

Experiment 10

Name	Ameya S. Daddikar
College I.D.	161070015
Course	Btech. Computer Engineering

Aim

To study and perform different types of DoS attacks on a website using PENTMENU.

Theory

Denial of Service (DoS)

The Denial of Service (DoS) attack is focused on making a resource (site, application, server) unavailable for the purpose it was designed. There are many ways to make a service unavailable for legitimate users by manipulating network packets, programming, logical, or resources handling vulnerabilities, among others. If a service receives a very large number of requests, it may cease to be available to legitimate users. In the same way, a service may stop if a programming vulnerability is exploited, or the way the service handles resources it uses.

Sometimes the attacker can inject and execute arbitrary code while performing a DoS attack in order to access critical information or execute commands on the server.

Denial-of-service attacks significantly degrade the service quality experienced by legitimate users. These attacks introduce large response delays, excessive losses, and service interruptions, resulting in direct impact on availability.

Risk Factors

Risk factors can break down into multiple categories. Two principle sources of risk include inadequate resources and non-technical threat motivators.

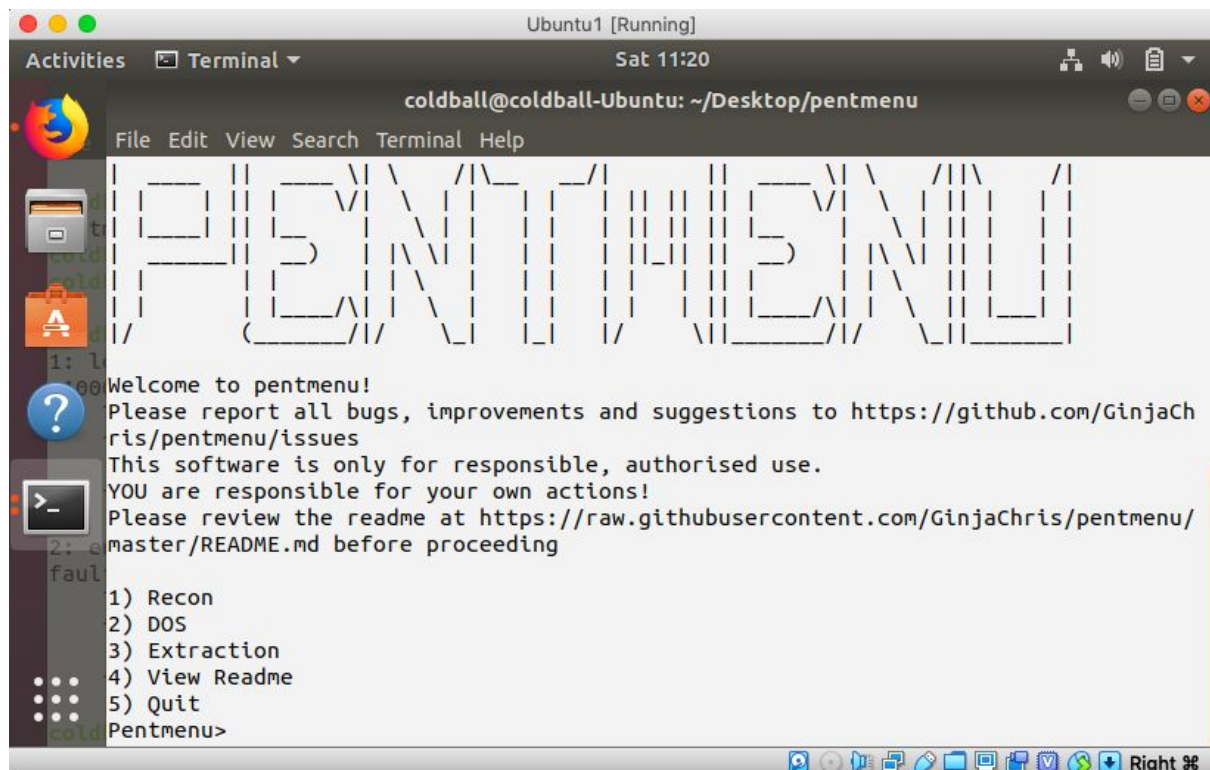
The first example of a risk factor, inadequate resources, requires attention if system architecture was not designed to meet traffic demand overflows. This risk reduces the difficulty of successfully executing a DoS attack and can, left unchecked, result in DoS symptoms absent an actual attack.

The second example and perhaps the largest risk factor is not technical and is in the domain of public relations or strategic communications. An organization should avoid taking action that can make them a target of a DoS attack unless the benefits of doing so outweigh the potential costs or mitigating controls are in place.

Other risk factors may also exist depending on the specific environment.

Pentmenu

Pentmenu is a bash select menu for quick and easy network recon and DOS attacks Sudo is implemented where necessary. Tested on Debian and Arch.



