

CYBER MANAGEMENT SYSTEM

A SYSTEM DESIGNED TO MANAGE AN ORGANIZATION'S CYBERSECURITY

AIMS TO ENSURE COMPREHENSIVE AND CONTINUOUS PROTECTION OF AN ORGANIZATION'S NETWORK AND DATA





NEU "FICTIONAL STORY" WITH CYBER MANAGEMENT SYSTEM

NEU HAS MORE THAN 10 CAMPUSES.

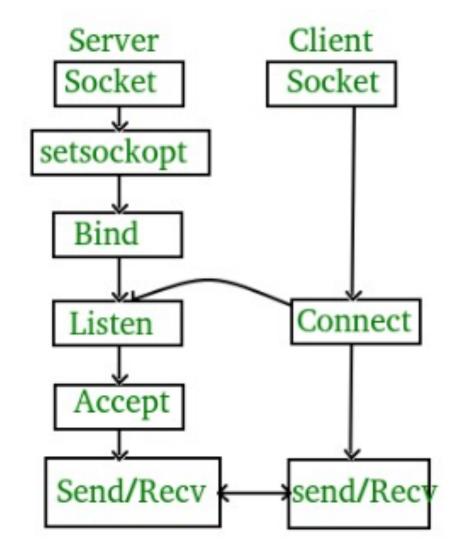
SUPPOSE THAT EACH CAMPUS HAS AN ADMIN TAKING CARE OF CAMPUS CONFIDENTIAL INFORMATION SUCH AS STUDENT INFO, TUITIONS AND SO ON.

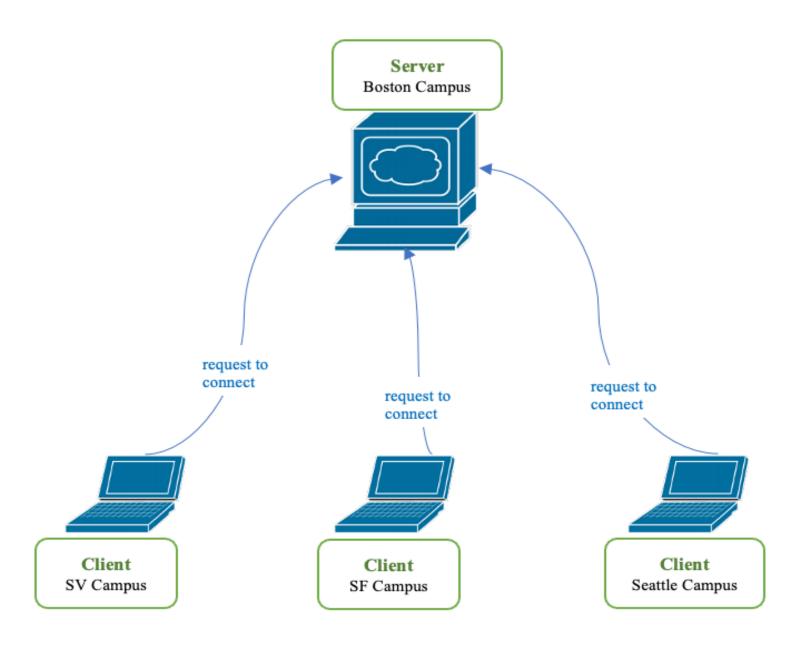
FROM TIME TO TIME, THE ADMIN NEEDS TO SHARE THE CONFIDENTIAL INFORMATION WITH THE MAIN BOSTON CAMPUS.

EMAIL SERVICE IS CONSIDERED NOT SAFE SOLUTION TO TRANSFER CONFIDENTIAL NEU INTERNAL DATA.

WHAT TO DO?

