

# Virtual Private Network (VPN) Lab

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## 1 Overview

A Virtual Private Network (VPN) is used for creating a private scope of computer communications or providing a secure extension of a private network into an insecure network such as the Internet. VPN is a widely used security technology. VPN can be built upon IPSec or TLS/SSL (Transport Layer Security/Secure Socket Layer). These are two fundamentally different approaches for building VPNs. In this lab, we focus on the TLS/SSL-based VPNs. This type of VPNs is often referred to as TLS/SSL VPNs.

The learning objective of this lab is for students to master the network and security technologies underlying VPNs. To achieve this goal, students will be asked to implement a simple TLS/SSL VPN. Although this VPN is simple, it does include all the essential elements of a VPN. The design and implementation of TLS/SSL VPNs exemplify a number of security principles, including the following:

- Virtual Private Network
- TUN/TAP, and IP tunneling
- Routing
- Public-key cryptography, PKI, and X.509 certificate
- TLS/SSL programming
- Authentication

## 2 Lab Environment

This lab has been tested on our pre-built Ubuntu 16.04 VM. We need to use the `openssl` package in this lab. The package includes the header files, libraries, and commands. The package was already installed in our pre-built VM image.

**Note for Instructors.** If the instructor plans to hold lab sessions for this lab, we suggest that the following background information are covered:

1. How to write programs using OpenSSL libraries.
2. How to use the TUN/TAP devices to set up network tunnel.
3. How to use the `route` and `ifconfig` commands.
4. How to use VirtualBox to set up a network using several VMs.

### 3 Lab Tasks

In this lab, students need to implement a simple VPN for Linux. We will call it `miniVPN`.

#### 3.1 Task 1: VM Setup

We will create a VPN tunnel between a computer (client) and a gateway, allowing the computer to securely access a private network via the gateway. We need at least three VMs: VPN client (also server as Host U), VPN server (the gateway), and a host in the private network (Host V). The network setup is depicted in Figure 1.

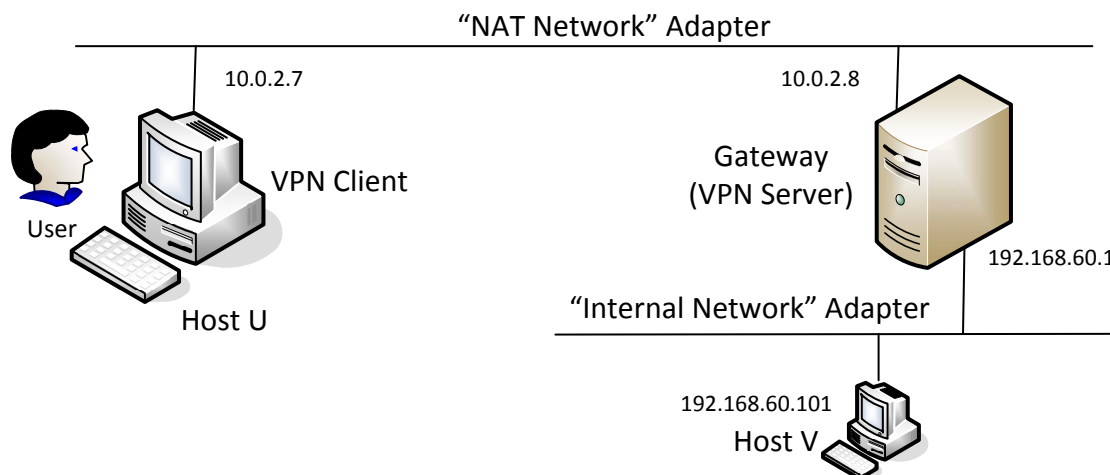


Figure 1: VM setup for this lab

In practice, the VPN client and VPN server are connected via the Internet. For the sake of simplicity, we directly connect these two machines to the same LAN in this lab, i.e., this LAN simulates the Internet. We will use the "NAT Network" adaptor for this LAN. The third machine, Host V, is a computer inside the private network. Users on Host U (outside of the private network) want to communicate with Host V via the VPN tunnel. To simulate this setup, we connect Host V to VPN Server (also serving as a gateway) via an "Internal Network". In such a setup, Host V is not directly accessible from the Internet; nor is it directly accessible from Host U.

Note if a VM uses the "Internal Network" mode, VirtualBox provides no DHCP to it, so the VM must be statically configured. To do this, click the network icon on the top-right corner of the desktop, and select "Edit Connections". You will see a list of "Wired connections", one for each of the network adaptors used by the VM. For Host V, there is only one connection, but for VPN Server, we will see two. To make sure that you pick the one that is corresponding to the "Internal Network" adapter, You can check the MAC address displayed in the pop-up window after you have picked a connection to edit. Compare this MAC address with the one that you get from `ifconfig`, and you will know whether you picked the right connection.

