user = $mailSQL->Select('user', $where);
    if(!is_null($user['email'])){
        $phpmailer->IsSMTP();
        $phpmailer->Host = "ssl://smtp.gmail.com";
        $phpmailer->SMTPAuth = true;
        $phpmailer->Port = 465;
        $phpmailer->Username = "wifi.access.manager@gmail.com";
        $phpmailer->Password = "ntnu2013";

        $phpmailer->SetFrom('wifi.access.manager@gmail.com', 'Wifi Manager'

        $phpmailer->Subject = "New Request User";
        $phpmailer->Body
            = "There is a new user($name) request for wifi access!";

        $phpmailer->AddAddress($user['email']);

        if(!$phpmailer->Send()) {
            echo "Mailer Error: " . $phpmailer->ErrorInfo;
        } else {
            echo "Message sent!";
        }
    }
}
}

```

---

# Chapter 5

## Mobile Application Development

The source code of IOS application is on the Github public repository ([https://github.com/br1anchen/WifiAccessManager\\_IOS](https://github.com/br1anchen/WifiAccessManager_IOS)). The IOS project is developed under MAC OS 10.8.5 by Xcode 5.0.1 using IOS 7 SDK. The programming language used in this application is Objective-C[WOC13], it is a general-purpose, object-oriented programming language that adds Smalltalk-style messaging to the C programming language. It is the main programming language used by Apple for the OS X and iOS operating systems and their respective APIs, Cocoa and Cocoa Touch. The improved Android application's source code is also on the Github public repository [https://github.com/br1anchen/WifiAccessManager\\_Android](https://github.com/br1anchen/WifiAccessManager_Android). It is developed under MAC OS 10.8.5 by ADT.

### 5.1 IOS Wifi Access Manager Application

During the development period of IOS management application, Apple just released new IOS SDK, which is IOS 7, on all the IOS devices. And the new Xcode IDE is upgraded with this new SDK library as well. So for this prototype project, IOS application is developed under these SDK scope. Because of the time limit for this project and the main goal of the application is not to provide advanced mobile application, some necessary feature like user interface design will not be considered as high priority in this project. Furthermore, it is simple management application for prototype, it will not include highly advanced software design architecture.

#### 5.1.1 SDK Library Using in IOS Wifi Access Manager Application

There are three key SDK libraries used in this project.

**Foundation.framework**

The first one is Foundation Framework library [Ref13b], it defines a base layer of Objective-C classes. In addition to providing a set of useful primitive object classes, it introduces several paradigms that define functionality not covered by the Objective-C language. It is designed with these goals in mind:

- Provide a small set of basic utility classes.
- Make software development easier by introducing consistent conventions for things such as deallocation.
- Support Unicode strings, object persistence, and object distribution.
- Provide a level of OS independence, to enhance portability.

Most of the iOS application is based on this important library because it includes the root object class, classes representing basic data types such as strings and byte arrays, collection classes for storing other objects, classes representing system information such as dates, and classes representing communication ports.

**CoreGraphics.framework**

The second library is Core Graphics Framework library [Ref13a]. It is a C-based API that is based on the Quartz advanced drawing engine. It provides low-level, lightweight 2D rendering with unmatched output fidelity. You use this framework to handle path-based drawing, transformations, color management, offscreen rendering, patterns, gradients and shadings, image data management, image creation, masking, and PDF document creation, display, and parsing. In this project, the application's request list swiping to approve or block gesture animation is based on this library although this customized user interface component is also based on the other third party class library. The working animation result of this user gesture is shown in Figure 5.5.

**UIKit.framework**

The third SDK library used in the project is UIKit Framework library [Ref13c]. It provides the classes needed to construct and manage an application's user interface for iOS. It provides an application object, event handling, drawing model, windows, views, and controls specifically designed for a touch screen interface. Since mobile applications require very high responsiveness for user interface behavior, this library will provide all these kinds of event to the application logic to handle with. For example, the swipe gesture in this application, it will dispatch an user interface swipe

event to the run-time system, and the touch event on the login button will dispatch another touch event to the run-time system as well.

### 5.1.2 Third Party Library Using in IOS Wifi Access Manager Application

Although the native SDK IOS 7 library provided by Apple is quite powerful and convenient to use, there are still some process missing or not good enough to work with. Then third party library provided as open source project is necessary to use in this application.

#### UITableViewCell-Swipe-for-Options

In order to make the managing process of the client requests approving or blocking more convenient to use, the similar gesture function using in IOS 7 Mail App is a good solution for administrator to approve or block a client request in the connect device list by just swiping the corresponding list row and choose the approve or block button to make the management command to server. This open source project,UITableViewCell-Swipe-for-Options[Fur13], hosted on Github is better choice in this project to replace with the normal UITableViewCell component( which is default table row component in IOS user interface).

#### JSONKit

JSONKit[jJ13] library is a very high performance Objective-c JSON Library. Although in IOS 7 SDK, it provides the simple JSON parsing and serializing function. But it is limited with complexity of the JSON object needed to be parsed or serialized. In this project, the JSON object using during the communication between mobile client and server is quite complicated data structure object, then by using this third party JSON library is easier for developer to program the application. Moreover, the performance of the JSONKit to parse data to JSON object or serialize the JSON object to Objective-c object is better than any JSON framework in IOS application development scope according to the documentation of JSONKit library.

#### Base64

Base64[nB13] library is a set of categories that provide methods to encode and decode data as a base-64-encoded string. Because of the security login mechanism is implemented on the central management server, it is required for IOS mobile application to have Base64 encoding process. The third party Base64 library is introduced for this reason.

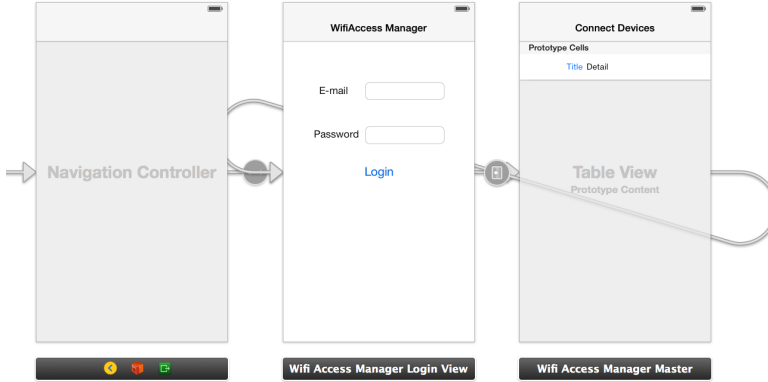


Figure 5.1: IOS Mobile Application Story Board Design

### 5.1.3 Structure of IOS Wifi Access Manager Application

#### Story Board

Storyboard[fiS13] is a visual representation of the user interface of an iOS application, showing screens of content and the connections between those screens. A storyboard is composed of a sequence of scenes, each of which represents a view controller and its views; scenes are connected by segue objects, which represent a transition between two view controllers.

Xcode provides a visual editor for storyboards, where developer can lay out and design the user interface of the application by adding views such as buttons, table views, and text views onto scenes. In addition, a storyboard enables developer to connect a view to its controller object, and to manage the transfer of data between view controllers. Using storyboards is the recommended way to design the user interface of the application because they enable developer to visualize the appearance and flow of your user interface on one canvas. Story board is used to simplify the structure of this application.

The story board design of the IOS application is shown in Figure 5.1. There are only two visible view in the story board, which are Wifi Access Manager Login View and Wifi Access Manager Master View. The controller to push or pop other user interface view to the font scene is navigation controller. Wifi Access Manager Login View is the place for administrator of the internet access control system to login the mobile application. And the Wifi Access Manager Master view is a subview of the UITableView(the user interface view class in IOS), it consists a list of the connected devices in the residential wireless network with status of each device's access request.

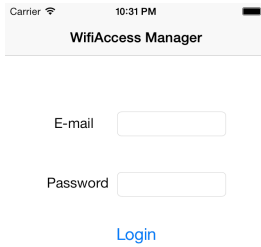


Figure 5.2: IOS Mobile Application Login View

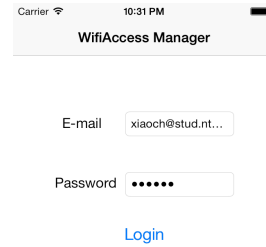
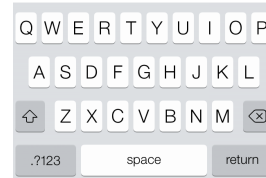


Figure 5.3: IOS Mobile Application Login Process



## View Controllers

Since there are two views in the application, each of them has their own view controller to handle the user interface event with the corresponding application logic function.

The view controller for Login View shown in Figure 5.2 and Figure 5.3 is `WifiAccessManagerLoginViewController`. The `userLogin` function (the main application logic function in `WifiAccessManagerLoginView`) is display in the Code Snippet 5.1. In this function, it takes the values from the user interface input as E-mail and password, then use the helper class (`HttpRequestUtilities`) which will be discussed later in this chapter to make the HTTP post request to the central management server for checking the user authentication. If login is successful it will use the storyboard '`performSegueWithIdentifier`' function to get the corresponding segue by the name '`afterLogin`'. The login process is shown in Figure 5.3 After that this segue will be triggered, which is to push the Wifi Access Manager Master view to the front scene. Also the administrator login information will be stored as user profile in this application sandbox folder, it will be used for later multitask switching application process on IOS from other application to make the user no need to type again to login.

The view controller for Wifi Access Manager Master view is more complicated than Wifi Access Manager Login View because it includes a `UITableView`, swipe gesture function with approving and blocking request function and automatic updating function. Because the view of this view controller is a table view then this view controller is a sub-view controller class of `UITableViewController`. It will have the delegate

---

**Code Snippet 5.1** userLogin function in WifiAccessManagerLoginViewController.m