Requirements

- o bash
- o sudo
- o curl
- o netcat (must support '-k' option, openbsd variant recommended)
- o hping3 (or nping can be used as a substitute for flood attacks)
- o openssl
- o stunnel
- o nmap
- o whois (not essential but preferred)
- o nslookup (or 'host')
- o ike-scan

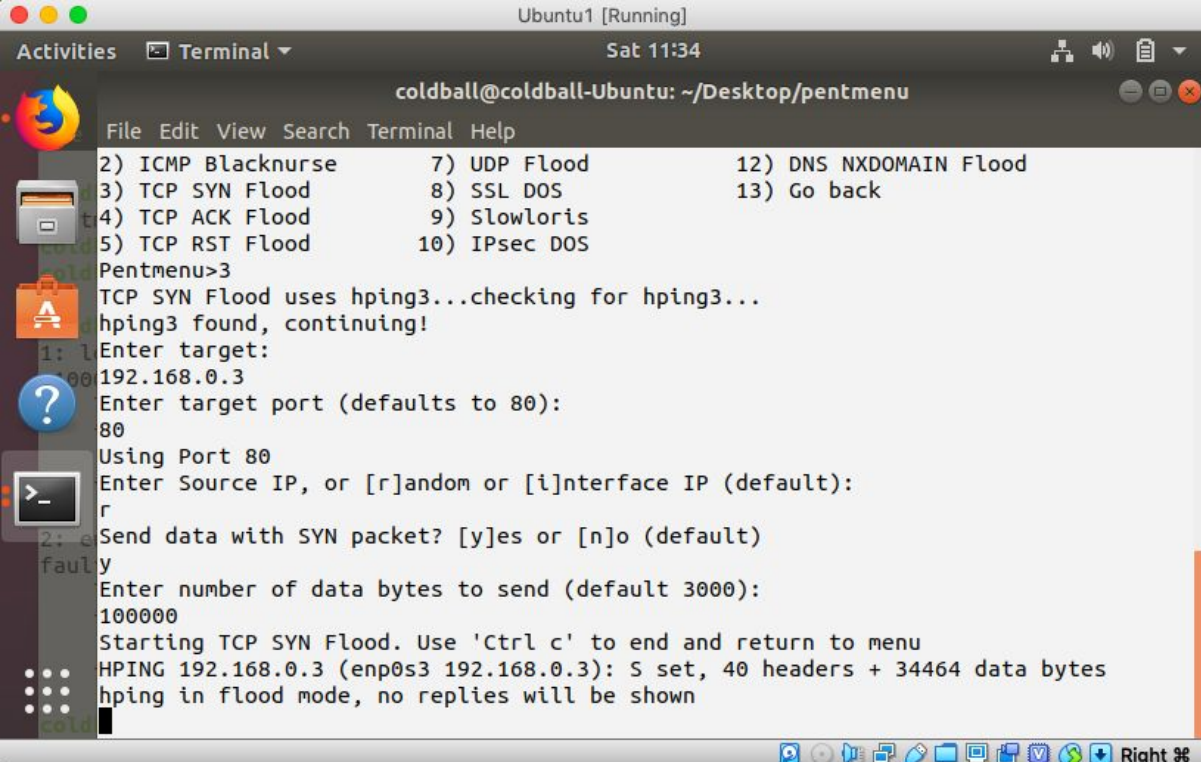
DOS Modules

TCP Syn Flood

TCP SYN Flood - sends a flood of TCP SYN packets using hping3. If hping3 is not found, it attempts to use the nmap-nping utility instead. Hping3 is preferred since it sends packets as fast as possible. Options are provided to use a source IP of your interface, or specify (spoof) a source IP, or spoof a random source IP for each packet. Optionally, you can add

data to the SYN packet. All SYN packets have the fragmentation bit set and use hping's virtual MTU of 16 bytes, guaranteeing fragmentation. Falling back to nmap-hping means sending X number of packets per second until Y number of packets is sent and only allows the use of interface IP or a specified (spoofed) source IP.

