#### **HW 2 Report**

#### Case 1:

## Random0 - Jump into fixed DNS header

#### random3 - Packet size < FixedDNSHeader

```
Lookup : random3.irl
Query : random3.irl, type 1, TXID 0x00ED
Server : 127.0.0.1
****************************
Attempt 0 with 29 bytes... response in 0 ms with 4 bytes
TXID 0x00ED, flags 0x8400, questions 52685, answers 52685, authority 52685, additional 52685
++ invalid reply: packet smaller than fixed DNS header
```

# random5 - RR value length stretches the answer beyond packet

## random6 - Packet has infinite jumps in CNAME and query name (jump loop)

## Case 2:

random1 – Count for additional records greater than the amount of data received

```
Lookup : random1.irl
Query : random1.irl, type 1, TXID 0x00ED
Server : 127.0.0.1
**************************
Attempt 0 with 29 bytes... response in 1 ms with 468 bytes
TXID 0x00ED, flags 0x8600, questions 1, answers 1, authority 0, additional 65535
succeeded with Rcode = 0
++ invalid record: RR value length stretches the answer beyond packet
```

#### Case 3:

#### random7 - Truncated jump offset

#### Case 4:

random4 - Packet is incomplete/missing data (variable length. Simulated packet loss?)

- Packet has incomplete DNSAnswerHeader for the last additional record. Number of additional records is also less than the header says.

- Address is truncated at end of packet for the last additional record. Number of additional records is also less than the header says.

Character length shows as being 8, but only 3 characters found (at end of packet)

All these errors are caught by this section for Questions, Answers, Auth, and Additional records

```
printf(" -
                       - [additional] -----\n");
char* addSection;
if (numAuthority <= 0) {</pre>
    addSection = ansSections[numAnswers - 1] + strlen(ansSections[numAnswers - 1]) + sizeof(DNSAnswerHeader) + 5;
else {
    addSection = authSections[numAuthority - 1] + strlen(authSections[numAuthority - 1]) + 5;
char* additional = addSection;
for (int i = 0; i < numAdditional; i++) {</pre>
    int length = strlen(additional);
    if ((additional[0] & 0xC0) == 0xC0) { // compression detected. Jump!
        int offset = ntohs(*(USHORT*)additional) & 0x3FFF;
        char* label = (*recvBuf) + offset + 1;
        int labelLength = strlen(label);
        length = labelLength + 2;
        addSections[i] = label;
       addSections[i] = additional + 1;
        if (length == 0) {
            printf(" ++ Error: malformed packet\n");
             quit();
        //convert char lengths to dots
for (u_int j = 0; j < length - 1; j++) {
    if (additional[j] < '0') {</pre>
                additional[j] = '.';
        currentHeader = ((DNSAnswerHeader*)(additional + strlen(additional) + 1));
    DNSAnswerHeader* currentHeader = (DNSAnswerHeader*)(additional + 2);
    int type = ntohs(currentHeader->aType);
    DWORD* ip = (DWORD*)(currentHeader + 1);
    struct in_addr pAddress;
pAddress.S_un.S_addr = *ip;
    char* address = inet_ntoa(pAddress);
```

# Extra Credit:

Random8 – the server is placing a random number of consecutive instances of 'lol' (0x6c 0x6f 0x6c) into a seemingly random spot in the packet. There is no correlation between the position/number of instances of 'lol' and the number of answers, questions, txid, etc. The rest of the packet remains constant between different responses.