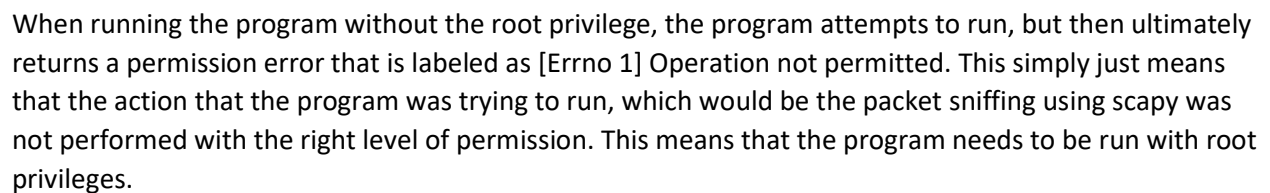


Gunnar Yonker

1.1A: Screenshot of packets being captured successfully



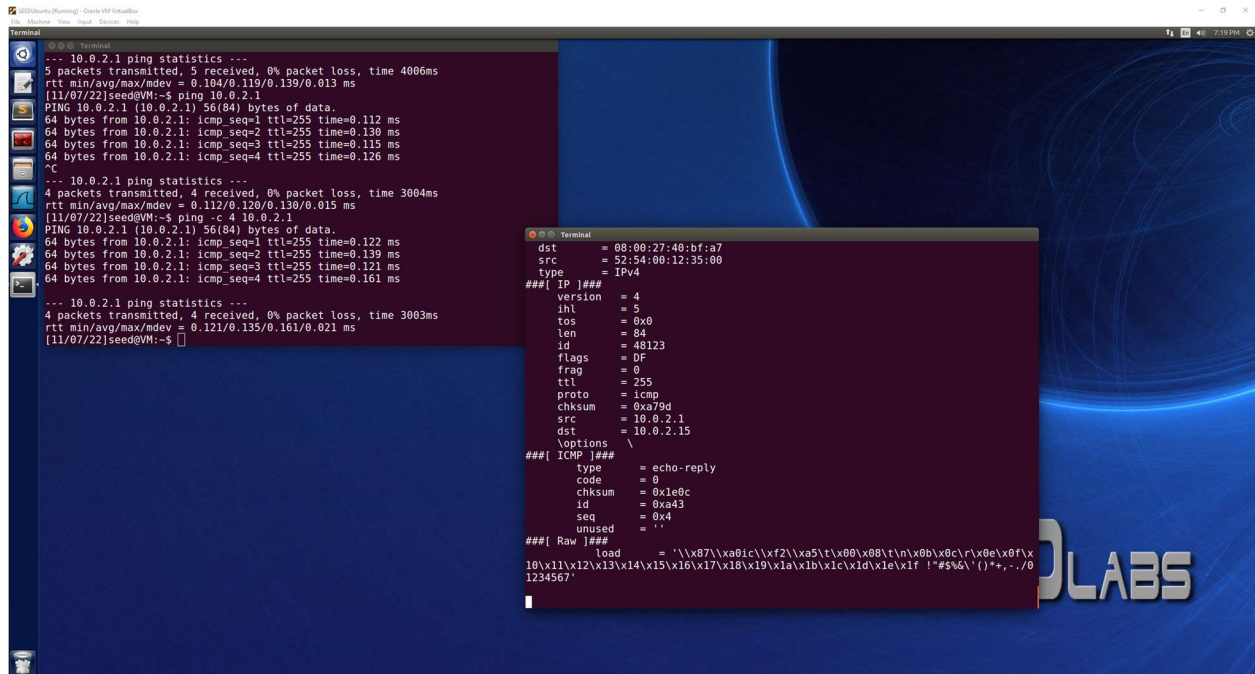
Lab 1

Gunnar Yonker

1.1B:

Capture only the ICMP packet change:

pkt = sniff(filter='icmp',prn=print_pkt)