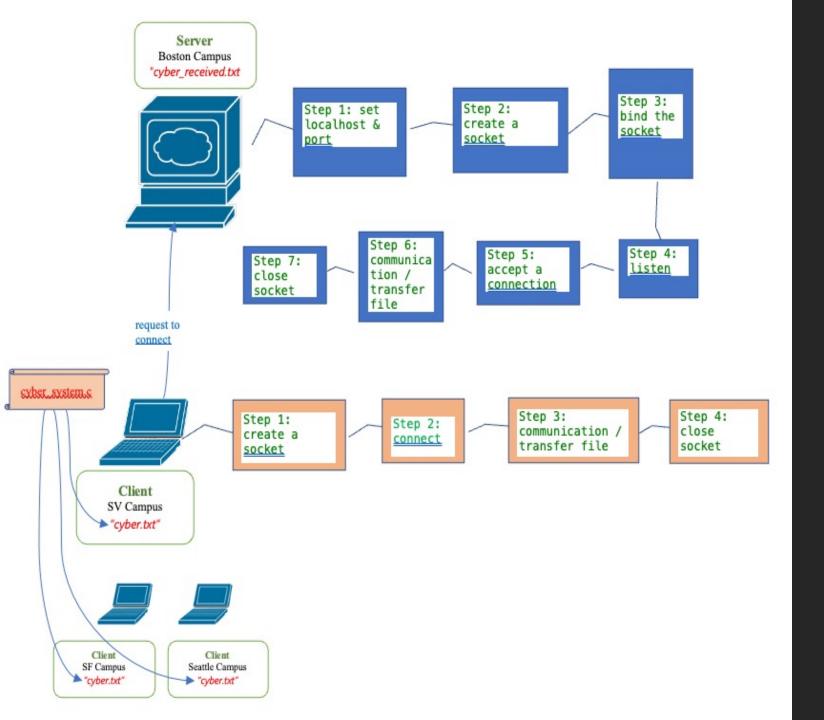
Introduction to Socket Programming





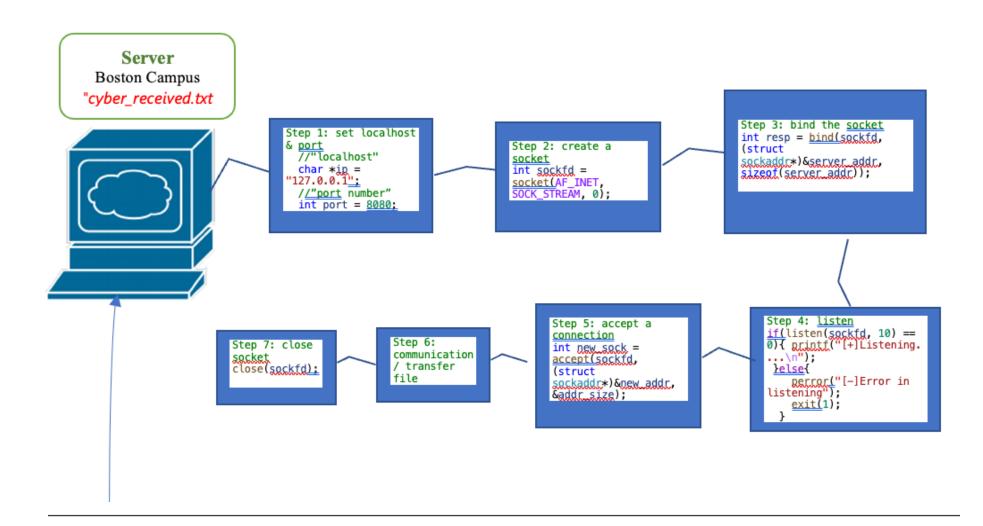
THE SERVER CREATES A SOCKET
AND BINDS IT TO A PORT TO LISTEN
FOR INCOMING CONNECTIONS
FROM CLIENTS.

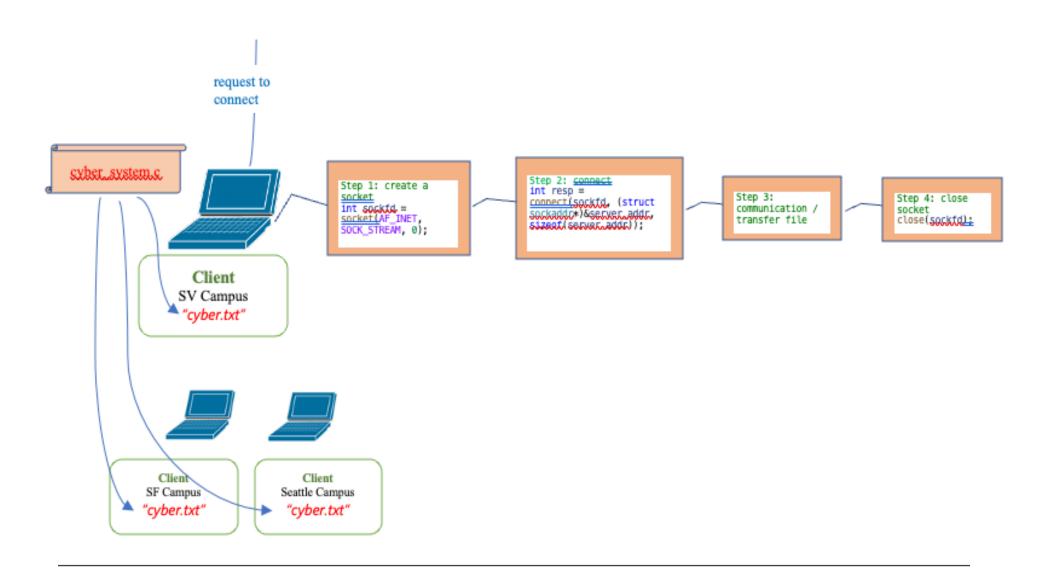
ON THE OTHER HAND, THE CLIENT SIDE CREATES A SOCKET AND CONNECTS IT TO THE SERVER'S IP ADDRESS AND PORT.



