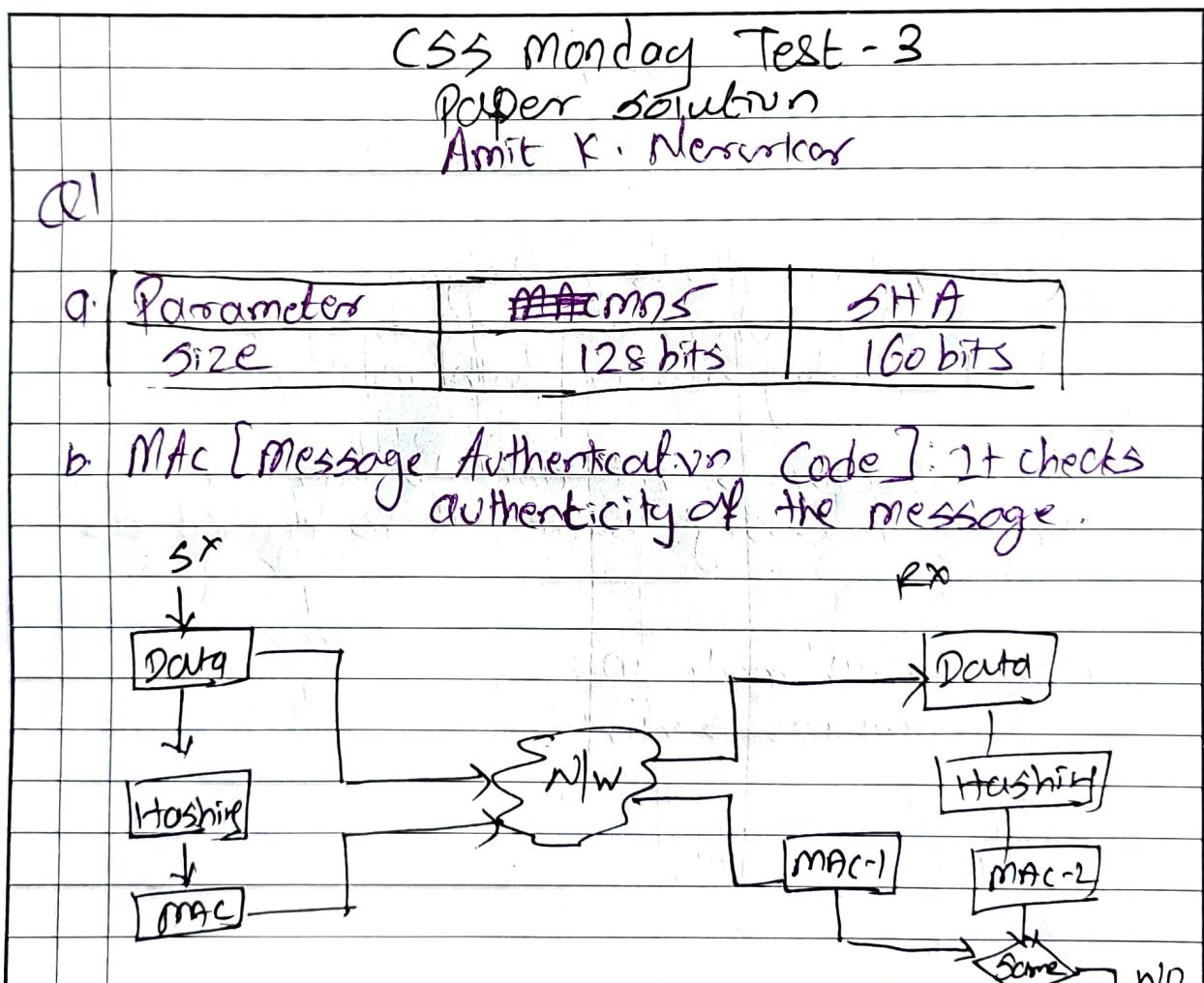


Branch	Date	Sem.	Roll No. / Exam Seat No.	Subject	Student's Signature	Junior Supervisor's Name and Sign
CMMN	8/4	6		CSS		