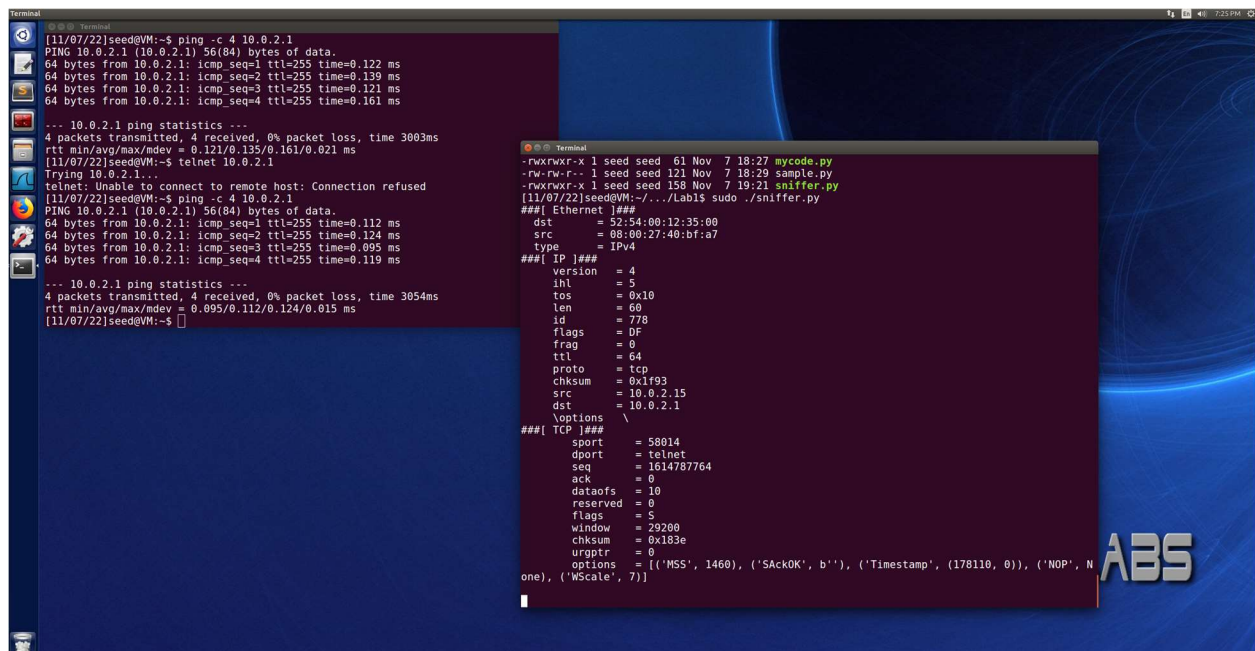


```
--- 10.0.2.1 ping statistics ---
5 packets transmitted, 5 received, 0% packet loss, time 4006ms
rtt min/avg/max/mdev = 0.104/0.119/0.139/0.013 ms
[11/07/22]seed@VM:~$ ping 10.0.2.1
PING 10.0.2.1 (10.0.2.1) 56(84) bytes of data.
64 bytes from 10.0.2.1: icmp_seq=1 ttl=255 time=0.112 ms
64 bytes from 10.0.2.1: icmp_seq=2 ttl=255 time=0.130 ms
64 bytes from 10.0.2.1: icmp_seq=3 ttl=255 time=0.115 ms
64 bytes from 10.0.2.1: icmp_seq=4 ttl=255 time=0.126 ms
^C
--- 10.0.2.1 ping statistics ---
4 packets transmitted, 4 received, 0% packet loss, time 3804ms
rtt min/avg/max/mdev = 0.112/0.120/0.130/0.015 ms
[11/07/22]seed@VM:~$ ping -c 4 10.0.2.1
PING 10.0.2.1 (10.0.2.1) 56(84) bytes of data.
64 bytes from 10.0.2.1: icmp_seq=1 ttl=255 time=0.122 ms
64 bytes from 10.0.2.1: icmp_seq=2 ttl=255 time=0.139 ms
64 bytes from 10.0.2.1: icmp_seq=3 ttl=255 time=0.121 ms
64 bytes from 10.0.2.1: icmp_seq=4 ttl=255 time=0.161 ms
--- 10.0.2.1 ping statistics ---
4 packets transmitted, 4 received, 0% packet loss, time 3803ms
rtt min/avg/max/mdev = 0.121/0.135/0.161/0.021 ms
[11/07/22]seed@VM:~$
```

```
dst      = 08:00:27:40:bf:a7
src      = 52:54:00:12:35:00
type     = IPv4
###[ IP ]###
version  = 4
ihl      = 5
tos      = 0x0
len      = 84
id       = 48123
flags    = DF
frag     = 0
ttl      = 255
proto    = icmp
chksum   = 0xa79d
src      = 10.0.2.1
dst      = 10.0.2.15
\options \
###[ ICMP ]###
type     = echo-reply
code     = 0
chksum   = 0x1e0c
id       = 0xa43
seq      = 0x4
unused   = ''
###[ Raw ]###
load     = '\x87\xa0\xc\x21\xa5\t\x00\x08\t\n\x0b\x0c\r\x0e\x0f\x
10\x11\x12\x13\x14\x15\x16\x17\x18\x19\x1a\x1b\x1c\x1d\x1e\x1f \t#\%&'()*+,-./0
1234567'
```

Capture any TCP packet that comes from a particular IP and with a destination port number 23:

pkt = sniff(filter='tcp and dst port 23 and src host 10.0.2.15',prn=print_pkt)



```
[11/07/22]seed@VM:~$ ping -c 4 10.0.2.1
PING 10.0.2.1 (10.0.2.1) 56(84) bytes of data.
64 bytes from 10.0.2.1: icmp_seq=1 ttl=255 time=0.122 ms
64 bytes from 10.0.2.1: icmp_seq=2 ttl=255 time=0.139 ms
64 bytes from 10.0.2.1: icmp_seq=3 ttl=255 time=0.121 ms
64 bytes from 10.0.2.1: icmp_seq=4 ttl=255 time=0.161 ms
--- 10.0.2.1 ping statistics ---
4 packets transmitted, 4 received, 0% packet loss, time 3803ms
rtt min/avg/max/mdev = 0.121/0.135/0.161/0.021 ms
[11/07/22]seed@VM:~$ telnet 10.0.2.1
Trying 10.0.2.1...
telnet: Unable to connect to remote host: Connection refused
[11/07/22]seed@VM:~$ ping -c 4 10.0.2.1
PING 10.0.2.1 (10.0.2.1) 56(84) bytes of data.
64 bytes from 10.0.2.1: icmp_seq=1 ttl=255 time=0.112 ms
64 bytes from 10.0.2.1: icmp_seq=2 ttl=255 time=0.124 ms
64 bytes from 10.0.2.1: icmp_seq=3 ttl=255 time=0.095 ms
64 bytes from 10.0.2.1: icmp_seq=4 ttl=255 time=0.119 ms
--- 10.0.2.1 ping statistics ---
4 packets transmitted, 4 received, 0% packet loss, time 3054ms
rtt min/avg/max/mdev = 0.095/0.112/0.124/0.015 ms
[11/07/22]seed@VM:~$
```

```
dst      = 52:54:00:12:35:00
src      = 08:00:27:40:bf:a7
type     = IPv4
###[ IP ]###
version  = 4
ihl      = 5
tos      = 0x10
len      = 60
id       = 778
flags    = DF
frag     = 0
ttl      = 64
proto    = tcp
chksum   = 0x1f93
src      = 10.0.2.15
dst      = 10.0.2.1
\options \
###[ TCP ]###
sport    = 58014
dport    = telnet
seq      = 1614787764
ack      = 0
dataofs  = 0
reserved = 0
flags    = S
window   = 29280
chksum   = 0x183e
urgptr   = 0
options  = [('MSS', 1460), ('SackOK', b''), ('Timestamp', (178110, 0)), ('NOP', N
one), ('WScale', 7)]
```