```

- (IBAction)userLogin:(id)sender {
    self.email = self.email_input.text;
    self.password = self.pwd_input.text;

    NSString *loginInfo =
        [NSString stringWithFormat:
         @"WifiAccess Manager:Login:email: %@, pwd: %@",
         self.email,self.password];
    NSLog(@"%@", loginInfo);

    HttpRequestUtilities *httpHelper = [[HttpRequestUtilities alloc] init];

    if([httpHelper loginRequest:self.email withPassword:self.password])
    {
        NSLog(@"Login Success.");
        NSUserDefaults *userPref = [NSUserDefaults standardUserDefaults];
        [userPref setValue:self.email forKey:@"Email"];
        [userPref synchronize];

        [self performSegueWithIdentifier:@"afterLogin" sender: self];
    }else{
        NSLog(@"Login Failed.");
        UIAlertView *loginAlert =
            [[UIAlertView alloc]
             initWithTitle:@"Login Failed"
             message:@"Please check your user information then login again"
             delegate:self
             cancelButtonTitle:@"OK"
             otherButtonTitles:nil,nil];
        [loginAlert show];
    }
}

```

---

functions from UITableViewController to controll the table view. Moreover it will have the delegate functions from third party library,TLSwipeForOptionsCellDelegate, to make the swipe to options function work on cell components in the table view. The loadTableData function shown in Code Snippet B.1 of Appendix B, is the function to get the request lists from the server. It calls the helper class (HttpRequestUtilities)



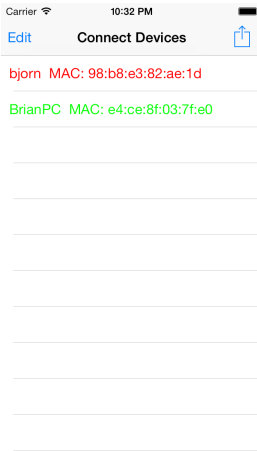


Figure 5.4: IOS Mobile Application Request List View

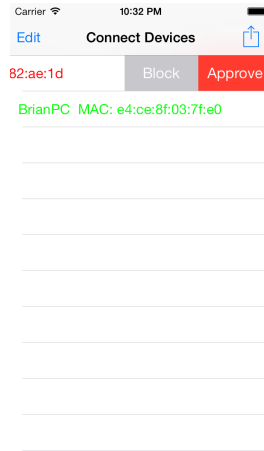


Figure 5.5: IOS Mobile Application Swipe Gesture

to make the HTTP post request to the central management server to get all the requests for the corresponding administrator. Then using the JSON serialization to convert the JSON object array to the objective-c NSMutableArray for displaying in the table view. But since the mechanism of IOS is to not block the user interface thread all the time, so this load table data will be run as another separate thread, after fetching the data from the server, reloadData function of self.tableView needs to be called to force the table content refresh with the new fetching data. The result after this process is shown in Figure 5.4.

The automatic updating function is implemented as a timer repeats with 10 second interval to call the loadTableData function in the application. The implementation code is shown in Code Snippet 5.2.

---

**Code Snippet 5.2** timer code in WifiAccessManagerMasterViewController.m

```
updateTimer = [NSTimer scheduledTimerWithTimeInterval:10
target:self
selector:@selector(loadTableData)
userInfo:nil
repeats:YES];
[updateTimer fire];
```

---

The approving and blocking process shown in Figure 5.6 and Figure 5.7 is

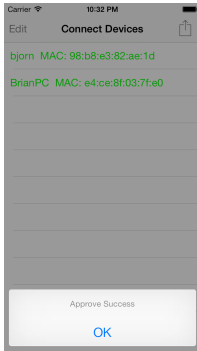


Figure 5.6: IOS Mobile Application Approve Request Process



Figure 5.7: IOS Mobile Application Block Device Process

implemented by the similar way in the WifiAccessManagerMasterViewController. In this report, only approving function displayed in Code Snippet B.2 of Appendix B will be discussed as code sample of these application process. This function is a delegate function from `TLSwipeForOptionsCell` class, which provides the method to get current select row of the table view to do further application process. The `'cellDidSelectApprove'` function shown in Code Snippet B.2 of Appendix B from this application will get the corresponding data from the current selected row to make the HTTP post request to post the changes for the client request status(in this case it is approving the request). Like `loadTableData` function mentioned before, it is a thread safe process as well, so it is necessary to call the `loadTableData` to fetch latest data from central management server and then force the table view to refresh the content.

## HttpRequestUtilities

To make the work of development for this application easier, one helper class named as `HttpRequestUtilities` is made in the project. This class will use other two third party library(`JSONKit`,`Base64`) to handle all the HTTP request to the server. There are three different HTTP request in the application. They are shown as Code Snippet B.3, Code Snippet B.4 and Code Snippet B.5 in the Appendix B. They are main HTTP communication between the mobile application client and central management server. All of them are quite similar, the function sets an Uniform Resource Locator (URL) with the corresponding address string, then creates a `NSMutableURLRequest` object to set all the corresponding information data in HTTP request header or body, at last makes the `NSURLConnection` with the central server to get the response back.

## 5.2 Improvement for Android Application

Because of the security login mechanism on the central management server, there will be some changes on Android Application as well. By using the `android.util.Base64` library, the encoding user name and password process is implemented. In the previous master project, there is no login parameter for password, so it needs to be added for Android Application. The main changes is shown in the Code Snippet 5.3.

---

**Code Snippet 5.3** login changes on Android Application