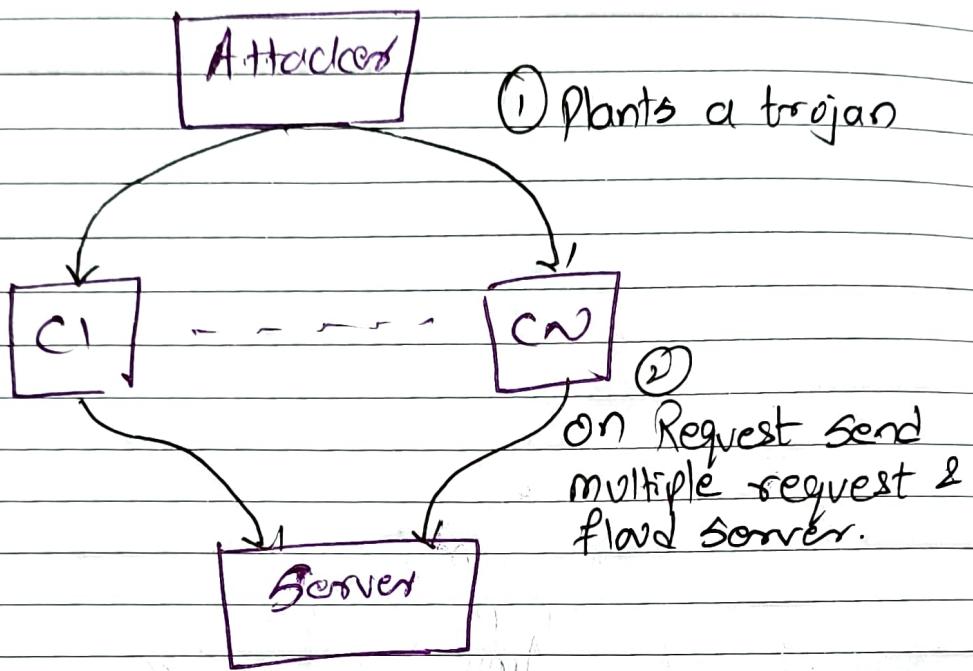
Question No.	A	B	C	D	E	F	G	H	Total	Total out of (20/30/40)
1										
2										
3										
4										

Examiners Signature	Student's Sign (After receiving the assessed answer sheet)



c. DDoS attack

Distributed Denial of Service:

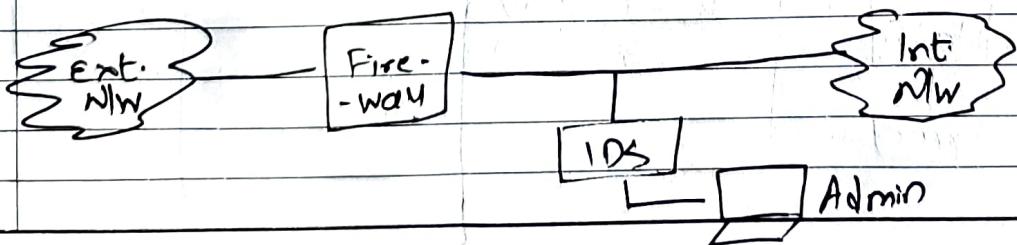


Attacker ~~to~~ plants a trojan in the clients (random) & when it give signal, it will start flooding server with multiple request