Lab 1

Gunnar Yonker

Capture packets come from or to go to a particular subnet. You can pick any subnet, such as 128.230.0.0/16; you should not pick the subnet that your VM is attached to:

pkt = sniff(filter='dst net 128.230.0.0/16',prn=print_pkt)

```
[11/07/22]seed@VM:~$ ping -c 4 128.230.0.4
PING 128.230.0.4 (128.230.0.4) 56(84) bytes of data:
From 128.230.61.171 icmp_seq=1 Destination Host Unreachable
From 128.230.61.171 icmp_seq=2 Destination Host Unreachable
From 128.230.61.171 icmp_seq=3 Destination Host Unreachable
From 128.230.61.171 icmp_seq=4 Destination Host Unreachable

--- 128.230.0.4 ping statistics ---
4 packets transmitted, 0 received, +4 errors, 100% packet loss, time 3058ms
pipe 4
[11/07/22]seed@VM:~$
```

```
/22]seed@VM:~/.../Lab1$ sudo ./sniffer.py
thernet ###
  = 52:54:00:12:35:00
  = 08:00:27:40:bf:a7
  = IPv4

p]###
  = 4
  = 5
  = 0x0
  = 84
  = 12074
  = DF
  = 0
  = 64
  = 1
  = 0xc2a6
  = 10.0.2.15
  = 128.230.0.4
  \
  type = echo-request
  code = 0
  checksum = 0xc2a6
  id = 0xaa9
  seq = 0x1
  unused = ''

###[ Raw ]###
  load = '\x00\\\xa3c7\\n\x00\\x00\\t\\n\\x0b\\x0c\\x0e\\x0f\\x10\\x11\\x12\\x13\\x14\\x15\\x16\\x17\\x18\\x19\\x1a\\x1b\\x1c\\x1d\\x1e\\x1f !"#%&'()*+,-./01234567'

###[ Ethernet ]###
  dst = 52:54:00:12:35:00
  src = 08:00:27:40:bf:a7
  type = IPv4

###[ IP ]###
  version = 4
  ihl = 5
```

1.2

Original: 10.0.2.15

Spoofed example: 10.0.2.10

```
Wireshark
Lab1

Capturing from enp0s3
No. Time Source Destination Protocol Length Info
1 2822-11-07 19:48:11.245955 10.0.2.15 10.0.2.1 ICMP 42 Echo (ping)
2 2822-11-07 19:48:11.245955 10.0.2.1 10.0.2.15 ICMP 68 Echo (ping)
3 2822-11-07 19:50:09.626872 PcsCompu_49:bf:a7 Broadcast ARP 42 Who has 10.0.2.1?
4 2822-11-07 19:50:09.626872 RealtekU_12:35:00 PcsCompu_49:bf:a7 ARP 68 10.0.2.1 I...
5 2822-11-07 19:50:09.626872 10.0.2.15 10.0.2.1 ICMP 42 Echo (ping)
6 2822-11-07 19:50:09.626872 RealtekU_12:35:00 Broadcast ARP 68 Who has 10.0.2.1?

* Frame 5: 42 bytes on wire (336 bits), 42 bytes captured (336 bits) on interface 0
* Ethernet II, Src: PcsCompu_49:bf:a7 (08:00:27:40:bf:a7), Dst: RealtekU_12:35:00 (52:54:00:12:35:00)
* Internet Protocol Version 4, Src: 10.0.2.10, Dst: 10.0.2.1
* Internet Control Message Protocol

0000 28 54 00 12 35 00 08 00 27 40 bf a7 08 00 27 40 bf a7 08 00 27 40 bf a7 08 00 27 40 bf a7
0020 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
0040 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00
```

```
[11/07/22]seed@VM:~$ sudo python
Python 2.7.12 (default, Nov 19 2016, 06:48:10)
[GCC 5.4.0 20160609] on linux2
Type "help()", "copyright()", "credits()" or "license()" for more information.
>>> from scapy.all import *
>>> a = IP()
>>> a.src = '10.0.2.10'
>>> a.dst = '10.0.2.1'
>>> b = ICMP()
>>> p = a/b
>>> send(p)

Sent 1 packets.
>>> ls(a)
version : BitField (4 bits) = 4 (4)
ihl : BitField (4 bits) = None (None)
tos : XByteField (1 byte) = 0 (0)
len : ShortField (2 bytes) = None (None)
id : ShortField (2 bytes) = 1 (1)
flags : FlagsField (3 bits) = <Flag 0 (>) (<Flag 0 (>))
frag : BitField (13 bits) = 0 (0)
ttl : ByteField (1 byte) = 64 (64)
proto : ByteEnumField (1 byte) = 0 (0)
checksum : XShortField (2 bytes) = None (None)
src : SourceIPField (4 bytes) = '10.0.2.10' (None)
dst : DestIPField (4 bytes) = '10.0.2.1' (None)
options : PacketListField = [] ([])
```

Lab 1

Gunnar Yonker

Task 1.3:

Destination: 142.250.191.132

TTL = 1 – 10.0.2.1

TTL = 2 - 192.169.1.1

TTL = 3 – 142.250.191.132

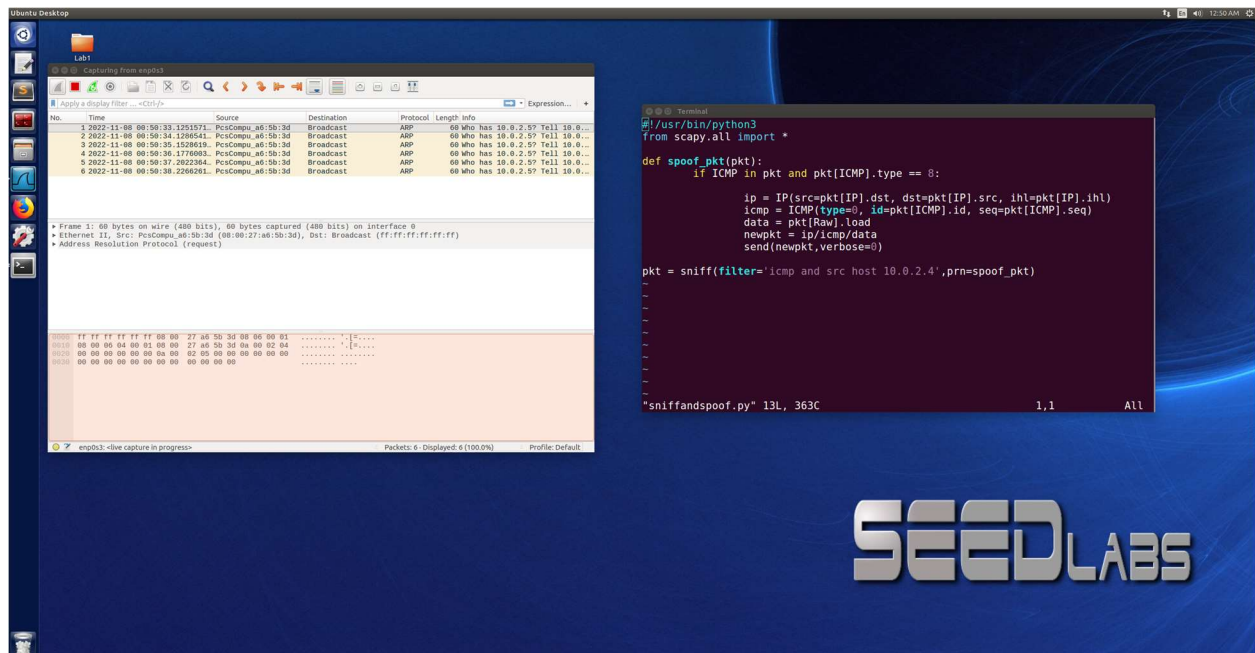
Echo response received

Task 1.4:

VM #1 : Running the program IP: 10.0.2.15

VM #2: IP: 10.0.2.4 (shut off)

VM #3: IP: 10.0.2.5 (trying to ping VM #2, looking for response from VM #1 spoofing as VM #2 responding)



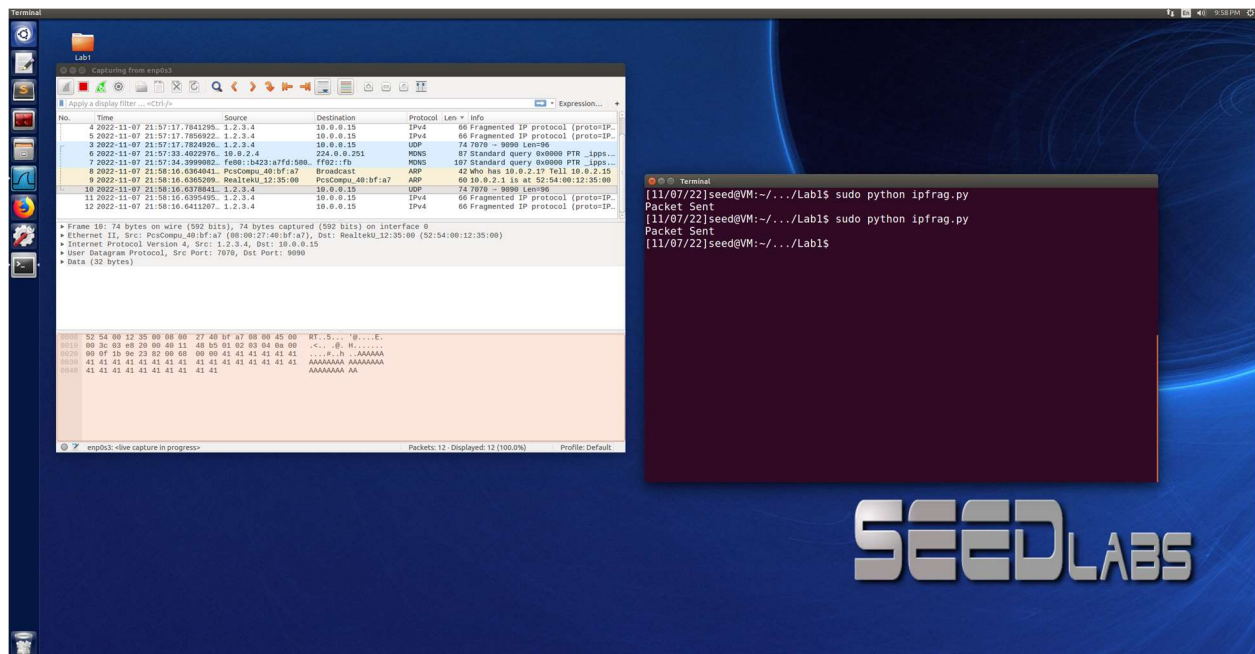
I am not entirely sure where I went wrong with trying to sniff and then spoof the IP to respond, I could not find where I was going wrong this problem, and this is the program that I was attempting to use. The pings were being broadcasted and I am disappointed in myself that I cannot figure out where I went wrong on this task.

Lab 1

Gunnar Yonker

Task 2: IP fragmentation and ICMP redirect

1.a: Each fragment contains 32 bytes of data, total length is 96 bytes



1.b:

First scenario:

1440 bytes of data in 3 total fragments

Original off-set of the second fragment is 60, new value for the second fragment off-set to cause overlap will be 50. This will cause 80 bytes of data to overlap between fragments 1 and 2.

