

# Dictionary-Based Attack Design

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December 8th, 2022

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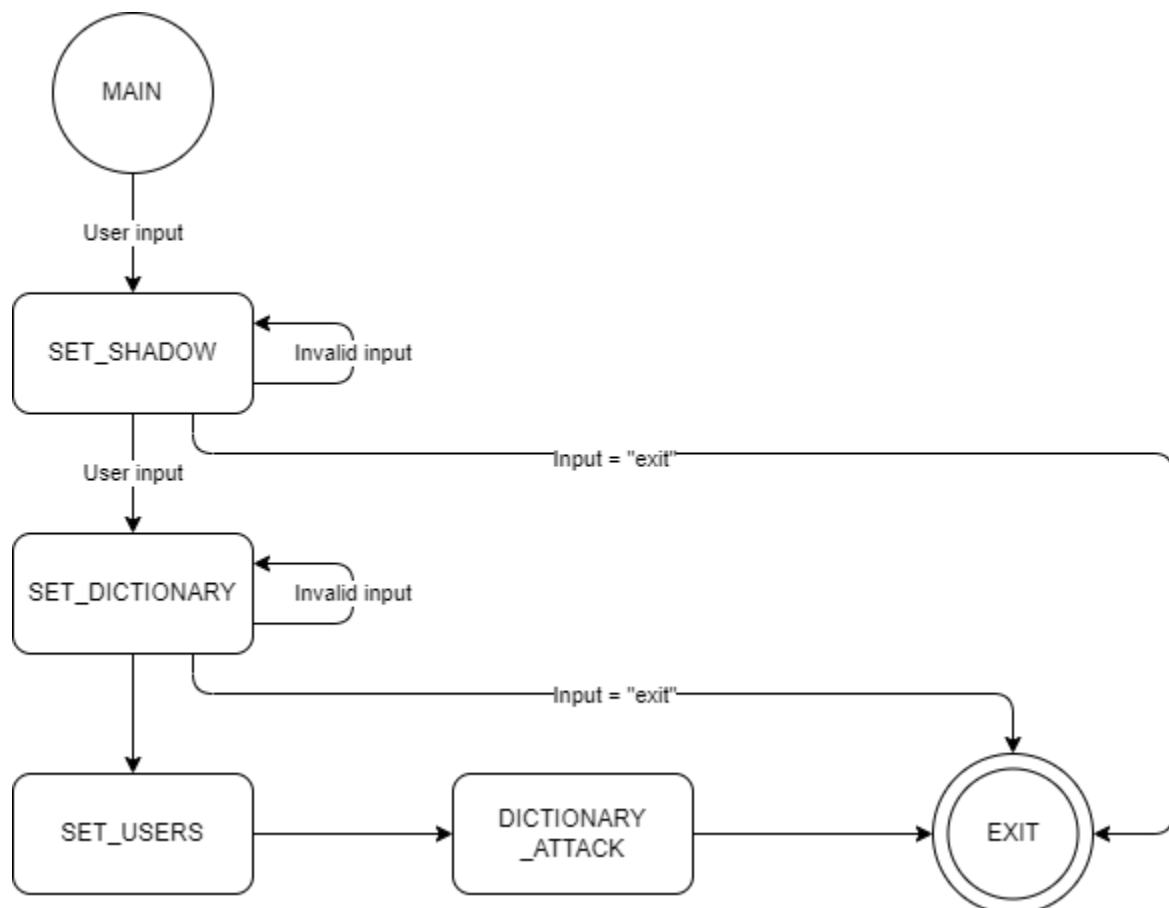
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# Finite State Machine

## State Table

From State	To State	Action
MAIN	SET_SHADOW	init_state
SET_SHADOW	SET_DICTIONARY	read_commands
SET_DICTIONARY	SET_USERS	handler_error
SET_USERS	DICTIONARY_ATTACK	reset_state
DICTIONARY_ATTACK	EXIT	separate_commands

## State Transition Diagram



# Functions

## main

### Purpose

Initialize the state object.

### Parameters

The state object to initialize.

### Return

Type	Next State
Success	SET_SHADOW
Failure	ERROR

### Pseudocode

*If any errors occur  
return ERROR*

## set\_shadow

### Purpose

Sets file path of shadow file. If input is "exit", exit the program. If invalid input, re-ask for shadow file path.

### Parameters

None.

### Return

Type	Next State
Success	SET_DICTIONARY
Failure	ERROR

### Pseudocode

```
If any errors occur  
    return ERROR
```

Prompts path input for shadow file from the user.

```
If the path input is "exit",  
    exit the program.
```

Checks if path exists.

```
    If it exists, checks if the path is a file.
```

```
        If not, prints out an ERROR message and re-asks for  
        shadow file path.
```

Checks if the path is a file.

```
    If it is a path, sets the path to shadow file.
```

```
        If not, prints out an ERROR message and re-asks for  
        shadow file path.
```

## set\_dictionary

### Purpose

Sets file path of dictionary file. If input is "exit", exit the program. If invalid input, re-ask for dictionary file path.

### Parameters

None.

### Return

Type	Next State
Success	SET_USERS
Failure	ERROR

### Pseudocode

```
If any errors occur  
    return ERROR
```

Prompts path input for dictionary file from the user.

```
If the path input is "exit",  
    exit the program.
```

Checks if path exists.

```
    If it exists, checks if the path is a file.
```

```
        If not, prints out an ERROR message and re-asks for  
        dictionary file path.
```

Checks if the path is a file.

```
    If it is a path, sets the path to dictionary file.
```

```
        If not, prints out an ERROR message and re-asks for  
        dictionary file path.
```

## set\_users

### Purpose

Reads user information from shadow file and appends them to "users" list.

Users: a list of users in the shadow file

[user1, user2, ...]

User: a list of user information

[username, salt value, hashed password]

### Parameters

None.

### Return

Type	Next State
Success	DICTIONARY_ATTACK
Failure	ERROR

### Pseudocode

*If any errors occur  
return ERROR*

Reads user information from shadow file and creates a user list with the following information:

- username
- salt value
- hashed password

If the user information does not contain a password,  
skips the user.

Appends the user to a "users" list.

# dictionary\_attack

## Purpose

Runs the dictionary-based attack and determines whether a dictionary word matches the password from shadow file.

## Parameters

None.

## Return

Type	Next State
Success	EXIT
Failure	MENU

## Pseudocode

*If any errors occur  
    return ERROR*

*Reads a hashed password from the "users" list.*

*Iterates through the words in the dictionary until there is a match.*

*If there is a match, prints the username and password on the command line and writes them into a log file.*

*If there is no match, moves onto the next hashed password in the "users" list.*