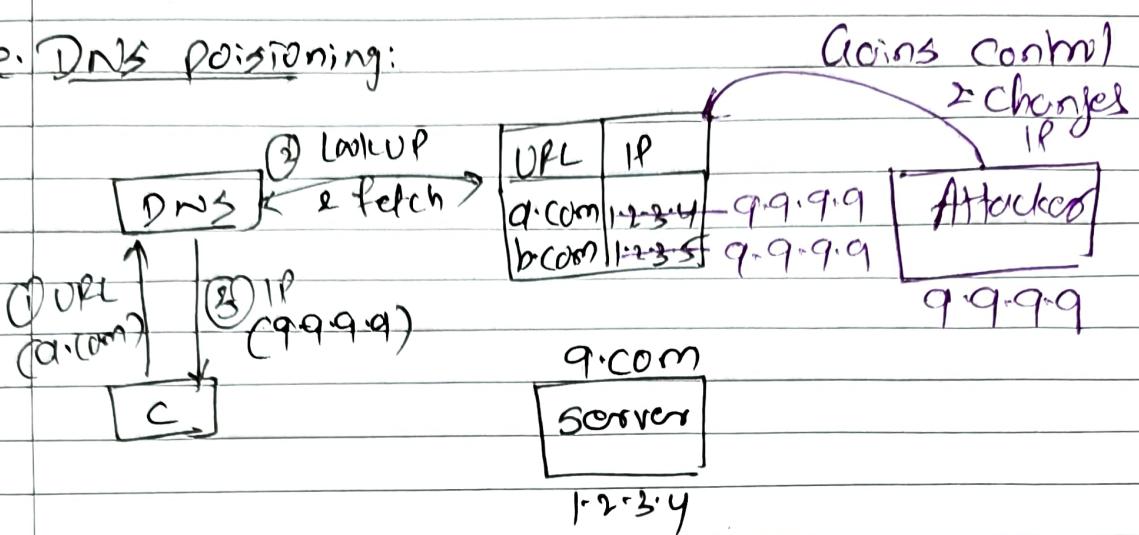
Since server is not able to identify ~~from~~ ~~where~~ ~~these~~ single source it is called as DDoS.

d. use stealth mode IDS:

~~IDS~~ IDS is intentionally shifted to other n/w.

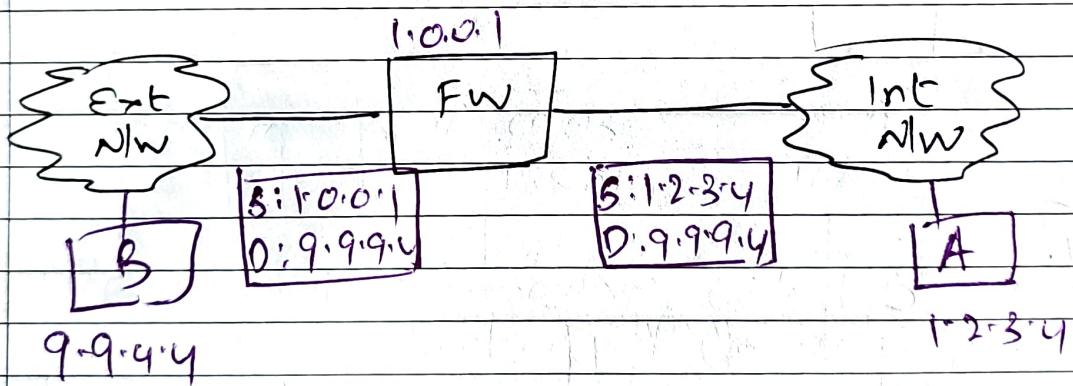


e. DNS poisoning:



As shown, ~~the~~ Attackers gains control on DNS & modifies IP in DNS Cache with its own IP, this makes DNS always giving IP of attackers.

f. It has to use NAT [Network Address Translation]



While packet going out the Firewall will change SIP with its own IP making outsider to be hidden or actually IP.

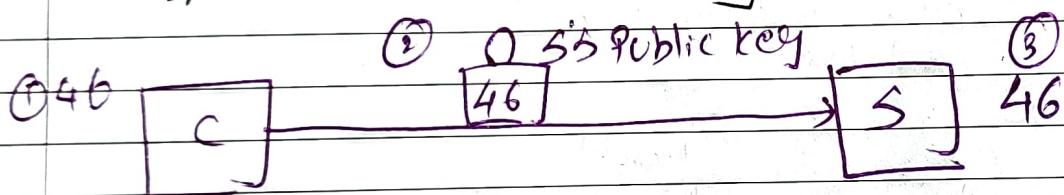
g) SHA-1 needs 5 chaining variable of size
16 bits 32 bits each.