After you have selected the right connection to edit, pick the "ipv4 Settings" tab and select the "Manual" method, instead of the default "Automatic (DHCP)". Click the "Add" button to set up the new IP address for the VM. See Figure 2 for details.

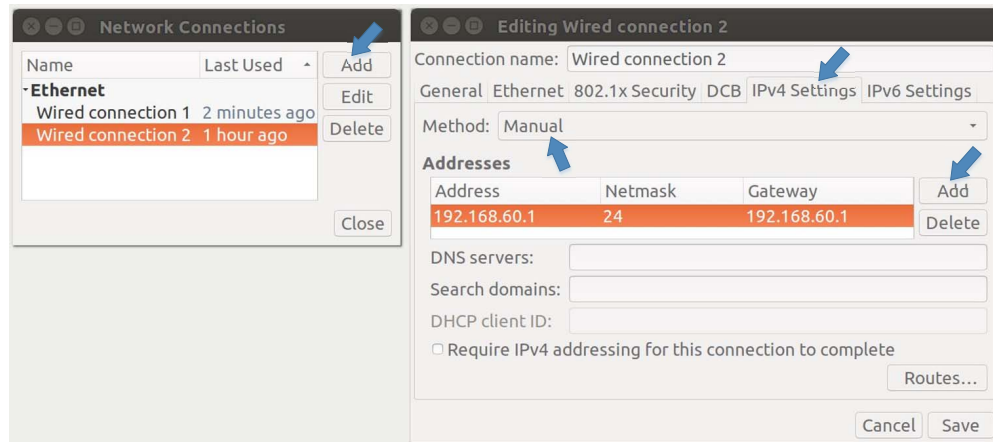


Figure 2: Manually set up the IP address for the "Internal Network" adaptor on VPN Server.

### 3.2 Task 2: Creating a VPN Tunnel using TUN/TAP

The enabling technology for the TLS/SSL VPNs is TUN/TAP, which is now widely implemented in modern operating systems. TUN and TAP are virtual network kernel drivers; they implement network device that are supported entirely in software. TAP (as in network tap) simulates an Ethernet device and it operates with layer-2 packets such as Ethernet frames; TUN (as in network TUNnel) simulates a network layer device and it operates with layer-3 packets such as IP packets. With TUN/TAP, we can create virtual network interfaces.

A user-space program is usually attached to the TUN/TAP virtual network interface. Packets sent by an operating system via a TUN/TAP network interface are delivered to the user-space program. On the other hand, packets sent by the program via a TUN/TAP network interface are injected into the operating system network stack; to the operating system, it appears that the packets come from an external source through the virtual network interface.

When a program is attached to a TUN/TAP interface, the IP packets that the computer sends to this interface will be piped into the program; on the other hand, the IP packets that the program sends to the interface will be piped into the computer, as if they came from the outside through this virtual network interface. The program can use the standard `read()` and `write()` system calls to receive packets from or send packets to the virtual interface.

We have created a sample VPN client program (`vpnclient`) and a server program (`vpnserv`), both of which can be downloaded from this lab's web site. The programs are explained in details in Chapter 16 of the SEED book titled *Computer Security: A Hands-on Approach* [1]; the chapter also explains how TUN/TAP works and how to use it to create VPN.

The `vpnclient` and `vpnserv` programs are the two ends of a VPN tunnel. They communicate with each other using either TCP or UDP via the sockets depicted in Figure 3. In our sample code, we choose to use UDP for the sake of simplicity. The dotted line between the client and server depicts the path for the VPN tunnel. The VPN client and server programs connect to the hosting system via a TUN interface, through which they do two things: (1) get IP packets from the hosting system, so the packets can be sent through the tunnel, (2) get IP packets from the tunnel, and then forward it to the hosting system, which will forward the packet to its final destination. The following procedure describes how to create a VPN tunnel using the `vpnclient` and `vpnserv` programs.