DEMO:

NEU INTERNAL DATA TRANSMISSION PROCESS USING SOCKET PROGRAMMING





ONCE SERVER AND CLIENT CONNECTS,

WHAT HAPPENS NEXT...

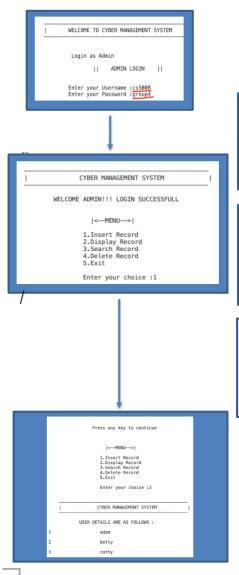
SCENARIO ONE: CLIENT(SV CAMPUS) SENDS "CYBER.TXT" FILE GENERATED BY THE "CYBER_SYSTEM.C" PROGRAM TO THE SERVER(BOSTON CAMPUS);

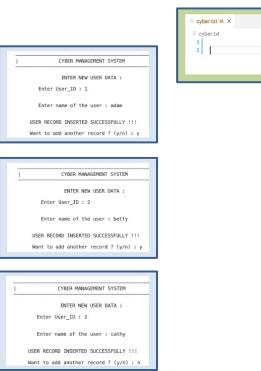
SERVER(BOSTON) SYNC THE TEXT FILE AND THEN CONVERTED THE RECEIVED DATA TO "CYBER_RECEIVED.TXT".

SCENARIO TWO: ON THE TOP OF SCENARIO ONE, ONCE CONNECTED, SERVER(BOSTON) FIRST "CHATS" WITH CLIENT(SV) SIDE A LITTLE BIT, BEFORE TRANSFERRING THE FILE.



cyber_system.c



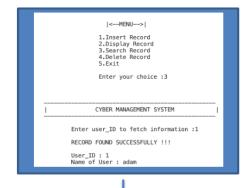




cyber.txt M X = cyber.txt

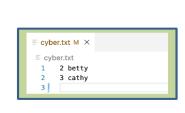
2 1 adam 2 betty 3 cathy

DETAILS ON CYBER_SYSTEM.C FILE cyber_system.c









DETAILS ON

CYBER_SYSTEM.C FILE



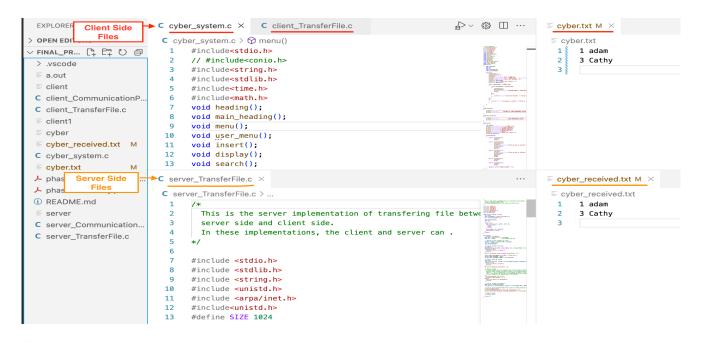
Overview of Scenario one:

CLIENT SIDE:

- "CYBER_SYSTEM.C" FILE: FOR NEU SV CAMPUS ADMIN TO MANAGE STUDENT INFO, GENERATE "CYBER.TXT" FILE IN THE LOCAL.
- "CLIENT_TRANSFERFILE.C" FILE: SOCKET PROGRAMMING FILE FOR CONNECTING TO SERVER AND THEN TRANSFER "CYBER.TXT" TO SERVER ONCE CONNECT.
- "CYBER.TXT" FILE: STORES THE STUDENT DATA GENERATED BY RUNNING "CYBER_SYSTEM.C" FILE.

SERVER SIDE:

- "SERVER_TRANSFER.C" FILE: SOCKET PROGRAMMING FILE FOR CONNECTING NEU SV CAMPUS SIDE AND THEN RECEIVE "CYBER.TXT" DATA AND REWRITE IT TO "CYBER RECEIVED.TXT" FILE.
- "CYBER_RECEIVED.TXT": COPY OF THE DATA IN "CYBER.TXT" SENT BY NEU SV CAMPUS ADMIN(CLIENT SIDE).



