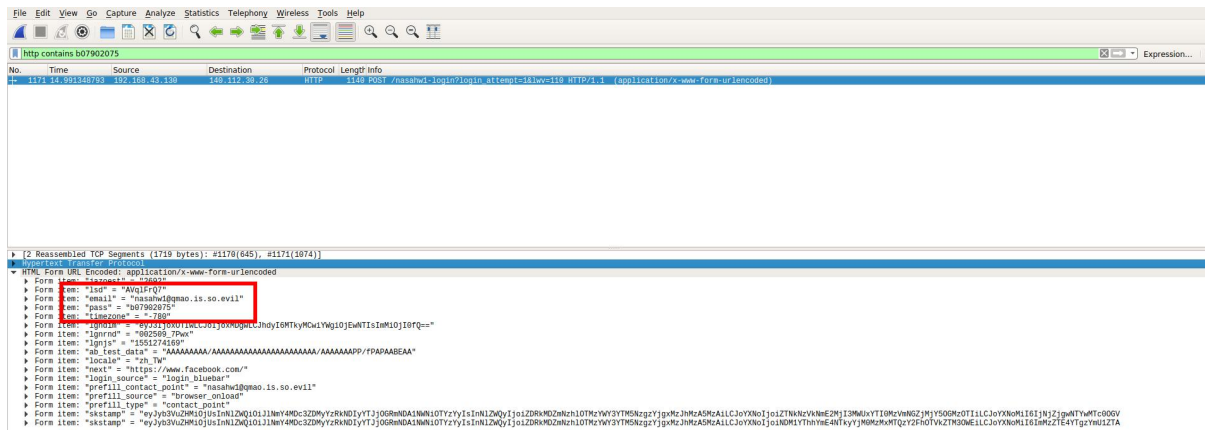


Network Administration

- Student Name: 林楷恩
- Student ID: b07902075

NANI? Is my uplink as evil as Q-mao? (15%)

1. Find the packet that contains the email and password you just typed, and screenshot it. (5%)



- Apply a display filter: **http contains b07902075**.
- The email and password is in a http POST packet.

2. Re-perform the above steps at fakebook-https2, can you find the email and password this time? (5%)

If the web server implements HSTS, I have the chance to do MitM only **the first time** a user connect to the website. It is because most users enter the url without specifying which scheme to use and the browser default to use HTTP. Thus, the web server runners who willing to enforce secure connections should redirect those users to HTTPS version, but this method is still subjected to MitM attack, while hackers can hijack the initial HTTP connection by converting the HTTPS link to HTTP, and he, as a man-in-the-middle, can eavesdrop all the plain text packets.

A way to avoid this is HSTS(HTTP Strict-Transport-Security). The HSTS mechanism ensures that the users will only access the website with HTTPS and be redirected **only once**. However, hackers still can hijack the initial HTTP connection when users access it first time, though the risk has been considerably mitigated.

* References

- <https://news.netcraft.com/archives/2016/03/17/95-of-https-servers-vulnerable-to-trivial-mitm-attacks.html>
- <https://developer.mozilla.org/en-US/docs/Web/HTTP/Headers/Strict-Transport-Security>

3. Give a real-world examples that your password may be eavesdropped by Q-mao when still using the HTTP protocol. (assuming no eavesdropper in client and server-side software) (5%)

For example, ipac.nlpi.edu.tw (臺中市立圖書館) still use HTTP. If a hacker perform a man-in-the-middle attack(e.g. through arp spoofing), making the traffic between two ends pass through his device and sniff them. Since HTTP use plain text, my account-name and password will be exposed to the hacker.

In the vast sea, I see nobody but flag (10%)