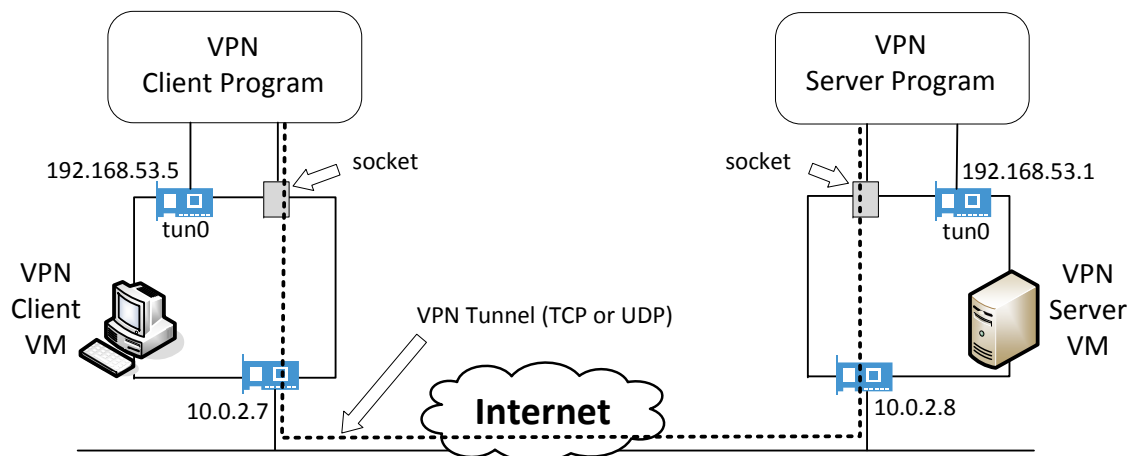


Figure 3: VPN client and server

**Step 1: Run VPN Server.** We first run the VPN server program `vpnsrver` on the Server VM. After the program runs, a virtual TUN network interface will appear in the system (we can see it using the `"ifconfig -a"` command; the name of the interface will be `tun0` in most cases, but they can be `tunX`, where `X` is a number). This new interface is not yet configured, so we need to configure it by giving it an IP address. We use `192.168.53.1` for this interface.

Run the following commands. The first command will start the server program, and the second command assigns an IP address to the `tun0` interface and then activates it. It should be noted that the first command will block and wait for connections, so we need to find another window run the second command.

```
$ sudo ./vpnsrver
```

Run the following command in another window:

```
$ sudo ifconfig tun0 192.168.53.1/24 up
```

Unless specifically configured, a computer will only act as a host, not as a gateway. The VPN Server needs to forward packets between the private network and the tunnel, so it needs to function as a gateway. We need to enable the IP forwarding for a computer to behave like a gateway. IP forwarding can be enabled using the following command:

```
$ sudo sysctl net.ipv4.ip_forward=1
```

**Step 2: Run VPN Client.** We now run the VPN client program on the Client VM. We run the following command on this machine (the first command will connect to the VPN server program running on `10.0.2.8`. This command will block as well, so we need to find another window to configure the `tun0` interface created by the VPN client program. We assign IP address `192.168.53.5` to the `tun0` interface.

On VPN Client VM:

```
$ sudo ./vpnclient 10.0.2.8
```

Run the following command in a different window

```
$ sudo ifconfig tun0 192.168.53.5/24 up
```

**Step 3: Set Up Routing on Client and Server VMs:** After the above two steps, the tunnel will be established. Before we can use the tunnel, we need to set up routing paths on both client and server machines to direct the intended traffic through the tunnel. On the server machine, we need to direct all the packets going to the private network (192.168.60.0/24) towards the `tun0` interface, from where the packets can be forwarded through the VPN tunnel. Without this setup, we will not be able to access the private network at all. We can use the `route` command to add an routing entry. The following example shows how to route the 10.20.30.0/24-bound packets to the interface `eth0`.

```
$ sudo route add -net 10.20.30.0/24 eth0
```

On both client and server machines, we also need to set up a routing entry so all the traffic going to the 192.168.53.0/24 network are directed to the `tun0` interface. This entry will usually be automatically added when we assign 192.169.53.X to the `tun0` interface. If for some reasons it is not added, we can use the `route` command to add it.

**Step 4: Set Up Routing on Host V.** When Host V replies to a packet sent from Host U, it needs to route the packets to the VPN Server VM, from where, it can be fed into the VPN tunnel toward the other end. You need to find out what entry to add, and then use the `route` command to add the routing entry. Hint: when Host V receives a packet from Host U (via the tunnel), you need to know what the source IP is in the packet; in the reply packet, the source IP becomes the destination IP, which will be used by the routing table. Therefore, you need to figure out the source IP of the packets from U to V. It is your task to figure this out and set the routing correctly in this step.

**Step 5: Test the VPN Tunnel:** After everything is set up, we can access Host V from Host U via the tunnel. Please conduct the following tests using `ping` and `telnet`; please report your results. You should use Wireshark to capture the network traffics on all the interfaces on the client VM, and pinpoint which packets are part of the tunnel traffic, and which packets are not the tunnel traffic.

```
On Host U:
$ ping 192.168.60.101
$ telnet 192.168.60.101
```

**Step 6: Tunnel-Breaking Test.** On Host U, `telnet` to Host V. While keeping the `telnet` connection alive, we break the VPN tunnel. We then type something in the `telnet` window, and report what you observe. We then reconnect the VPN tunnel. What is going to happen to the `telnet` connection? Will it be broken or resumed? Please describe and explain your observations.