In WireShark, it still shows the 3 packets coming through containing 480 bytes per packet and a length of 1440 as shown below. However, this packet would now have 80 bytes between fragment 1 and 2 that are overlapped during the re-assembly of the packet so the information that would be in an overlapped fragment would be messed up during the reassembly.

If the second packet were sent over the first packet, the bytes would still be overlapped. However, whichever fragment was sent and received first would have the overlapping 80 bytes overwritten by that next fragment due to the off set being incorrectly placed.

Lab 1

Gunnar Yonker

Capturing from enp0s3

Apply a display filter ... <Ctrl-/> Expression...

No.	Time	Source	Destination	Protocol	Len	Info
45	2022-11-07 22:09:53.1327944...	PcsCompu_40:bf:a7	PcsCompu_03:5f:03	ARP	42	Who has 10.0.2.3? Tell 10.0.2.15
46	2022-11-07 22:09:53.1329142...	PcsCompu_03:5f:03	PcsCompu_40:bf:a7	ARP	60	10.0.2.3 is at 08:00:27:03:5f:03
47	2022-11-07 22:10:48.0620934...	PcsCompu_40:bf:a7	Broadcast	ARP	42	Who has 10.0.2.1? Tell 10.0.2.15
48	2022-11-07 22:10:48.0621997...	RealtekU_12:35:00	PcsCompu_40:bf:a7	ARP	60	10.0.2.1 is at 52:54:00:12:35:00
49	2022-11-07 22:10:48.0637147...	1.2.3.4	10.0.0.15	UDP	522	7070 → 9090 Len=1440
50	2022-11-07 22:10:48.0654959...	1.2.3.4	10.0.0.15	IPv4	514	Fragmented IP protocol (proto=IP...
51	2022-11-07 22:10:48.0670332...	1.2.3.4	10.0.0.15	IPv4	514	Fragmented IP protocol (proto=I...
52	2022-11-07 22:12:11.6755362...	10.0.2.4	10.0.2.3	DHCP	342	DHCP Request - Transaction ID 0...
53	2022-11-07 22:12:11.6805917...	10.0.2.3	10.0.2.4	DHCP	590	DHCP ACK - Transaction ID 0...
54	2022-11-07 22:12:16.8703617...	PcsCompu_a6:5b:3d	PcsCompu_03:5f:03	ARP	60	Who has 10.0.2.3? Tell 10.0.2.4
55	2022-11-07 22:12:16.8703717...	PcsCompu_03:5f:03	PcsCompu_a6:5b:3d	ARP	60	10.0.2.3 is at 08:00:27:03:5f:03

▶ Frame 51: 514 bytes on wire (4112 bits), 514 bytes captured (4112 bits) on interface 0

- ▶ Ethernet II, Src: PcsCompu_40:bf:a7 (08:00:27:40:bf:a7), Dst: RealtekU_12:35:00 (52:54:00:12:35:00)
- ▶ Internet Protocol Version 4, Src: 1.2.3.4, Dst: 10.0.0.15
- ▶ Data (480 bytes)

0000 52 54 00 12 35 00 08 00 27 40 bf a7 08 00 45 00 RT..5... '@...E.
0010 01 f4 03 e8 00 78 40 00 66 96 01 02 03 04 0a 00x@. f.....
0020 00 0f 41 41 41 41 41 41 41 41 41 41 41 41 41 ..AAAAAA AAAAAAAAAA
0030 41 41 41 41 41 41 41 41 41 41 41 41 41 41 41 AAAAAAAAAA AAAAAAAAAA
0040 41 41 41 41 41 41 41 41 41 41 41 41 41 41 41 AAAAAAAAAA AAAAAAAAAA
0050 41 41 41 41 41 41 41 41 41 41 41 41 41 41 41 AAAAAAAAAA AAAAAAAAAA
0060 41 41 41 41 41 41 41 41 41 41 41 41 41 41 41 AAAAAAAAAA AAAAAAAAAA
0070 41 41 41 41 41 41 41 41 41 41 41 41 41 41 41 AAAAAAAAAA AAAAAAAAAA
0080 41 41 41 41 41 41 41 41 41 41 41 41 41 41 41 AAAAAAAAAA AAAAAAAAAA
0090 41 41 41 41 41 41 41 41 41 41 41 41 41 41 41 AAAAAAAAAA AAAAAAAAAA
00a0 41 41 41 41 41 41 41 41 41 41 41 41 41 41 41 AAAAAAAAAA AAAAAAAAAA
00b0 41 41 41 41 41 41 41 41 41 41 41 41 41 41 41 AAAAAAAAAA AAAAAAAAAA
00c0 41 41 41 41 41 41 41 41 41 41 41 41 41 41 41 AAAAAAAAAA AAAAAAAAAA

Frame (frame), 514 bytes Packets: 93 · Displayed: 93 (100.0%) · Marked: 4 (4.3%) · Profile: Default

Second scenario:

980 bytes of data in 2 total fragments

First fragment is 576, second fragment is 404 bytes with an off set of 72 for correct fragmentation re-assembly. The off-set for the second fragment will be 1 now to cause the second fragment to be completely enclosed in the first fragment.

When the fragments were sent as the first fragment being sent first and the second smaller fragment sent second, both of the fragments can be observed as being sent through WireShark with the correct length and datagram sizes on them. There was no error when being sent. However, when the first fragment arrives it will be set and then the second fragment arrives and with an off-set of 1, the 404 bytes of the second fragment will have an overlap of 404 causing 404 bytes of the first fragment to be overwritten.

When sending the second fragment first, and the first fragment second. The second fragment is received first and the first fragment received second. The same situation as described above will occur with the overlap, but the fragments both have the same ID and the first fragment has a flag of 1 and the second fragment has a flag of 0, so they will still be assembled with each other, but the overlapping will still occur overwriting data that is then lost due to the off-set being incorrect.