A, B, C, D, E

h) SSL uses symmetric key, when it ~~sends~~ verifies the Digital certificate of Server, it creates random no. called session which is encrypted using server's public key.

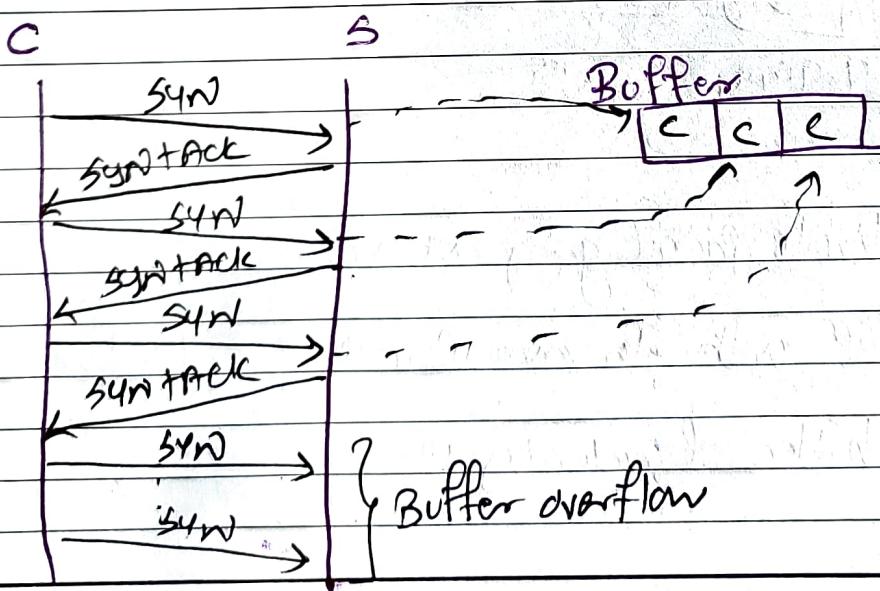
Server receives this & decrypts using server's ~~public~~ private key & server gets session key.

Henceforth any data sent or received will be encrypted or decrypted using session key.



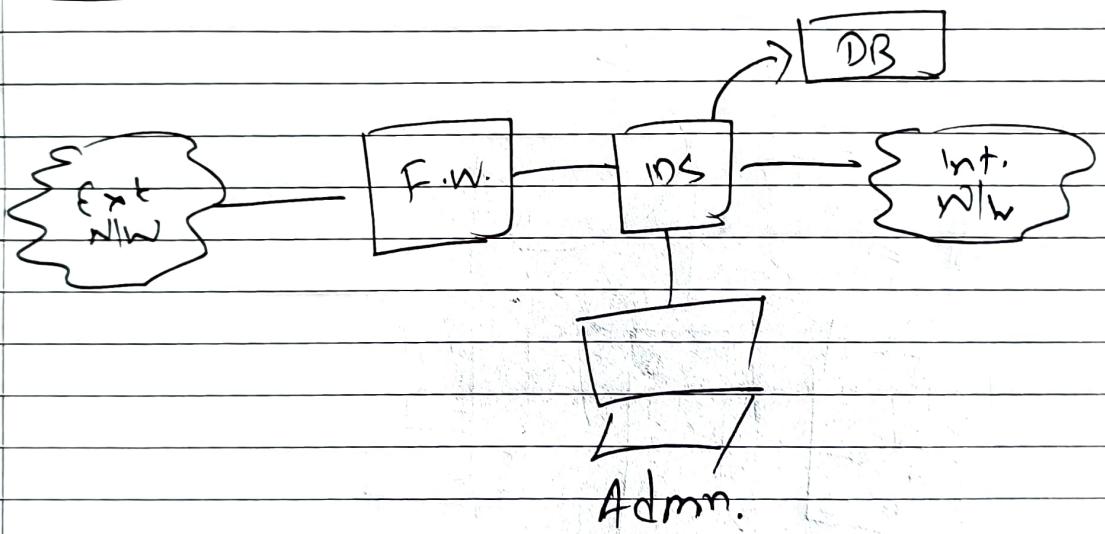
Q2

a.