### 3.3 Task 3: Encrypting the Tunnel

At this point, we have created an IP tunnel, but our tunnel is not protected. Only after we have secured this tunnel, can we call it a VPN tunnel. This is what we are going to achieve in this task. To secure this tunnel, we need to achieve two goals, confidentiality and integrity. The confidentiality is achieved using encryption, i.e., the contents that go through the tunnel is encrypted. The integrity goal ensures that nobody can tamper with the traffic in the tunnel or launch a replay attack. Integrity can be achieved using Message Authentication Code (MAC). Both goals can be achieved using Transport Layer Protocol (TLS).

TLS is typically built on top of TCP. The sample VPN client and server programs in Task 2 use UDP, so we first need to replace the UDP channel in the sample code with a TCP channel, and then establish a TLS session between the two ends of the tunnel. A sample TLS client and server program (`tlsclient`

and `tlsserver`) is provided in a zip file that can be downloaded from the website. Instructions on how to compile and run the code is provided in the README file included in the zip file. For detailed explanation of the sample code, please read Chapter 19 of the SEED book (*Computer Security: A Hands-on Approach* [1]). In your demonstration, you need to use Wireshark to capture the traffic inside the VPN tunnel, and show that the traffic is indeed encrypted.

### 3.4 Task 4: Authenticating the VPN Server

Before a VPN is established, the VPN client must authenticate the VPN server, making sure that the server is not a fraudulent one. On the other hand, the VPN server must authenticate the client (i.e. user), making sure that the user has the permission to access the private network. In this task, we implement the server authentication; the client authentication is in the next task.

A typical way to authenticate servers is to use public-key certificates. The VPN server needs to first get a public-key certificate from a Certificate Authority (CA). When a client makes a connection to the VPN server, the server will use the certificate to prove it is the intended server. The HTTPS protocol uses this approach to authenticate web servers, ensuring that you are talking to an intended web server, not a fake one.

In this lab, `MiniVPN` should use such a method to authenticate the VPN server. We can implement an authentication protocol (such as TLS/SSL) from the scratch, but fortunately, `openssl` has taken care most of the work for us. We just need to configure our TLS session properly, so `openssl` can conduct the authentication automatically for us.

There are three important steps in server authentication: (1) verifying that the server certificate is valid, (2) verifying that the server is the owner of the certificate, and (3) verifying that the server is the intended server (for example, if the user intends to visit `example.com`, we need to ensure that the server is indeed `example.com`, not another site). Please point out what lines of the code in your program carry out the above verifications. In your demonstration, you need to demonstrate two different cases regarding the third verification: a successful server authentication where the server is the intended server, and a failed server authentication where the server is not the intended server.

**Note:** Our `MiniVPN` program should be able to communicate with VPN servers on different machines, so you cannot hardcode the hostname of the VPN server in the program. The hostname needs to be typed in from the command line. This name represents the user's intention, so it should be used in the verification. This name should also be used to find the IP address of the server. Section 4.1 provides a sample program to show you how to get the IP address for a given hostname.

**Our sample TLS client and server programs.** Server authentication is implemented in the sample programs provided by us. Part of the authentication requires the certificate of the CA who issues the server certificate. We have put two CA certificates in the `./ca_client` folder: one is the CA that issues our server's certificate (the hostname of the server is `vpnlabserver.com`), and the other is the CA that issues Google's certificate. Therefore, the sample TLS client program can talk to our own server, as well as Google's HTTPS server:

```
$ ./tlsclient vpnlabserver.com 4433
$ ./tlsclient www.google.com 443
```

To use our client to talk to an HTTPS server, we need to get its CA's certificate, save the certificate in the `./ca_client` folder, and create a symbolic link to it (or rename it) using the hash value generated from its subject field. For example, to enable our client to talk to Google, who gets its certificate from a root

CA called “GeoTrust Global CA”, we get this root CA’s certificate (GeoTrustGlobalCA.pem) from the Firefox browser, and run the following command to get its hash and then set up the symbolic link:

```
$ openssl x509 -in GeoTrustGlobalCA.pem -noout -subject_hash
2c543cd1

$ ln -s GeoTrustGlobalCA.pem 2c543cd1.0
$ ls -l
lrwxrwxrwx 1 ... 2c543cd1.0 -> GeoTrustGlobalCA.pem
lrwxrwxrwx 1 ... 9b58639a.0 -> cacert.pem
-rw-r--r-- 1 ... cacert.pem
-rw-r--r-- 1 ... GeoTrustGlobalCA.pem
```

### 3.5 Task 5: Authenticating the VPN Client

Accessing the machines inside a private network is a privilege that is only granted to authorized users, not to everybody. Therefore, only authorized users are allowed to establish a VPN tunnel with the VPN server. In this task, authorized users are those who have a valid account on the VPN server. We will therefore use the standard password authentication to authenticate users. Basically, when a user tries to establish a VPN tunnel with the VPN server, the user will be asked to provide a user name and a password. The server will check its shadow file (/etc/shadow); if a matching record is found, the user is authenticated, and the VPN tunnel will be established. If there is no match, the server will break its connection with the user, and thus no tunnel will be established. See Section 4.2 for sample code on how to authenticate users using the shadow file.