```
Map<String, String> loginParams = new HashMap<String, String>();  
loginParams.put("email",  
Base64.encodeToString(mEmail.getBytes(), Base64.DEFAULT));  
loginParams.put("password",  
Base64.encodeToString(mPassword.getBytes(), Base64.DEFAULT));
```

---



# Chapter 6

## System Testing

There are three main components in this project system. There are RPI residential access point, central management server and mobile application. So in this chapter test process will cover these three parts of the system.

### 6.1 Testing on RPI

To test the system on RPI, the working place shown in Figure 6.1 needs to be set up. Since the RPI using in this project has only two built USB port, one is taken up by Wireless-G USB Dongle. Then it is necessary to use an USB hub to provide two more USB port for keyboard and mouse to connect with. It is important that the USB hub connected with RPI is not require too high power voltage from RPI because the power voltage is quite limited on RPI board. Furthermore, the power cable of RPI need to be check if it can be used for higher voltage power adapter because some time the normal data transition micro-usb cable is not enough to power up the RPI device. To make the test and development of this project convenient, a High-Definition Multimedia Interface (HDMI) cable is used for RPI to output display signal to the monitor. At last, the ethernet cable is required to give the RPI access to the internet.

The two python scripts partly shown in Code Snippet A.2 in Appendix A and on the Github repository [https://github.com/br1anchen/WifiAccess\\_RPiConfigurationServer/blob/master/transproxy.py](https://github.com/br1anchen/WifiAccess_RPiConfigurationServer/blob/master/transproxy.py) should be executed and keep running on RPI. The full version of source code can be found on the Github repository [https://github.com/br1anchen/WifiAccess\\_RPiConfigurationServer](https://github.com/br1anchen/WifiAccess_RPiConfigurationServer). The method of testing access point system on RPI is to change the database of the client table (shown in the Figure 6.2) on the central management server. The columns, 'json\_permission' and 'update\_flag' in the client table need to be changed to triggered the changing access right process for the corresponding client on the RPI. For example, in the Figure 6.2, the client 'BrianPC' is with the 'json\_permission' value '{ "permissions": { "access": { "allow": true } } }'



Figure 6.1: RPI Test Working Place

|                          | mac               | name    | rpi_mac           | email               | json_permission                            | update_flag |
|--------------------------|-------------------|---------|-------------------|---------------------|--|-------------|
| <input type="checkbox"/> | 98:b8:e3:82:ae:1d | bjorn   | b8:27:eb:5e:c5:53 |                     | {"permissions":{"access":{"allow":false}}} | 1           |
| <input type="checkbox"/> | ac:3c:0b:1e:ae:27 | Bjorn   | b8:27:eb:b6:29:9b |                     | {"permissions":{"access":{"allow":false}}} | 0           |
| <input type="checkbox"/> | e4:ce:8f:03:7f:e0 | BrianPC | b8:27:eb:5e:c5:53 | xiaoch@stud.ntnu.no | {"permissions":{"access":{"allow":true}}}  | 1           |

☐ Check All / ☐ Uncheck All With selected: ☐ ☐ ☐

Show:  row(s) starting from record #

in  mode and repeat headers after  cells

Figure 6.2: Client Database Table on Central Management Server

and the 'update\_flag' value '1'. It means that this client is approved by administrator and need to be updated its IP address lease on the RPI residential access point. For the test purpose, the 'json\_permission' value can be changed as '{"permissions":{"access":{"allow":false}}}' and keep the 'update\_flag' value still as '1'. Then the RPI will know that this device is not allowed to access the residential network anymore, will make the blocking process for it.

The feedback of testing on RPI shows that it is not easy for normal user to set up this internet access control system. And since the running process log only can be shown on external monitor by RPI, the running scripts on the RPI has no way to notify the normal user if there is error or failure of the running process. The suggested solution of this feedback will be discussed in Chapter 7.

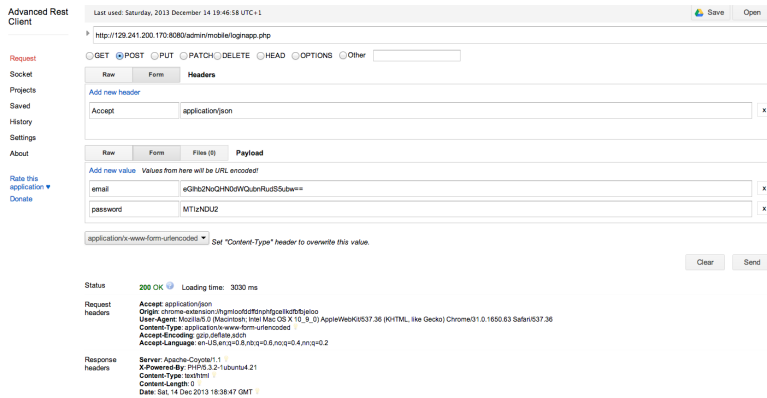


Figure 6.3: Advanced Rest Client Chrome Extension App for Central Management Server Test

## 6.2 Testing on Central Management Server

Because in this project, we make the improvement for login mechanism and E-mail notification for Central Management Server. So the test will be done for these two main feature of the Central Management Server.

### 6.2.1 Login Mechanism Testing

The login process communication between mobile application and central management server is HTTP post request with some user information on the request payload. The test for this feature will use a Chrome browser extension application called Advanced Rest Client to demonstrate the HTTP post request from the mobile application. The concept of Advanced Rest Client application is based on cURL[Wc13] command, which is a computer software project providing a library and command-line tool for transferring data using various protocols. The working process to test login mechanism on central management server is shown in the Figure 6.3. Because the user information data need to be encoded by Base64, then some online Base64 encoder web service is also used in this project for testing quite often, such as <http://www.base64encode.org/>. In Figure 6.3, the use of Advanced Rest Client application is quite clear that it allows user to edit the value in the HTTP request header and payload. It helps the development and testing a lot.

For testing the login mechanism on the central management server, the changing of the user information (for mobile manager client) database is also necessary. The Figure 6.4 is the administrator page of phpmyadmin for User database table on the central management server. By using phpmyadmin, the work to observe the changes

| + Options                |                   |                 |       |                       |          |
|--------------------------|-------------------|-----------------|-------|-----------------------|----------|
|                          | rpi_mac           | rpi_ip          | name  | email                 | password |
| <input type="checkbox"/> | b8:27:eb:5e:c5:53 | 129.241.208.182 | Brian | xiaoch@stud.ntnu.no   | 123456   |
| <input type="checkbox"/> | b8:27:eb:b8:29:9b | 129.241.200.75  | Bjorn | villa.bjorn@gmail.com | 123456   |