- Client sends SYN packet & Server enqueues Client's information in Buffer & sends SYN ACK.
- Client should send SYN ACK but intentionally keeps sending SYN & finally it floods the Server ultimately causing DoS attack.
- Server's buffer is now full, causing overflow attack & finally it is making Server unavailable for giving any service.

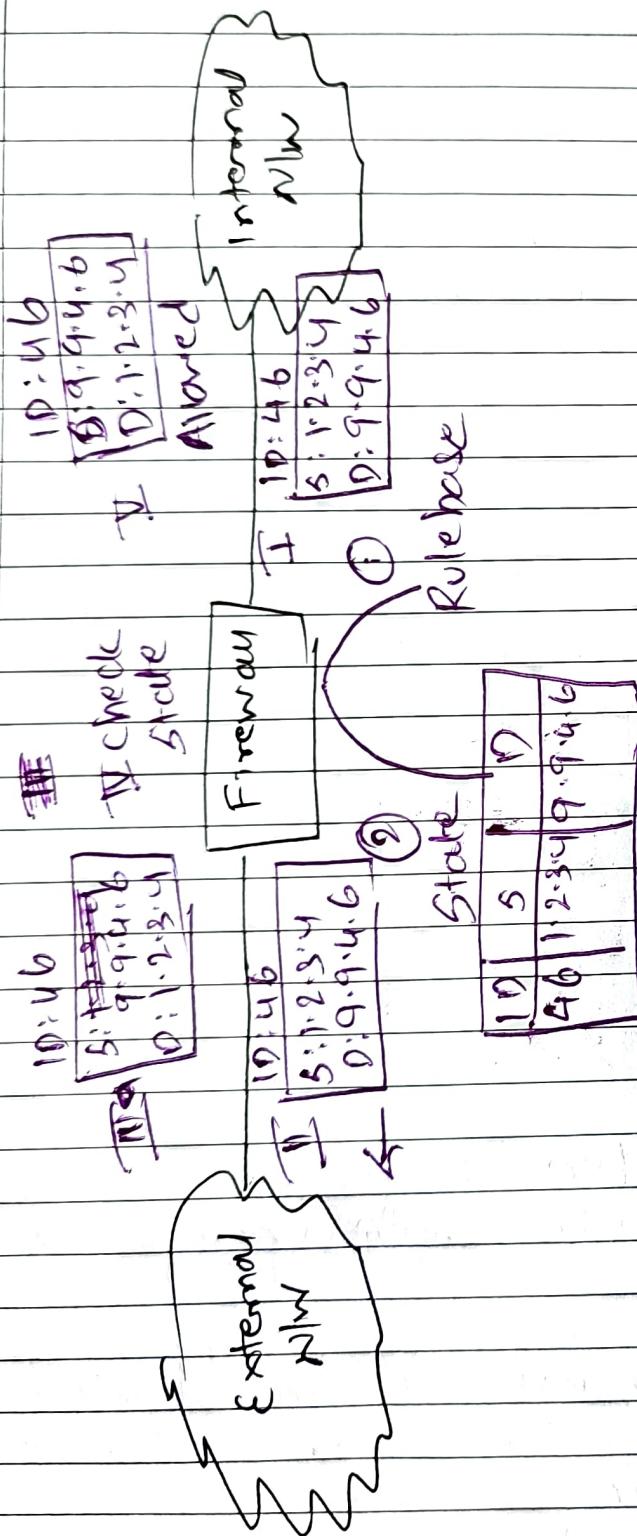
Identification of DoSYN flooding:



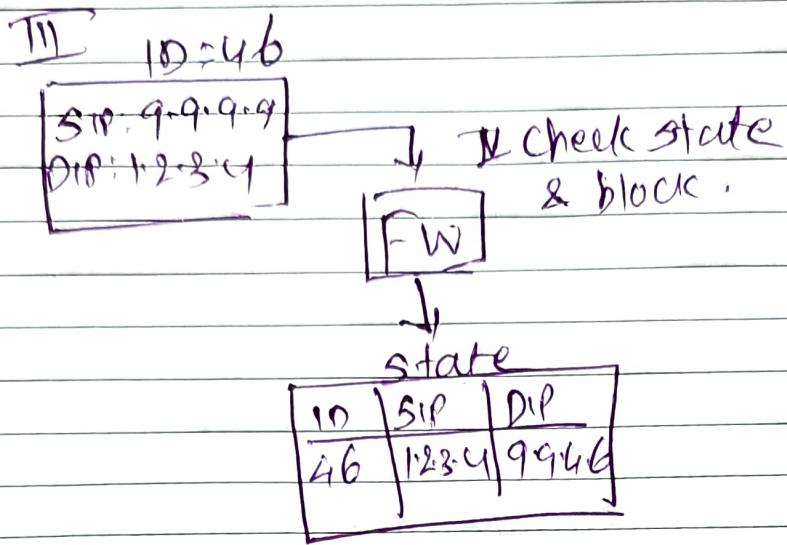
- Intrusion Detection System is used for analysing the packets which are bypassed by Firewall.
- Packets of SYN (multiple) coming inside is referred by Database for signature, it immediately notifies admin about the same.

Q2

b) Stateful Inspection Firewall:



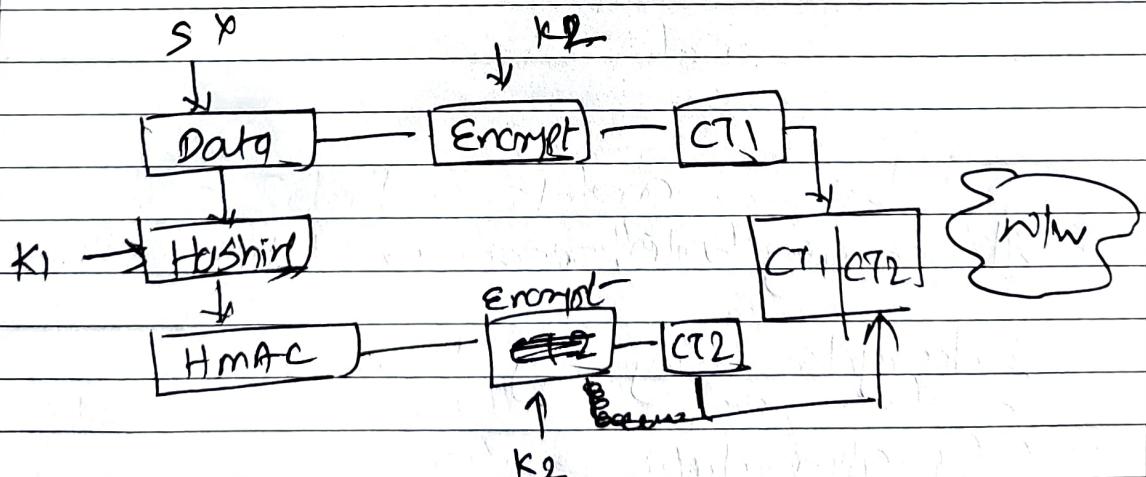
As shown when the packet goes out, firewall checks the Rulebase & if packet is allowed to go out it enters packet details in State. When reply comes back the firewall checks data & decides to accept or block the packet.