### 3.6 Task 6: Supporting Multiple Clients

In the real world, one VPN server often supports multiple VPN tunnels. Namely, the VPN server allows more than one clients to connect to it simultaneously, with each client having its own VPN tunnel (and thus its own TLS session). Our MiniVPN should support multiple clients.

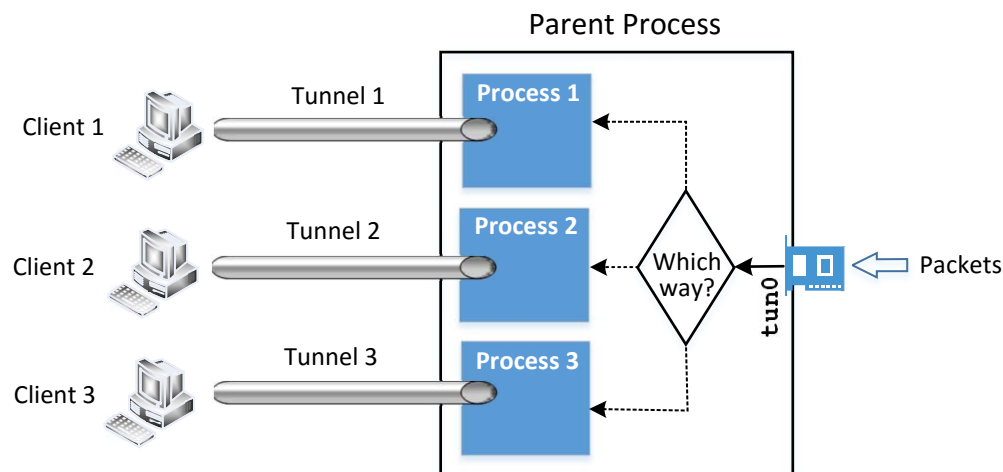


Figure 4: Supporting multiple VPN clients

In a typical implementation, the VPN server process (the parent process) will create a child process for

each tunnel (see Figure 4). When a packet comes from the tunnel, its corresponding child process will get the packet, and forward it to the TUN interface. This direction is the same regardless of whether multiple clients are supported or not. It is the other direction that becomes challenging. When a packet arrives at the TUN interface (from the private network), the parent process will get the packet, now it needs to figure out which tunnel this packet should go to. You need to think about how to implement this decision-making logic.

Once the decision is made and a tunnel is selected, the parent process needs to send the packet to the child process, to which the selected tunnel is attached. This calls for IPC (Inter-Process Communication). A typical approach is to use pipes. We provide a sample program in Section 4.3 to demonstrate how to use pipes for IPC.

Child processes need to monitor this pipe interface, and read data from it if there are data. Since child processes also need to watch out for data coming from the socket interface, they need to simultaneously monitor multiple interfaces. Section 4.4 shows how to achieve that.

## 4 Guidelines

### 4.1 Getting IP Address from Hostname

Given a hostname, we can get the IP address for this name. In our sample `tlsclient` program, we use the `gethostbyname()` function to get the IP address. However, this function is obsolete because it does not support IPV6. Applications should use `getaddrinfo()` instead. The following example shows to how to use this function to get IP addresses.

```
#include <stdio.h>
#include <stdlib.h>
#include <netdb.h>
#include <netinet/in.h>
#include <sys/socket.h>
#include <arpa/inet.h>

struct addrinfo hints, *result;

int main() {

    hints.ai_family = AF_INET; // AF_INET means IPv4 only addresses

    int error = getaddrinfo("www.example.com", NULL, &hints, &result);
    if (error) {
        fprintf(stderr, "getaddrinfo: %s\n", gai_strerror(error));
        exit(1);
    }

    // The result may contain a list of IP address; we take the first one.
    struct sockaddr_in* ip = (struct sockaddr_in *) result->ai_addr;
    printf("IP Address: %s\n", (char *)inet_ntoa(ip->sin_addr));

    freeaddrinfo(result);
    return 0;
}
```