Check All / Uncheck All With selected: [edit] [delete] [print]

Show: 30 row(s) starting from record # 0

in horizontal mode and repeat headers after 100 cells

Figure 6.4: User Database Table on Central Management Server

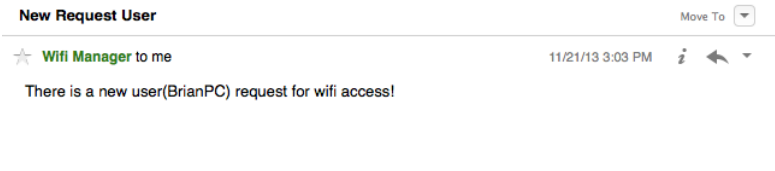


Figure 6.5: Notification E-mail for Administrator

of database and modify the database content or structure is much more easier than the previous master project.

The feedback of testing for login mechanism shows that it is a good solution to make the communication between mobile client and server more security than previous master project.And it makes the central management server hide behind the font side of the communication channel.

6.2.2 E-mail notification

To test the e-mail notification process of central management server is quite easy because the client request page shown in Figure 2.2 described in Chapter 2 can be used multiple times on one connected device in the network. It is reasonable since if the user is allowed in the residential network, then it should allow them to get the request result no matter it is approving or blocking. Then every time the client make the access request to the central management server, corresponding administrator need be notified by the E-mail from system. Although the weakness of the Brute-force attack will happen because of this process way, but by fixing the server work load case it should be handled quite well, this case will be more discussed in the Chapter 7 based on the feedback from the testing.

Through the testing of E-mail notification mechanism, the responsible administrator will get E-mail from the system E-mail address like the mail shown in Figure 6.5.



The feedback of this test shows that it is nice way to replace with the normal push notification function since there is no Apple developer account available in this prototype project.

### 6.3 Testing on Mobile Application

Because the simplicity of the mobile application, there is no test framework using during the development. The testing on mobile application is more focus on manually test for all the user behavior function on the mobile application. In this project, testing is on IOS mobile application. Since the time of development of this application is during the transition from old mobile operating system to new mobile operating system by Apple, more tests for application performance on different IOS platform.

Because of the limitation of different IOS devices with different versions of IOS, testing of mobile application has to be done on the simulator to get test result. Xcode IDE provides different simulators running different versions of IOS operating system. It also provides different versions of mobile Central Processing Unit (CPU) like 32-bit and 64-bit on different simulators. The functionality testing is working on different simulators with different assert. According the result of testing, the IOS Wifi Manager mobile application is working well on all different kinds of simulators. The performance result of different simulators test shows that all the test have almost the same performance on all kinds of simulators. The reason for that, it is mainly because of the simplicity of the application and not physical devices running different versions of IOS.



# Chapter 7

## Future Work

According the work progress of this report project and feedback from tests in the Chapter 6, there are several key features need to be considered as the future work for current internet access control system. Since there are no tests for these suggestion to the current system, some of the suggestion of the future could be hard to implement with. However, the considering fields of these approach would be more important than the implementation solutions in this Chapter.

### 7.1 Real-time Request Handle on Central Management Server

On the current central management server of the internet access control system, the back-end web service is implemented by PHP. And to get the update request status information from the server is achieved by a repeated timer to send HTTP post request. These facts make the request status information in the system is not real-time updated and also there will be too many useless HTTP requests between the RPI and central management server. These weakness is not so magnificent when there is only one residential network for the central management server to host web service. But the reason to have a central management server is to have the ability to host one service to serve different residential networks with the different RPI residential network access points. Then the work load problem will happen in current system, and also the weakness of the not real-time data will cause much more delay of request information for the end user.

From the research about real-time web service, some web technology framework focus on real-time communication like Node.js[Nod13] could be a better solution to host web service and API for mobile application in this system. Node.js is a platform built on Chrome's JavaScript run-time for easily building fast, scalable network applications. Node.js uses an event-driven, non-blocking I/O model that makes it lightweight and efficient, perfect for data-intensive real-time applications that run

across distributed devices. Research article(Performance analysis among Node.Js and other web server)[aanows13] shows that Node.Js is faster than apache&php based web server on handling with many small dynamic requests(which is the post request from RPI), so the performance of both raspberry pi client and mobile application client to pull and push data from server will be better.

## 7.2 Website Filtering Block Solution

The focus scope of this internet access control system is on residential use and parental control. Then the function of filtering website as white list and black list is necessary for this system. Since the basic concept of current system is to manipulate the IP table, then using some specific iptables command to block website is a proper solution. For example, the command in Code Snippet 7.1 tested in the current system is working for blocking website purpose. Then there could be a blocking website mechanism in the current system to let the administrator make a black list for the blocking website. Every time the running scripts on the RPI get this list from the central management server, it will use the same command in Code Snippet 7.1 to block the websites.

---

### Code Snippet 7.1 Block Website Command in iptables