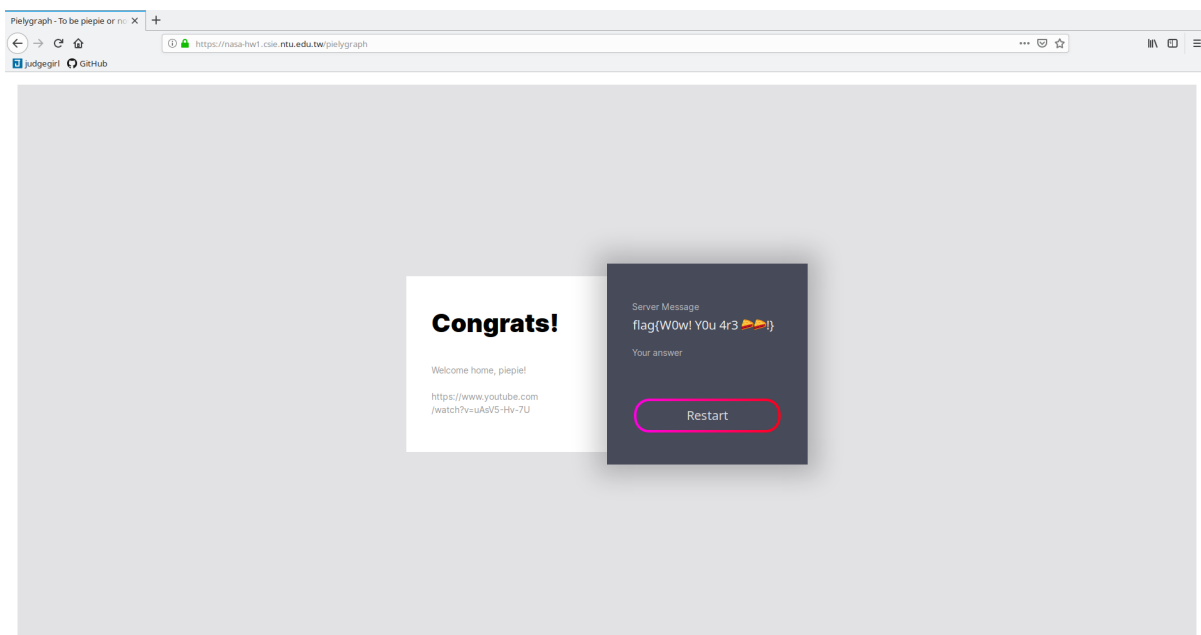
1. Open Wireshark and start capturing packets.
2. Go to "nasa-hw1.csie.ntu.edu.tw/flagsea" and wait until the page is fully loaded.
3. Stop capturing packets.
4. Apply a display filter: **http matches "flag\{. {1,100}\}"**
5. Right click the data field which starts with **here_is_your_trash.XDD KEEP MEOWING:** and select "Show Packet Bytes"
6. Type "flag{" in the "Find: " input box below, then the flag pops up.
7. flag{w0w!_Mr._wir3sh4rk!-}

The screenshot shows a Wireshark interface with a display filter of `http matches "flag(. {1,100})"`. The selected packet is an HTTP response from 102.188.43.139 to 192.168.1.100. The packet details pane shows the response body starting with `here_is_your_trash.XDD KEEP MEOWING:`. The packet bytes pane shows the raw data of the response body.

Piepie! The world needs you! (10%)

1. Open `history.pcapng` in Wireshark.
2. Apply display filter: **http matches "flag\{.{1,100}\}"**
3. Find the sample flag, then I can track the correct answer from this packet.
4. Right click the packet, select **Follow > HTTP Stream**
5. Find the answer of the last question in a http POST packet: "A PIEce of PIE"
6. Observing the question packet and answer packet, I find that **the tokens are the same.**
7. So apply a display filter: **http contains "[the token]"**
8. Finding the question, and we know that question packet belongs to the same **HTTP Stream** as the previous answer packet.
9. Repeat the process: Follow HTTP Stream → search the same token
10. ...Until discovering all the question/answer pairs.

Question	Answer
What is your favorite fruit?	Pieapple
How pie are you?	PIEr than a pied pieman
What is the question?	To pie or not to pie
Who is your favorite pie maker?	Don McLean
Piepie or pie?	A PIEce of PIE



Internet Protocol Stack: 5-layer Model

1. Wireshark can reveal the data fields used by protocols of hierarchical network layers. Use the packet intercepted by Wireshark to explain the purpose of each layer in the 5-layer model. (10%)

Take this packet, which is a HTTP GET request, for example:

```
14 4.659683285 192.168.43.130 140.112.30.26 HTTP 485 GET /flagsea HTTP/1.1
```

1. The first 14 bytes is Ethernet Type II frame, which is corresponded with **Data Link Layer**. It contains destination and source MAC address and "Ether type", which is used to identify upper layer protocol.
 2. The next 20 bytes is Internet Protocol header, which is corresponded with **Network Layer**. There are IP version, destination and source IP, TTL, checksum...insides for the purpose of handling routing issues.
 3. The next 32 bytes is TCP header, which is corresponded with **Transport Layer**. It contains source and destination port, sequence number, acknowledgement number, checksum...to ensure a reliable transmission.
 4. The rest bytes is HTTP header, which is corresponded with **Application Layer**. It provides information of request method, source path, used HTTP version, and some other fields to indicate the details like Accept data type or language.
2. In some scenario, the only protocol you can use in Transport Layer is UDP (maybe banned by admin). Now, you are asked to send an important file that cannot tolerate any data loss or re-ordering, is it possible to compensate for UDP's unreliability? How? (5%) (Extremely simple answer suffices)

Yes, we can use application layer implementation to complement the unreliability of UDP.