

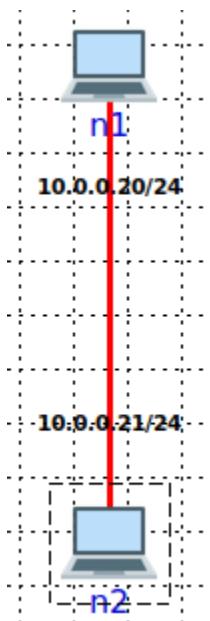
# TLS Assignment

## References:

- [https://www.openssl.org/docs/man1.0.2/man1/openssl-s\\_client.html](https://www.openssl.org/docs/man1.0.2/man1/openssl-s_client.html)
- [https://www.openssl.org/docs/man1.0.2/man1/openssl-s\\_server.html](https://www.openssl.org/docs/man1.0.2/man1/openssl-s_server.html)

## Part 1: TLS (10 points)

Create the topology shown below in CORE:



1. Use openssl s\_client and s\_server to create the following configurations
  - 1.1. Use the script provided to generate X.509 certs.
  - 1.2. (1pts) Run a TLS1.2 server and a TLS1.2 client. Show the command you used on both and a screenshot of the TLS full handshake in Wireshark
  - 1.3. (1pts) Run a TLS1.3 server and a TLS1.2 client. Describe what happened. What Alert message type and what Level are generated?
  - 1.4. (1pts) Run a DTLS1.2 server and a DTLS1.2 client. Show a screenshot of the Hello Verify Request message with the cookie value.
  - 1.5. (2pts) Run a TLS1.2 server and a TLS1.2 client. Configure the server to request a certificate from the client. Configure the client with a cert and a private key.
    - 1.5.1. Show a screenshot of the certificate request from server, certificate from client, and certificate verify from the client.

- 1.6. Run a TLS1.2 server configured to use the cipher: ECDHE-RSA-AES256-GCM-SHA384 and a TLS1.2 client configured to use the cipher: DHE-RSA-AES256-GCM-SHA384.
  - 1.6.1. Hint: look at the output of openssl ciphers
  - 1.6.2. (1pt) Show the command you used
  - 1.6.3. (1pt) Describe what happened. What Alert message type and what Level are generated?
- 1.7. (1.5pts) Repeat 1.2 (do not show screenshot of handshake) but add a 10% packet loss to the link between the two nodes beforehand.
  - 1.7.1. Send 10 messages from client to server: “message 1”, “message 2”, ...etc. Show a screenshot of the server terminal after 2 minutes of sending the last message showing the list of messages received.
- 1.8. (1.5pts) Repeat 1.4 (do not show screenshot of handshake) but add a 10% packet loss to the link between the two nodes beforehand.
  - 1.8.1. Send 10 messages from client to server: “message 1”, “message 2”, ...etc. Show a screenshot of the server terminal after 2 minutes of sending the last message showing the list of messages received.