## 4.2 Authentication Using the Shadow File

The following program shows how to authenticate a user using the account information stored in the shadow file. The program uses `getspnam()` to get a given user's account information from the shadow file, including the hashed password. It then uses `crypt()` to hash a given password and see whether the result matches with the values fetched from the shadow file. If so, the user name and the password match, and the authentication is successful.

```
#include <stdio.h>
#include <string.h>
#include <shadow.h>
#include <crypt.h>

int login(char *user, char *passwd)
{
    struct spwd *pw;
    char *epasswd;

    pw = getspnam(user);
    if (pw == NULL) {
        return -1;
    }

    printf("Login name: %s\n", pw->sp_namp);
    printf("Passwd      : %s\n", pw->sp_pwdp);

    epasswd = crypt(passwd, pw->sp_pwdp);
    if (strcmp(epasswd, pw->sp_pwdp)) {
        return -1;
    }

    return 1;
}

void main(int argc, char** argv)
{
    if (argc < 3) {
        printf("Please provide a user name and a password\n");
        return;
    }

    int r = login(argv[1], argv[2]);
    printf("Result: %d\n", r);
}
```

We can compile the code above and run it with a user name and a password. It should be noted that the root privilege is needed when reading from the shadow file. See the following commands for compilation and execution.

```
$ gcc login.c -lcrypt
$ sudo ./a.out seed dees
```

It should be noted that we use `-lcrypt` in the above compilation; we used `-lcrypto` when compiling our TLS programs. The `crypt` and `crypto` are two different libraries, so this is not a typo.

### 4.3 Inter-Process Communication Using Pipe

The following program shows how a parent process sends data to its child process using pipe. The parent process creates a pipe using `pipe()` in Line ①. Each pipe has two ends: the input end's file descriptor is `fd[0]`, and the output end's file descriptor is `fd[1]`.

After the pipe is created, a child process is spawned using `fork()`. Both parent and child processes have the file descriptors associated with the pipe. They can send data to each other using the pipe, which is bi-directional. However, we will only use this pipe to send data from the parent process to the child process, and the parent will not read anything from the pipe, so we close the input end `fd[0]` in the parent process. Similarly, the child does not send anything via the pipe, so it closes the output end `fd[1]`. At this point, we have established a uni-directional pipe from the parent process to the child process. To send data via the pipe, the parent process writes to `fd[1]` (see Line ②); to receive data from the pipe, the child process reads from `fd[0]` (see Line ③).

```
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
#include <string.h>

int main(void)
{
    int      fd[2], nbytes;
    pid_t    pid;
    char      string[] = "Hello, world!\n";
    char      readbuffer[80];

    pipe(fd);                                     ①

    if((pid = fork()) == -1) {
        perror("fork");
        exit(1);
    }

    if(pid>0) { //parent process
        close(fd[0]); // Close the input end of the pipe.

        // Write data to the pipe.
        write(fd[1], string, (strlen(string)+1));      ②
        exit(0);
    }
    else { //child process
        close(fd[1]); // Close the output end of the pipe.

        // Read data from the pipe.
        nbytes = read(fd[0], readbuffer, sizeof(readbuffer)); ③
        printf("Child process received string: %s", readbuffer);
    }
    return(0);
}
```

## 4.4 Using `select` to Monitor Multiple Input Interfaces

Our VPN program needs to monitor multiple interfaces, including the TUN interface, the socket interface, and sometimes, the pipe interface. All these interfaces are represented by file descriptors, so we need to monitor them to see whether there are data coming from them. One way to do that is to keep polling them, and see whether there are data on each of the interfaces. The performance of this approach is undesirable, because the process has to keep running in an idle loop when there is no data. Another way is to read from an interface. By default, read is blocking, i.e., the process will be suspended if there are no data. When data become available, the process will be unblocked, and its execution will continue. This way, it does not waste CPU time when there is no data.

The read-based blocking mechanism works well for one interface. If a process is waiting on multiple interfaces, it cannot block on just one of the interfaces. It has to block on all of them altogether. Linux has a system call called `select()`, which allows a program to monitor multiple file descriptors simultaneously. To use `select()`, we need to store all the file descriptors to be monitored in a set using the `FD_SET` macro (see Lines ① and ② in the code below). We then give the set to the `select()` system call (Line ③), which will block the process until data are available on one of the file descriptors in the set. We can then use the `FD_ISSET` macro to figure out which file descriptor has received data. In the following code example, we use `select()` to monitor a TUN and a socket file descriptor.

```
fd_set readFDSet;
int ret, sockfd, tunfd;

FD_ZERO(&readFDSet);
FD_SET(sockfd, &readFDSet);           ①
FD_SET(tunfd, &readFDSet);           ②
ret = select(FD_SETSIZE, &readFDSet, NULL, NULL, NULL); ③

if (FD_ISSET(sockfd, &readFDSet){
    // Read data from sockfd, and do something.
}

if (FD_ISSET(tunfd, &readFDSet){
    // Read data from tunfd, and do something.
}
```

## 4.5 An example: using `telnet` in our VPN

To help you fully understand how packets from an application flow to its destination through our MiniVPN, we have drawn two figures to illustrate the complete packet flow path when users run `telnet 10.0.20.100` from a host machine, which is the Point A of a host-to-gateway VPN. The other end of the VPN is on a gateway, which is connected to the `10.0.20.0/24` network, where our `telnet` server `10.0.20.100` resides.