```
iptables -I FORWARD -m string --string "facebook.com"
--algo bm --from 1 --to 600 -j REJECT
```

---

However, blocking sites with iptables rules is not a good idea, mainly because iptables (as most firewalls) deals with the IP addresses, but the relationship between a site and its IP addresses is rather loose.

One site can have many IP addresses, which can be changed rather frequently. Once iptables rules are created, even if you specify a site's name as part of a rule, the first IP address at that moment is used. If site's address changes, your iptables rules will be out of date. One IP address can host many sites (and it happens often). This will only get more frequent, because of the IP address scarcity. Then if you block an IP address, you block all sites hosted on it.

So it is better to use other solution than manipulating the iptables although in current system it is hard to implement because the structure of the current system is based on manipulating the iptables rules. The other possible solution will be discussed in next section.

### 7.3 Other Solution than Iptables

The main method used in current system on RPI is to manipulate the iptables rules. But it is not safe since the access right is only based on whether the IP address is authenticated or not. The other possible solution to achieve the same goal of internet access control should be considered. For example, installing a transparent HTTP proxy will achieve that. There is a project named 'Transparent Proxy with Linux and Squid mini'[Kir13] is quite promising for this case. Once the system has a transparent proxy, arbitrary rules can be added to it to block specific sites, it even does not need to use the caching feature of squid. There are other ways to handle site blocking like firewalls, proxies, etc. They should be more considered if this system need to be used in more practical field.

### 7.4 Request Security

As mentioned in Chapter 4, the login mechanism in the system is safe HTTP request because it is using Base64 encryption for the user login information. However, other HTTP requests in the system are still based on string parameter in request which can be weakness of the system security. Then the solution to encrypted these request parameter is also necessary, otherwise to set up all the HTTP request based on Hypertext Transfer Protocol Secure (HTTPS) communication protocol would be another choice.

### 7.5 RPI system distribution

The main purpose of the RPI in this residential internet access network is to set up and work stand alone, no need to be configured later on. If this product need to be focus on commercial market, then these two running scripts on the RPI need to start running when RPI boot up. The solution in this article 'Running A Python Script At Boot Using Cron'[Mat13] could be a good solution for this approach. It use an application called Cron to be a job scheduler that allows the system to perform tasks at defined times or intervals. It is a very powerful tool and useful in lots of situations. RPI can use it to run commands or in this case, two Python scripts when it boots.

Then the RPI in the system just needs to be powered up, all the running scripts will be executed when it boots, and no need for customer to configure it to start the service.



# Chapter 8

## Conclusion

After around 4 months work of this project, I really gained a lot of knowledge from this project. It is quite hard to begin with this project because it is the project based on previous student's master project and the master thesis of the previous project is not good enough to understand the working process of the system and not clear enough to set up the whole system running. Moreover, there are four different programming languages used in previous project, it makes everything more harder.

However, through the research on the internet, especially RPI development has a really good developer community, the resources to deal with these problem are plenty for the new beginner like me. Thanks to the Github, the source code repository of previous student work is public to me, then it is really nice for me to try to understand the way other programmer work.

The most biggest challenge during the development is the stability of SD card file system on RPI. The file system on that SD card has been ruined by voltage changes twice, every time all the work has been done need to be done again including RPI configuration. These experience showed me that it is really important to have a good quality SD card when you need to develop something on RPI. And to be careful with the all the external equipment you connected with RPI.

At the end, I am glad to learn five different programming languages(shell script, python, PHP, Java, Objective-c) in this project. It is really fun to code with them.





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# Appendix

## Appendix A



### A.1 RPI Residential Access Point Scripts

---

**Code Snippet A.1** network interface configuration file