- linjingli@Linjings-MacBook-Pro Final_Project_Cyber_Management_System % gcc clien t TransferFile.c -o client
- linjingli@Linjings-MacBook-Pro Final_Project_Cyber_Management_System % //client [+]Server socket created successfully. [+]Connected to Server.
- [+]File data sent successfully.
- [+]Closing the connection.
- linjingli@Linjings-MacBook-Pro Final_Project_Cyber_Management_System % gcc server TransferFile.c -o server
- linjingli@Linjings-MacBook-Pro Final_Project_Cyber_Management_System % //serve I+1Server socket created successfully.
- [+]Binding successfull.
- [+]Listening....
- [+]Data written in the file successfully.
- This file has been received successfully. It is saved by the name cyber_received. txt.8

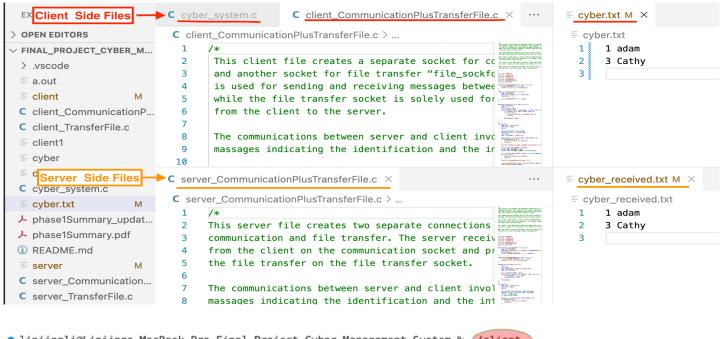
Overview of Scenario two:

CLIENT SIDE:

- "CYBER_SYSTEM.C" FILE: FOR NEU SV CAMPUS ADMIN TO MANAGE STUDENT INFO, GENERATE "CYBER.TXT" FILE IN THE LOCAL.
- CLIENT_COMMUNICATIONPLUSTRANSFERFILE.C" FILE SOCKET PROGRAMMING FILE TO CONNECT TO SERVER, AFTER CONNECTION, FIRST CHAT WITH SERVER, THEN TRANSFER "CYBER.TXT" TO SERVER.
- 3. "CYBER.TXT" FILE: STORES THE STUDENT DATA GENERATED BY RUNNING "CYBER_SYSTEM.C" FILE.

SERVER SIDE:

- 1. "SERVER_COMMUNICATIONPLUSTRANSFERFILE.C" FILE:
 SOCKET PROGRAMMING FILE FOR CONNECTING CLIENT NEU SV CAMPUS SIDE, ONCE CONNECTED, FIRST CHAT
 WITH CLIENT AND THEN RECEIVE "CYBER.TXT" DATA AND
 REWRITE IT TO "CYBER_RECEIVED.TXT" FILE.
- 2. "CYBER_RECEIVED.TXT": COPY OF THE DATA IN
 "CYBER.TXT" SENT BY NEU SV CAMPUS ADMIN(CLIENT
 SIDE).



• linjingli@Linjings-MacBook-Pro Final_Project_Cyber_Management_System % /client
[+]Server socket created successfully.
[+]Connected to Server.
SENDING: Knock knock, This is NEU SV campus.
RECEIVED: Hello! Here is the server at Boston main campus. I'm listening..
SENDING: Here is the student info at SV campus. Can I send it now?
RECEIVED: Yes please!
[+]File transfer socket created successfully.
[+]Connected to Server for file transfer.
SENDING: Sending file...
[+]File data sent successfully.

Injingli@Linjings-MacBook-Pro Final Project Cyber Management System % ./server
[+]Server socket created successfully.
[+]Binding successful.
[+]Listening....
Communication connection made: client_fd=4
SERVER RECEIVED: Knock knock, This is NEU SV campus.
SERVER SENDING: Hello! Here is the server at Boston main campus. I'm listening..
SERVER RECEIVED: Here is the student info at SV campus. Can I send it now?
SERVER SENDING: Yes please!
File transfer connection made: client_fd=4
[+]File data received successfully.

Challenges & Future work

Challenges:

- 1. set-up socket connection
- 2. communication & transfer file via socker
- 3. handle multiple tasks with socker

Future work:

Multithreaded implementation

client could have a separate thread for sending messages, another thread for receiving messages, and another thread for transferring the file.

This would allow the different tasks to run concurrently, improving performance and responsiveness.



Conclusion



LEARNT SOCKET PROGRAMMING



UNDERSTOOD THE FUNDAMENTALS OF NETWORKING, SUCH AS IP ADDRESSES, PORTS, AND PROTOCOLS



EXPLORED CROSS-PLATFORM APPLICATION, DISTRIBUTED SYSTEMS