Figure 5(a) shows how a packet flow from the `telnet` client to the server. Figure 5(b) shows how a packet flow from the `telnet` server back to the client. We will only describe the path in Figure 5(a) in the following. The return path is self-explained from Figure 5(b) once you have understood the path in Figure 5(a).

1. The data of the packet starts from the `telnet` program.
2. The kernel will construct an IP packet, with the destination IP address being `10.0.20.100`.

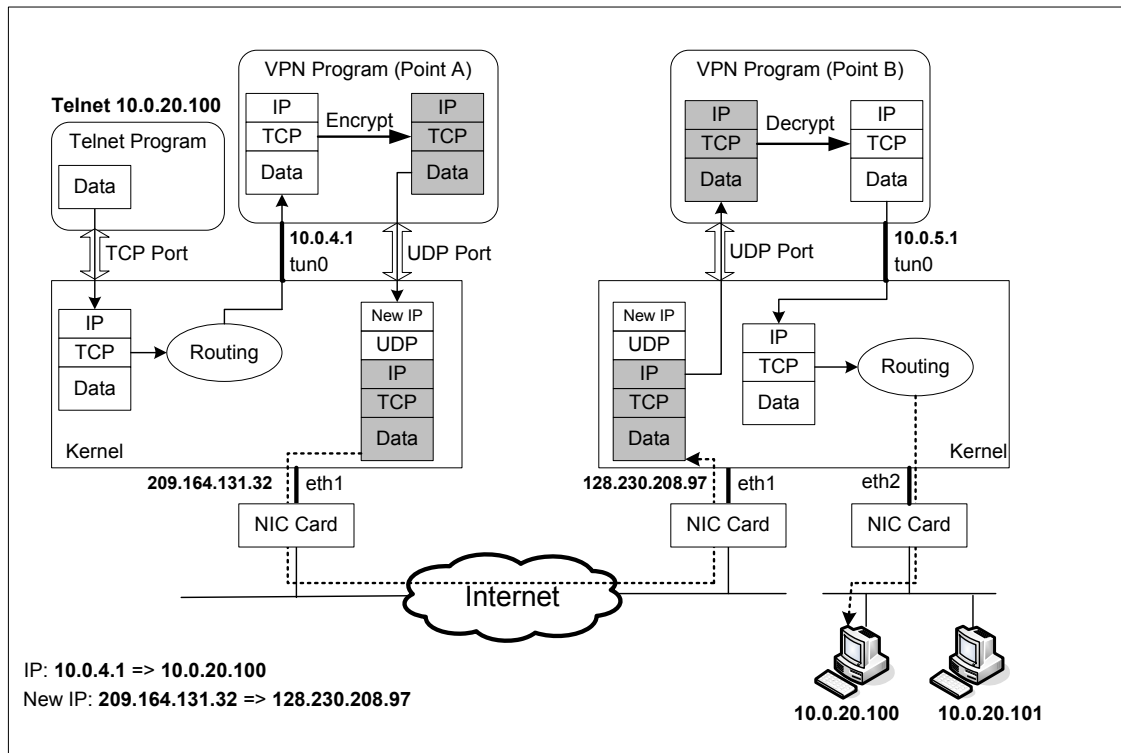
3. The kernel needs to decide which network interface the packet should be routed through: `eth1` or `tun0`. You need to set up your routing table correctly for the kernel to pick `tun0`. Once the decision is made, the kernel will set the source IP address of the packet using the IP address of the network interface, which is `10.0.4.1`.
4. The packet will reach our VPN program (Point A) through the virtual interface `tun0`, then it will be encrypted, and then be sent back to the kernel through a UDP port (not through the `tun0` interface). This is because our VPN program use the UDP as our tunnel.
5. The kernel will treat the encrypted IP packet as UDP data, construct a new IP packet, and put the entire encrypted IP packet as its UDP payload. The new IP's destination address will be the other end of the tunnel (decided by the VPN program we write); in the figure, the new IP's destination address is `128.230.208.97`.
6. You need to set up your routing table correctly, so the new packet will be routed through the interface `eth1`; therefore, the source IP address of this new packet should be `209.164.131.32`.
7. The packet will now flow through the Internet, with the original `telnet` packet being entirely encrypted, and carried in the payload of the packet. This is why it is called a *tunnel*.
8. The packet will reach our gateway `128.230.208.97` through its interface `eth1`.
9. The kernel will give the UDP payload (i.e. the encrypted IP packet) to the VPN program (Point B), which is waiting for UDP data. This is through the UDP port.
10. The VPN program will decrypt the payload, and then feed the decrypted payload, which is the original `telnet` packet, back to the kernel through the virtual network interface `tun0`.
11. Since it comes through a network interface, the kernel will treat it as an IP packet (it is indeed an IP packet), look at its destination IP address, and decide where to route it. Remember, the destination IP address of this packet is `10.0.20.100`. If your routing table is set up correctly, the packet should be routed through `eth2`, because this is the interface that connects to the `10.0.20.0/24` network.
12. The `telnet` packet will now be delivered to its final destination `10.0.20.100`.