A TCP SYN flood is unlikely to break a server, but is a good way to test switch/router/firewall infrastructure and state tables. Note that whilst hping will report the outbound interface and IP which might make you think script does not work as expected, the source IP will be set as specified; review a packet capture of the traffic if in doubt! Since the source is definable, it is simple to launch a LAND attack for example (see <https://en.wikipedia.org/wiki/LAND>). The ability to set the source also allows, for example, sending SYN packets to one target and forcing the SYN-ACK responses to a second target.



```
Ubuntu1 [Running]
Sat 11:34
coldball@coldball-Ubuntu: ~/Desktop/pentmenu

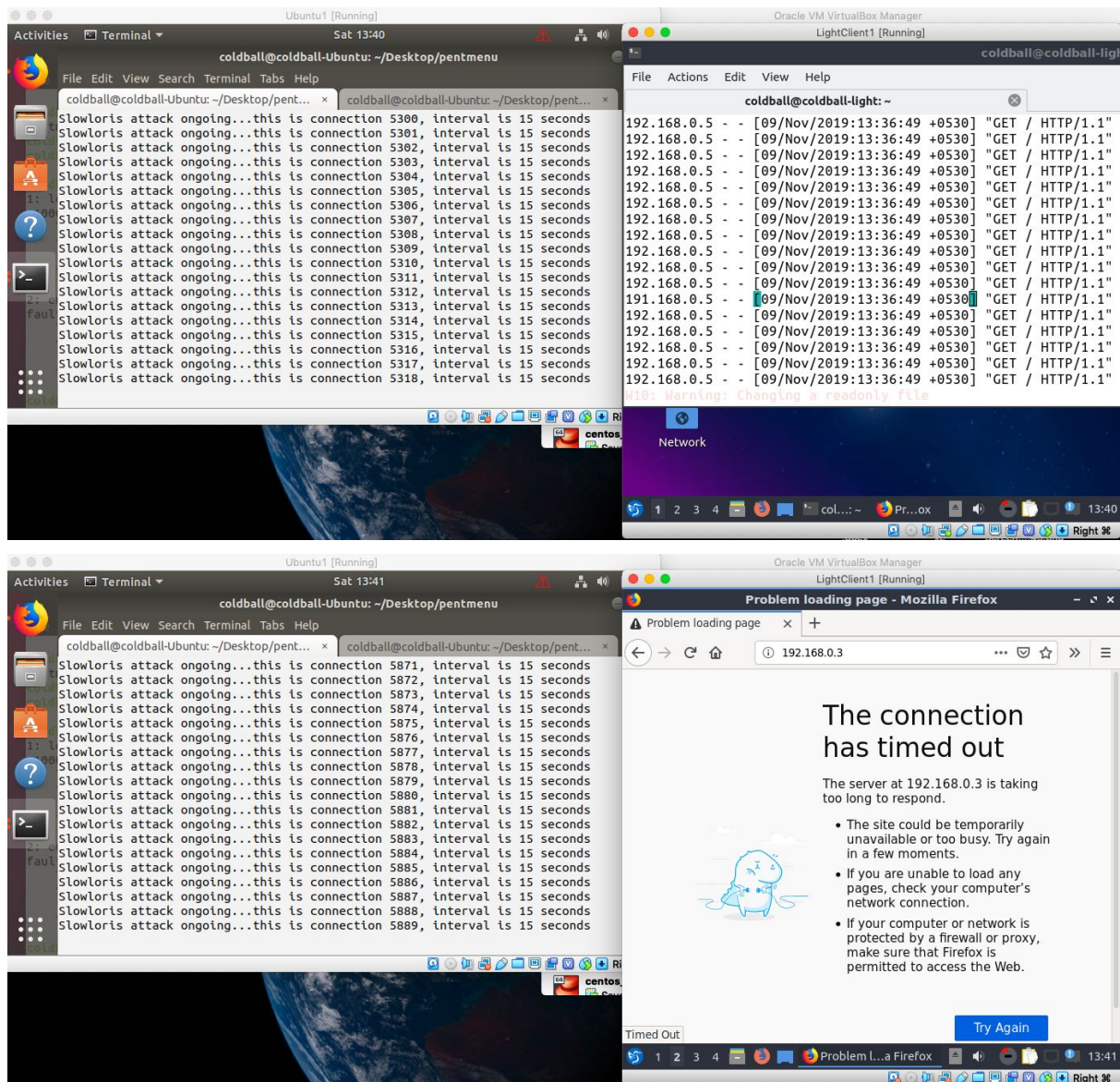
File Edit View Search Terminal Help

2) ICMP Blacknurse          7) UDP Flood              12) DNS NXDOMAIN Flood
3) TCP SYN Flood           8) SSL DOS                13) Go back
4) TCP ACK Flood           9) Slowloris
5) TCP RST Flood          10) IPsec DOS

Pentmenu>3
TCP SYN Flood uses hping3...checking for hping3...
hping3 found, continuing!
1: Enter target:
192.168.0.3
Enter target port (defaults to 80):
80
Using Port 80
Enter Source IP, or [r]andom or [i]nterface IP (default):
r
Send data with SYN packet? [y]es or [n]o (default)
y
Enter number of data bytes to send (default 3000):
100000
Starting TCP SYN Flood. Use 'Ctrl c' to end and return to menu
HPING 192.168.0.3 (enp0s3 192.168.0.3): S set, 40 headers + 34464 data bytes
hping in flood mode, no replies will be shown
```

TCP ACK Flood

Offers the same options as the SYN flood, but sets the ACK (Acknowledgement) TCP flag instead. Some systems will spend excessive CPU cycles processing such packets. If the source IP is set to that of an established connection, it is possible that an established connection can be disrupted by this 'blind' TCP ACK Flood. This attack is considered 'blind' because it does not take into account any details of any established connection (like sequence or acknowledgement numbers).



Conclusion

Thus pentmenu DoS module was used to perform different DoS attacks on a website using command line.