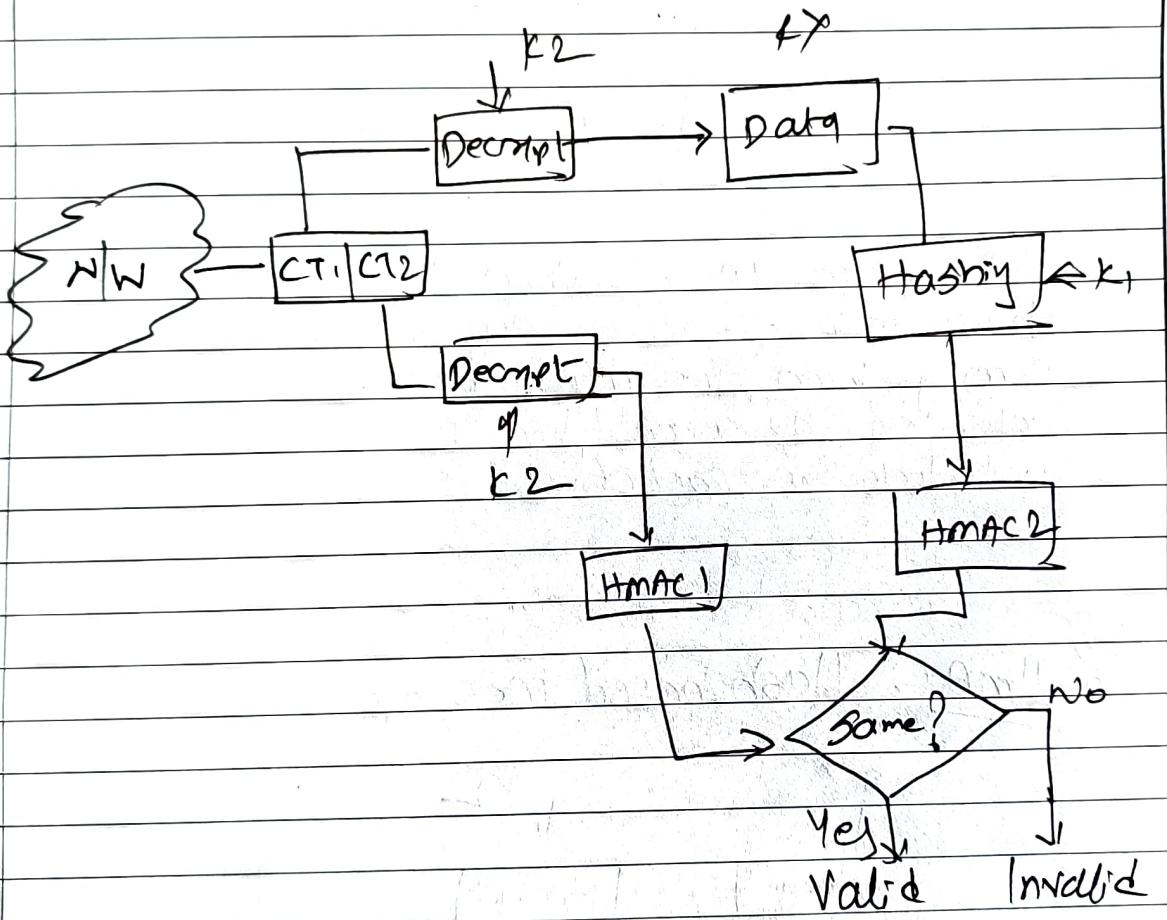
As shown above, when the packet is coming back ~~as reply~~ as reply with 2 if it is not coming from the machine from where it is intended to come then Firewall checking state will block the packet.

Q3

a. HMAC: Hash based message Authentication Code



- As shown above, the message is hashed using key k_1 .
- HMAC & message is encrypted using key k_2 which gives two parts of cipher text ($C_{T1} \Delta C_{T2}$)
- $C_{T1} \& C_{T2}$ is sent on a network.



At receiving side, receiver takes $C_{T1} \& C_{T2}$

& decrypts using key k_2 .

C_{T1} gives data

C_{T2} gives HMAC called as HMAC1.

On data again apply hashing using Key K₁ &
this will give HMAC called as HMAC 2.
If HMAC 1 & HMAC 2 are same then
the message is correct.

Q3

b) Message Digest:

I Perform padding to make message multiple of 512 less 64.

e.g. Message = 1000 bits

∴ use 3 blocks of 512 i.e $512 \times 3 = 1536$

II Padding length calculation

Padding = $1536 - 64 - 1000 = 422$ bits.