## 5 Submission and Demonstration

You should submit a detailed lab report to describe your design and implementation. You should also describe how you test the functionalities and security of your system. You also need to demonstrate your system to us. Please sign up a demonstration time slot with the TA. Please take the following into consideration when you prepare for demonstration:

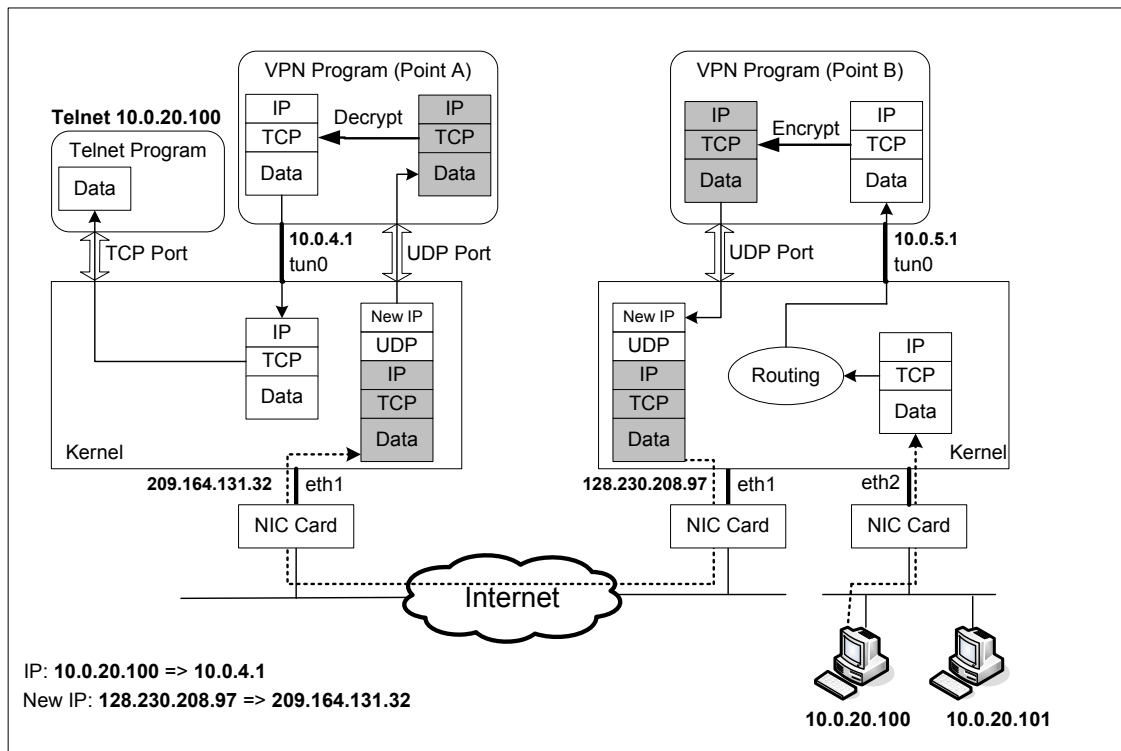
- The total time of the demo will be 15 minutes, no more additional time would be given. So prepare your demonstration so you can cover the important features.
- You are entirely responsible for showing the demo. We will NOT even touch the keyboard during the demonstration; so you should not depend on us to test your system. If you fail to demo some important features of your system, we will assume that your system does not have those features.
- You need to practice before you come to the demonstration. If the system crashes or anything goes wrong, it is your own fault. We will not debug your problems, nor give you extra time for it.

### How packets flow from client to server when running “telnet 10.0.20.100” using a VPN



(a) An Example of packet flow from telnet client to server in Host-to-Gateway Tunnel

### How packets return from server to client when running “telnet 10.0.20.100” using a VPN



(b) An Example of packet flow from telnet server to client in Host-to-Gateway Tunnel

Figure 5: An Example of Packet Flow in VPN.

- During the demo, you should consider yourself as salesmen, and you want to sell your system to us. You are given 15 minutes to show us how good your system is. So think about your sales strategies. If you have implemented a great system, but fail to show us how good it is, you are not likely to get a good grade.
- Do turn off the messages your system prints out for debugging purposes. Those messages should not appear in a demonstration.

## References

- [1] Wenliang Du. *Computer Security: A Hands-on Approach*. CreateSpace Independent Publishing Platform, 2017. ISBN-10: 154836794X, ISBN-13: 978-1548367947.