Lab 1

Gunnar Yonker

The image shows a Wireshark packet capture interface. The top toolbar includes icons for file operations, network settings, and packet analysis. Below the toolbar is a display filter bar with the text "Apply a display filter ... <Ctrl-/>". The main packet list table shows the following data:

No.	Time	Source	Destination	Protocol	Len	Info
100	2022-11-07 22:28:59.3552099...	PcsCompu_a6:5b:3d	PcsCompu_03:5f:03	ARP	60	Who has 10.0.2.3? T...
101	2022-11-07 22:28:59.3552197...	PcsCompu_03:5f:03	PcsCompu_a6:5b:3d	ARP	60	10.0.2.3 is at 08:0...
102	2022-11-07 22:31:42.3344157...	10.0.2.4	224.0.0.251	MDNS	87	Standard query 0x00...
103	2022-11-07 22:31:43.2926091...	fe80::b423:a7fd:580...	ff02::fb	MDNS	107	Standard query 0x00...
104	2022-11-07 22:31:47.8260850...	PcsCompu_40:bf:a7	Broadcast	ARP	42	Who has 10.0.2.1? T...
105	2022-11-07 22:31:47.8261977...	RealtekU_12:35:00	PcsCompu_40:bf:a7	ARP	60	10.0.2.1 is at 52:5...
106	2022-11-07 22:31:47.8277544...	1.2.3.4	10.0.0.15	IPv4	438	Fragmented IP proto...
107	2022-11-07 22:31:47.8299544...	1.2.3.4	10.0.0.15	UDP	618	7070 → 9090 Len=980
108	2022-11-07 22:31:51.0803865...	10.0.2.15	10.0.2.3	DHCP	342	DHCP Request - Tra...
109	2022-11-07 22:31:51.0913304...	10.0.2.3	10.0.2.15	DHCP	590	DHCP ACK - Tra...
110	2022-11-07 22:31:56.1407310...	PcsCompu_40:bf:a7	PcsCompu_03:5f:03	ARP	42	Who has 10.0.2.3? T...

Below the packet list, the details pane for packet 106 is expanded, showing the following information:

- Frame 106: 438 bytes on wire (3504 bits), 438 bytes captured (3504 bits) on interface 0
- Ethernet II, Src: PcsCompu_40:bf:a7 (08:00:27:40:bf:a7), Dst: RealtekU_12:35:00 (52:54:00:12:35:00)
- Internet Protocol Version 4, Src: 1.2.3.4, Dst: 10.0.0.15
- Data (404 bytes)

The packet bytes pane at the bottom shows the raw data in hexadecimal and ASCII. The ASCII column displays "RT..5... '@...E." followed by several lines of "AAAAA" characters.

At the bottom of the interface, a status bar indicates: "Frame (frame), 438 bytes", "Packets: 115 · Displayed: 115 (100.0%) · Marked: 6 (5.2%) · Profile: Default".

Task 1.c:

2^{16} is 65536, so if we create a packet that was 66000 bytes it would exceed the maximal size of an IP packet. This can be fragmented down to become possible. If we assumed an MTU of 1500 which is typical, there would be 44 fragments that needed to be sent. When attempting to send this package, each fragment would contain a payload of 1480 other than the first fragment and the 44th fragment which would contain 860 bytes. This would allow a packet of size 66000 bytes to be sent and then reassembled.

Lab 1

Gunnar Yonker

Capturing from enp0s3

Apply a display filter ... <Ctrl-/> Expression...

No.	Time	Source	Destination	Protocol	Len	Info
142	2022-11-07 22:48:20.7427488...	1.2.3.4	10.0.0.15	UDP	1514	7070 → 9090 Len=36000
143	2022-11-07 22:48:20.7434035...	1.2.3.4	10.0.0.15	IPv4	1514	Fragmented IP protocol (pr...
144	2022-11-07 22:48:20.7440734...	1.2.3.4	10.0.0.15	IPv4	1514	Fragmented IP protocol (pr...
145	2022-11-07 22:48:20.7447318...	1.2.3.4	10.0.0.15	IPv4	1514	Fragmented IP protocol (pr...
146	2022-11-07 22:48:20.7453697...	1.2.3.4	10.0.0.15	IPv4	1514	Fragmented IP protocol (pr...
147	2022-11-07 22:48:20.7460362...	1.2.3.4	10.0.0.15	IPv4	1514	Fragmented IP protocol (pr...
148	2022-11-07 22:48:20.7467081...	1.2.3.4	10.0.0.15	IPv4	1514	Fragmented IP protocol (pr...
149	2022-11-07 22:48:20.7473477...	1.2.3.4	10.0.0.15	IPv4	1514	Fragmented IP protocol (pr...
150	2022-11-07 22:48:20.7479807...	1.2.3.4	10.0.0.15	IPv4	1514	Fragmented IP protocol (pr...
151	2022-11-07 22:48:20.7486461...	1.2.3.4	10.0.0.15	IPv4	1514	Fragmented IP protocol (pr...
152	2022-11-07 22:48:20.7492859...	1.2.3.4	10.0.0.15	IPv4	1514	Fragmented IP protocol (pr...

▶ Frame 142: 1514 bytes on wire (12112 bits), 1514 bytes captured (12112 bits) on interface 0

▶ Ethernet II, Src: PcsCompu_40:bf:a7 (08:00:27:40:bf:a7), Dst: RealtekU_12:35:00 (52:54:00:12:35:00)

▶ Internet Protocol Version 4, Src: 1.2.3.4, Dst: 10.0.0.15

▶ User Datagram Protocol, Src Port: 7070, Dst Port: 9090

▶ Data (1472 bytes)

0000 52 54 00 12 35 00 08 00 27 40 bf a7 08 00 45 00 RT..S... '@...E.
0010 05 dc 03 e8 20 00 40 11 43 15 01 02 03 04 0a 00@. C.....
0020 00 0f 1b 9e 23 82 8c a8 00 00 41 41 41 41 41 41 ... #... AAAAAA
0030 41 41 41 41 41 41 41 41 41 41 41 41 41 41 41 41 AAAAAAAAA AAAAAAAAA
0040 41 41 41 41 41 41 41 41 41 41 41 41 41 41 41 41 AAAAAAAAA AAAAAAAAA
0050 41 41 41 41 41 41 41 41 41 41 41 41 41 41 41 41 AAAAAAAAA AAAAAAAAA
0060 41 41 41 41 41 41 41 41 41 41 41 41 41 41 41 41 AAAAAAAAA AAAAAAAAA
0070 41 41 41 41 41 41 41 41 41 41 41 41 41 41 41 41 AAAAAAAAA AAAAAAAAA
0080 41 41 41 41 41 41 41 41 41 41 41 41 41 41 41 41 AAAAAAAAA AAAAAAAAA
0090 41 41 41 41 41 41 41 41 41 41 41 41 41 41 41 41 AAAAAAAAA AAAAAAAAA
00a0 41 41 41 41 41 41 41 41 41 41 41 41 41 41 41 41 AAAAAAAAA AAAAAAAAA
00b0 41 41 41 41 41 41 41 41 41 41 41 41 41 41 41 41 AAAAAAAAA AAAAAAAAA
00c0 41 41 41 41 41 41 41 41 41 41 41 41 41 41 41 41 AAAAAAAAA AAAAAAAAA

Frame (frame), 1514 bytes Packets: 209 · Displayed: 209 (100.0%) · Marked: 6 (2.9%) · Profile: Default

Task 1.d:

When the packets were sent as a fragment, they could not be fully reassembled due to the next part of the fragment never showing up and the fragment staying in the kernel memory until they time out. When sending the packeted fragments, it is incredibly easy to send a lot of packets very fast causing the memory of the victim system to fill up before the IP packets time out. This results in a Dos (denial of service) attack. Observing on Wireshark from the attacking vm, all of the fragments were seen going out to the intended victim, and on the victim vm on Wireshark all of the fragments were being received but was not displaying that the fragment reassembly time was exceeded, so the fragments were able to keep being received at the same rate but not timing out at the same rate. If the victim system did not have a packet filter security in place, this would result in a DoS attack causing the system to shut down.

Lab 1

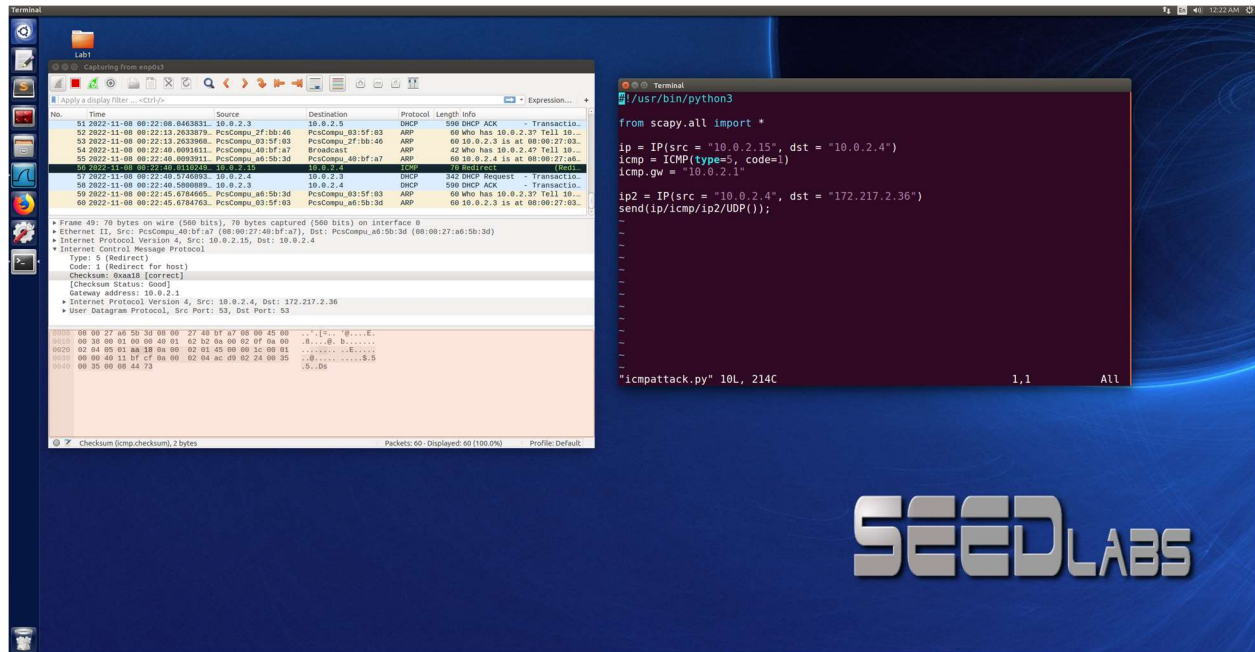
Gunnar Yonker

Task 2: ICMP Redirect Attack

VM(Host A) Victim 10.0.2.4

VM(Host B) Attacker 10.0.2.15

Destination B(outside webserver): 172.217.2.36



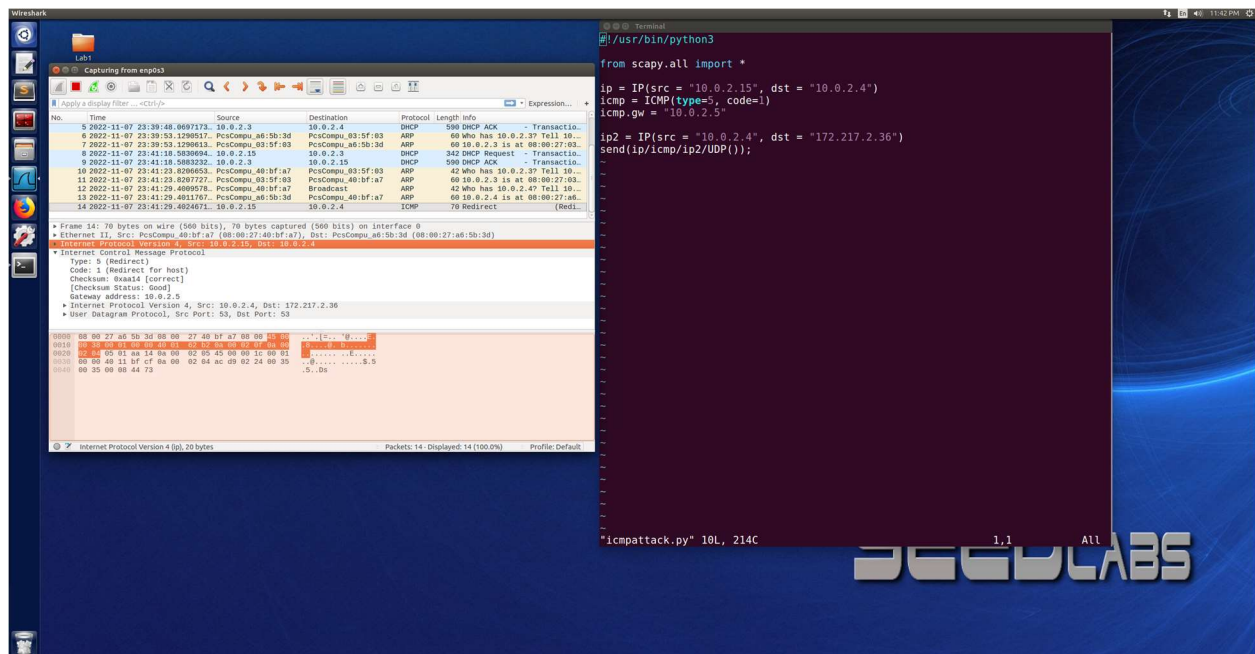
This screenshot shows that a successful redirect took place for the packet to go from A to B. I used the skeleton code provided in the textbook and filled in the missing pieces with the information from my vms.

Lab 1

Gunnar Yonker

Questions:

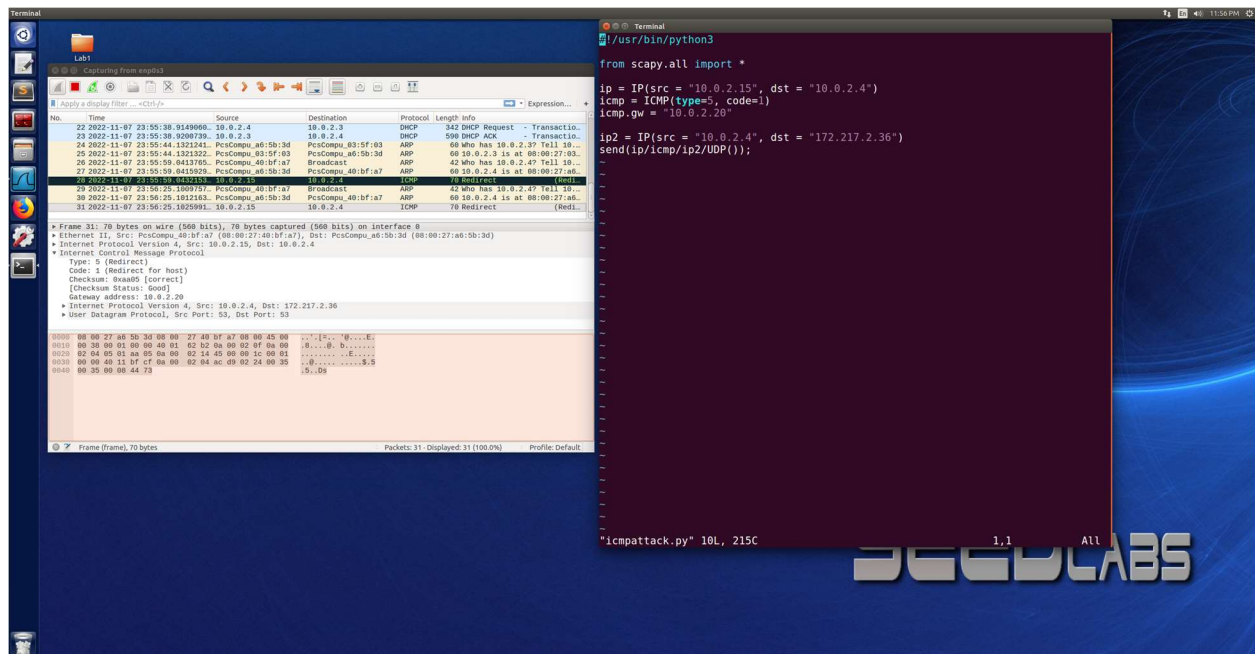
1:



For this question we wanted to experiment and see if an ICMP redirect attack could be used on a remote machine. I used 10.0.2.5 which is one of my vms. As seen in the Wireshark screenshot above, a successful redirect did take place where the ICMP redirect attack was directed to a remote machine. This shows that you can use ICMP redirect attack to redirect to a remote machine because the packet was successfully redirected.

Lab 1 Gunnar Yonker

2.



For this question we wanted to experiment and see if an ICMP redirect attack could be redirected to a non-existing machine that is either offline or non-existing. When the packet was redirected using a machine that didn't exist, the ICMP packet was successfully redirected, but no other packets were received. This means that you would be able to carry out an ICMP redirect attack on a non-existing machine that is on the same network, but the packet will not be received by that machine.