↑ ↑ 9

Salt message padding.

III Divide above message into blocks of 512 bit.

① B₁

② B₂

③ B₃

IV Initialize 4 chaining variables each of 32 bits

A, B, C, D

$\therefore A = a$

$B = b$

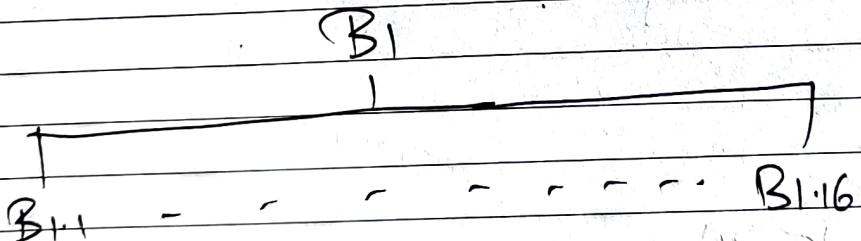
$C = c$

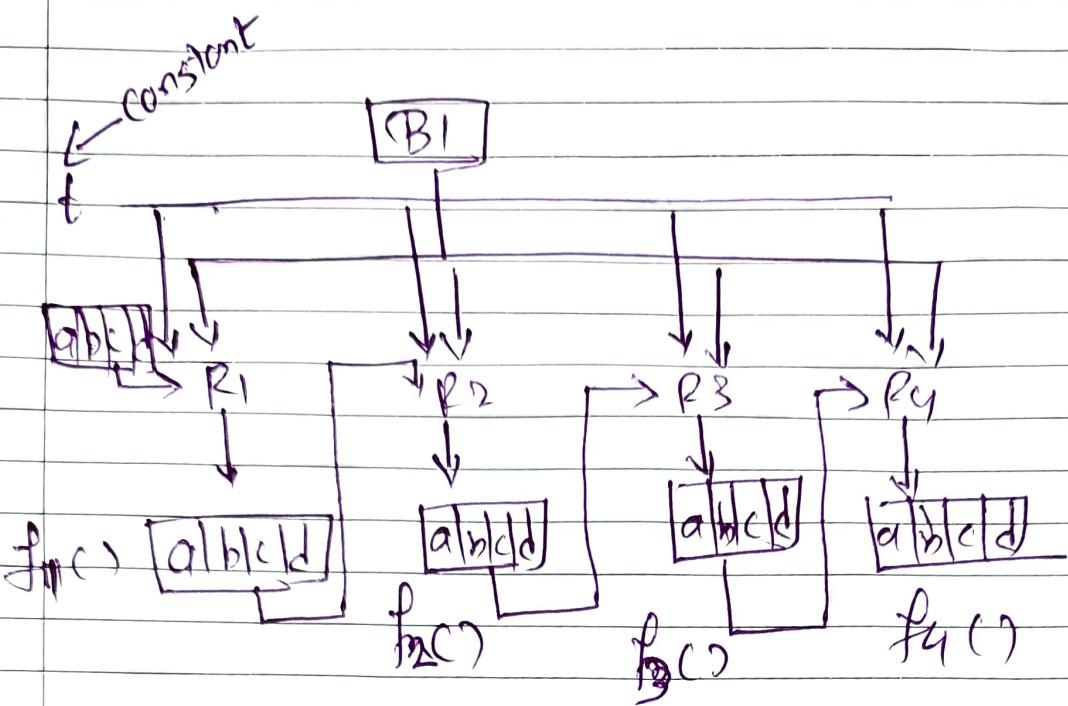
$D = d$

Total Buffer /chaining variables = $4 \times 32 = 128$ bits.

I Each block of 512 bits will go for 4 rounds
Every round has total 16 operations.

II 512 bits block is further divided into 16 blocks
each of 32 bits.





As shown above diagram shows how 4 rounds of operations are performed.

VI Every round in detailed working:

