Shadows and Hashing

What I did was parsing the users' salt and hashes.

And use the salt with words in nltk.corpus to find a match with the user's hash. And print out the output. The thing I found interesting was how long it took to crack those passwords. I was cracking passwords with salt, meaning I grouped people with the same salt. And for every salt, start a new timer, the timer's unit is in seconds.

My Source code: from bcrypt import hashpw from nltk.corpus import words import time class User: def init (self, name, salt, hash): self.name = name self.salt = salt self.hash = hash def process user(): users = list() with open('shadow.txt', 'r') as f: for line in f: name = line.split(':')[0] salt = line.split(':')[-1][:29].encode('utf-8') hash = line.split(':')[-1].strip().encode('utf-8') # print(name, salt, hash) users.append(User(name, salt, hash)) return users def crackPassword(users): word combination = [w.encode("utf-8") for w in words.words() if len(w) >=6 and len(w) <= 10] user map = dict() for user in users: if user.salt in user_map.keys(): user_map[user.salt].append(user) else: user_map[user.salt] = [user] for salt in user_map.keys(): st = time.time()

```
for word in word_combination:
    hash_pass = hashpw(word, salt)
    for user in user_map[salt]:
        if hash_pass == user.hash:
            et = time.time()
            print(f'{user.name} password: {str(word)} time: {et-st}')

if __name__ == '__main__':
    users = process_user()
    crackPassword(users)
```

Password Cracked:

Name	Password	Time (in seconds)
Thorin	diamond	4371.018795910367
Bilbo	welcome	8250.745241084528
Gandalf	wizard	8279.887268933919
Fili	desire	3816.033185752874
Kili	ossify	8446.742669273381
Dwalin	drossy	2390.553172290802
Balin	hangout	3447.955672930176
Oin	ispaghul	5383.666654825211
Dori	indoxylic	14329.950189917635
Gloin	oversave	26599.651672929918
Nori	swagsman	40877.956456372882
Ori	airway	1068.820134971648
Bifur	corrosible	15898.028135618373
Bofur	libellate	34148.890176357611
Durin	purrone	113387.282368924362