```
auto lo

iface lo inet loopback
iface eth0 inet dhcp

allow-hotplug wlan0
iface wlan0 inet static
address 10.0.0.1
netmask 255.255.255.0

post-up /etc/network/if-up.d/iptables_setup.sh
```

---

---

**Code Snippet A.2** getClientPermissions function in configserver.py file

```

def getClientPermissions(self):
    #Start polling thread
    threading.Timer(5.0, self.getClientPermissions).start()

    print 'Boot Flag: %s' % self.bootFlag

    httpServ = httpLib.HTTPConnection("129.241.200.170", 8080)
    httpServ.connect()
    payload = urllib.urlencode(
        {'macaddress': util.getMacAddress('eth0'),
         'boot_flag' : self.bootFlag})
    headers = {"Content-type": "application/x-www-form-urlencoded",
               "Accept": "text/plain"}
    request = httpServ.request('POST',
                               '/rpi/getclients.php',
                               payload ,
                               headers)
    response = httpServ.getresponse()
    print 'Permissions Polling Request Sent'

    if response.status == httpLib.OK:
        array = response.read()
        data = json.loads(array)
        self.bootFlag = 1;

        if len(data) == 0:
            print 'No client updates recieved from server'

        else:

            for str in data:

                client_string = json.dumps(str)
                print 'Client from server : %s' % client_string
                client_json = json.loads(client_string)
                key = client_json ['client'] ['client_info'] ['mac']
                status =
                client_json ['client'] ['permissions'] ['access'] ['allow']

                if status == True:
                    self.clientlist.removeClient(key)
                    self.clientlist.addClient(client_json)
                else:
                    self.clientlist.blockClient(key)

            reload_leases_cmd =
            'bash /etc/reload_dhcp_leases.sh %s' % key
            iptablesapi.executeCommand(reload_leases_cmd)

```

---

**Code Snippet A.3** main functions in clienthandler.py file

```

def addClient(self, client_json):
    ip = self.ipaddress_pool.pop();
    client = Client(client_json, ip)

    # Add static lease to DHCP lease file (mac, ip, lease time)
    add_lease_cmd =
        'bash /etc/add_static_lease.sh %s %s 2m' % (client.mac, client.ip)

    iptablesapi.executeCommand(add_lease_cmd)
    self.clientlist[client.mac] = client

def blockClient(self, key):

self.removeClient(key);

block_mac_cmd = 'bash /etc/block_static_lease.sh %s' % key
iptablesapi.executeCommand(block_mac_cmd)

def removeClient(self, key):

    if self.clientlist.has_key(key):
        client = self.clientlist[key]
        ip = client.ip
        self.ipaddress_pool.append(ip)

        #Remove static lease from lease file (mac)
        clear_lease_cmd =
            'bash /etc/clear_dhcp_lease.sh %s' % client.mac

        iptablesapi.executeCommand(clear_lease_cmd)
        #Remove chains and rules from iptables
        client.deleteInitialChainAndRules()
        del self.clientlist[key]
    else:
        clear_lease_cmd =
        'bash /etc/clear_dhcp_lease.sh %s' % key

iptablesapi.executeCommand(clear_lease_cmd)

def fillIPAddressPool(self):
    #Range for authorized subnet
    for x in xrange(60, 5, -1):
        ip = '10.0.0.%s' % x
        self.ipaddress_pool.append(ip)

```

---

**Code Snippet A.4** iptables\_setup.sh

```
#DNS server of unauthorized subnet
DNS1="129.241.200.170"

#IP range of unauthorized subnet
IPunauth="10.0.0.64/27"

#IP range authorized subnet
IPauth="10.0.0.1/26"

#Flush all tables and delete all custom chains
iptables -F
iptables -X
iptables -t nat -F
iptables -t nat -X
iptables -t filter -F
iptables -t filter -X
iptables -t mangle -F
iptables -t mangle -X
iptables -t raw -F
iptables -t raw -X

#Default policies for chains in filter table
iptables -t filter -P INPUT ACCEPT
iptables -t filter -P FORWARD DROP
iptables -t filter -P OUTPUT ACCEPT

#NAT
iptables -A POSTROUTING -t nat -o eth0 -j MASQUERADE

#Allow traffic to and from the management sever
iptables -A FORWARD -s $IPunauth -d $DNS1 -j ACCEPT
iptables -A FORWARD -s $DNS1 -d $IPunauth -j ACCEPT

#Direct http traffic to local proxy to obtain client MAC address
iptables -t nat -A PREROUTING -s $IPunauth
-p tcp --dport 80 -j REDIRECT --to-ports 8089

#Redirect locally generated DNS traffic
iptables -t nat -A OUTPUT -p udp --dport 53 -j DNAT --to $DNS1
iptables -t nat -A OUTPUT -p tcp --dport 53 -j DNAT --to $DNS1
```

---



---

**Code Snippet A.5** main functions in iptablesapi.py

```
#!/usr/bin/python
import subprocess

def createNewClientChain(chain_name):
    new_chain_cmd = 'iptables -N %s' % chain_name
    executeCommand(new_chain_cmd)

def deleteClientChain(chain_name):
    delete_chain_cmd = 'iptables -X %s' % chain_name
    executeCommand(delete_chain_cmd)

def jumpFromBuiltInChainRule(builtin_chain_name, custom_chain_name, client_ip):
    jump_rule_cmd1 =
    'iptables -I %s -s %s -j %s'
    % (builtin_chain_name, client_ip, custom_chain_name)
    jump_rule_cmd2 =
    'iptables -I %s -d %s -j %s'
    % (builtin_chain_name, client_ip, custom_chain_name)
    executeCommand(jump_rule_cmd1)
    executeCommand(jump_rule_cmd2)

def deleteJumpFromBuiltInChainRule(builtin_chain_name,
custom_chain_name, client_ip):
    #delete_jump_rule_cmd =
    'iptables -D %s -m mac --mac-source %s -j %s'
    % (builtin_chain_name, client_ip, custom_chain_name)
    delete_jump_rule_cmd1 =
    'iptables -D %s -s %s -j %s'
    % (builtin_chain_name, client_ip, custom_chain_name)
    delete_jump_rule_cmd2 =
    'iptables -D %s -d %s -j %s'
    % (builtin_chain_name, client_ip, custom_chain_name)
    executeCommand(delete_jump_rule_cmd1)
    executeCommand(delete_jump_rule_cmd2)

def acceptAllTrafficFromClient(chain_name):
    accept_traffic_cmd = 'iptables -I %s -j ACCEPT' % chain_name
    delete_drop_rule_cmd = 'iptables -D %s -j DROP' % chain_name
    executeCommand(accept_traffic_cmd)
    executeCommand(delete_drop_rule_cmd)

def blockAllTrafficFromClient(chain_name):
    block_traffic_cmd = 'iptables -I %s -j DROP' % chain_name
    delete_accept_rule_cmd = 'iptables -D %s -j ACCEPT' % chain_name
    executeCommand(block_traffic_cmd)
    executeCommand(delete_accept_rule_cmd)

def initialSetup():
    setup_cmd = 'sh /etc/network/if-up.d/iptables_setup.sh'
```



Appendix

# Appendix B

## B.1 Code Snippets in IOS Mobile Application

---

**Code Snippet B.1** loadTableData function in WifiAccessManagerMasterViewController.m

```
- (void)loadTableData
{
    [_objects removeAllObjects];
    NSUserDefaults *userPrefs = [NSUserDefaults standardUserDefaults];
    NSString *userId = [userPrefs stringForKey:@"Email"];

    HttpRequestUtilities *httpHelper = [[HttpRequestUtilities alloc] init];
    NSData *deviceSources = [httpHelper getRequestDevices:userId];

    if(deviceSources != NULL){
        id jsonObjects = [NSJSONSerialization
            JSONObjectWithData:deviceSources
            options:NSJSONReadingMutableContainers error:nil];

        for (NSDictionary *dataDict in jsonObjects) {
            NSDictionary *client_data = [dataDict objectForKey:@"client"];

            NSDictionary *clientInfo_data = [client_data
                objectForKey:@"client_info"];
            NSDictionary *permissionsDic = [client_data
                objectForKey:@"permissions"];

            NSString *deviceName_data = [clientInfo_data objectForKey:@"name"];
            NSString *deviceMac_data = [clientInfo_data objectForKey:@"mac"];

            NSString *deviceRequestResult_data;

            if(permissionsDic != NULL)
            {
                NSDictionary *deviceAccess_data = [permissionsDic
                    objectForKey:@"access"];
                deviceRequestResult_data = [[deviceAccess_data
                    objectForKey:@"allow"]
                    boolValue] ? @"YES": @"NO";
            }else
            {
                deviceRequestResult_data = @"NULL";
            }

            DeviceDictionary = [NSDictionary dictionaryWithObjectsAndKeys:
                deviceName_data, deviceName,
                deviceMac_data, deviceMac,
                deviceRequestResult_data,deviceAccess,
                nil];
            [_objects addObject:DeviceDictionary];
        }
    }
    [self.tableView reloadData];
}
```

---

**Code Snippet B.2** cellDidSelectApprove function in WifiAccessManagerMaster-ViewController.m

```

-(void)cellDidSelectApprove:(TLSwipeForOptionsCell *)cell {
    NSIndexPath *indexPath = [self.tableView indexPathForCell:cell];

    NSDictionary *selectedDict = [_objects objectAtIndex:indexPath.row];

    NSMutableString *clientName;
    clientName = [NSMutableString stringWithFormat:@"%@",
        [selectedDict objectForKeyedSubscript:deviceName]];

    NSMutableString *clientMac;
    clientMac = [NSMutableString stringWithFormat:@"%@",
        [selectedDict objectForKey:deviceMac]];

    HttpRequestUtilities *httpHelper = [[HttpRequestUtilities alloc] init];
    if([httpHelper postClientAccess:clientName withMac:clientMac andStatus:true]){
        UIAlertController *actionSheet = [[UIAlertSheet alloc]
            initWithTitle:@"Approve Success"
                        delegate:nil
                        cancelButtonTitle:nil
                        destructiveButtonTitle:@"OK"
                        otherButtonTitles:nil];

        actionSheet.actionSheetStyle = UIAlertControllerStyleDefault;
        [actionSheet showInView:self.view];
    }else{
        UIAlertController *actionSheet = [[UIAlertSheet alloc]
            initWithTitle:@"Approve Failed"
                        delegate:nil
                        cancelButtonTitle:nil
                        destructiveButtonTitle:@"OK"
                        otherButtonTitles:nil];

        actionSheet.actionSheetStyle = UIAlertControllerStyleDefault;
        [actionSheet showInView:self.view];
    }

    [self loadTableData];
}

```

---

---

**Code Snippet B.3** loginRequest in HttpRequestUtilities

```
- (BOOL)loginRequest:(NSString *)email withPassword:(NSString *)pwd
{
    NSString *loginUrl = [managerServerUrl
        stringByAppendingString:@" /admin/mobile/loginapp.php"];

    NSURL *url=[NSURL URLWithString:loginUrl];

    NSMutableURLRequest *request = [NSMutableURLRequest requestWithURL:url
        cachePolicy:NSURLRequestUseProtocolCachePolicy
        timeoutInterval:120];

    NSString* postDataString = [NSString stringWithFormat:@"email=%@&password=%@",
        [email base64EncodedString],
        [pwd base64EncodedString]];

    [request setHTTPMethod:@"POST"];
    [request setHTTPBody:[postDataString dataUsingEncoding:NSUTF8StringEncoding]];
    [request setValue:@"application/x-www-form-urlencoded; charset=UTF-8"
        forHTTPHeaderField:@"Content-Type"];
    [request setValue:@"application/json" forHTTPHeaderField:@"Accept"];

    NSURLResponse *response;
    NSError *error;

    [NSURLConnection sendSynchronousRequest:request
        returningResponse:&response
        error:&error];

    if(response){
        return TRUE;
    }else{
        return FALSE;
    }
}
```

---

---

**Code Snippet B.4** getRequestDevices in HttpRequestUtilities

```
- (NSData *)getRequestDevices:(NSString *)userId
{
    __block NSData *responseData;

    NSString *getDevicesUrl = [managerServerUrl
        stringByAppendingString:@"/admin/common/getclients.php"];

    NSURL *url=[NSURL URLWithString:getDevicesUrl];

    NSMutableURLRequest *request = [NSMutableURLRequest requestWithURL:url
        cachePolicy:NSURLRequestUseProtocolCachePolicy
        timeoutInterval:120];

    NSString* postDataString = [NSString stringWithFormat:@"user_id=%@",
        [userId base64EncodedString]];

    [request setHTTPMethod:@"POST"];
    [request setHTTPBody:[postDataString dataUsingEncoding:NSUTF8StringEncoding]];
    [request setValue:@"application/x-www-form-urlencoded; charset=UTF-8"
        forHTTPHeaderField:@"Content-Type"];
    [request setValue:@"application/json" forHTTPHeaderField:@"Accept"];

    NSURLResponse *response;
    NSError *error;

    responseData = [NSURLConnection sendSynchronousRequest:request
        returningResponse:&response
        error:&error];

    if(response){
        return responseData;
    }else{
        return NULL;
    }
}
```

---

---

**Code Snippet B.5** postClientAccess in HttpRequestUtilities

```

- (BOOL)postClientAccess:(NSString *)clientName
withMac:(NSString *)macAddress andStatus:(BOOL)status
{
    NSString *postClientUrl = [managerServerUrl
        stringByAppendingString:@" /admin/common/postclient.php"];

    NSURL *url=[NSURL URLWithString:postClientUrl];

    NSMutableURLRequest *request = [NSMutableURLRequest requestWithURL:url
        cachePolicy:NSURLRequestUseProtocolCachePolicy
        timeoutInterval:120];

    NSString *jsonStr = [NSString
        stringWithFormat:@"{\"client\":
        {\"permissions\":
        {\"access\":
        {\"allow\":\"%@\"}},
        \"client_info\":{\"mac\":\"%@\", \"name\":\"%@\"}}}",
        status ? @"true":@"false", macAddress, clientName];
    NSDictionary *postJson = [jsonStr objectFromJSONString];

    NSError *error;
    NSData *postdata = [NSJSONSerialization dataWithJSONObject:postJson
        options:0
        error:&error];
    [request setHTTPBody:postdata];

    [request setHTTPMethod:@"POST"];
    [request setHTTPBody:postdata];
    [request setValue:@"application/x-www-form-urlencoded; charset=UTF-8"
        forHTTPHeaderField:@"Content-Type"];
    [request setValue:@"application/json"
        forHTTPHeaderField:@"Accept"];

    NSURLResponse *response;

    [NSURLConnection sendSynchronousRequest:request
        returningResponse:&response
        error:&error];

    if(response){
        return TRUE;
    }else{
        return FALSE;
    }
}

```