

**CS-1631**  
**Computer Networks Lab Project**

# **SECURE SHELL USING WEBSOCKETS**

Submitted to

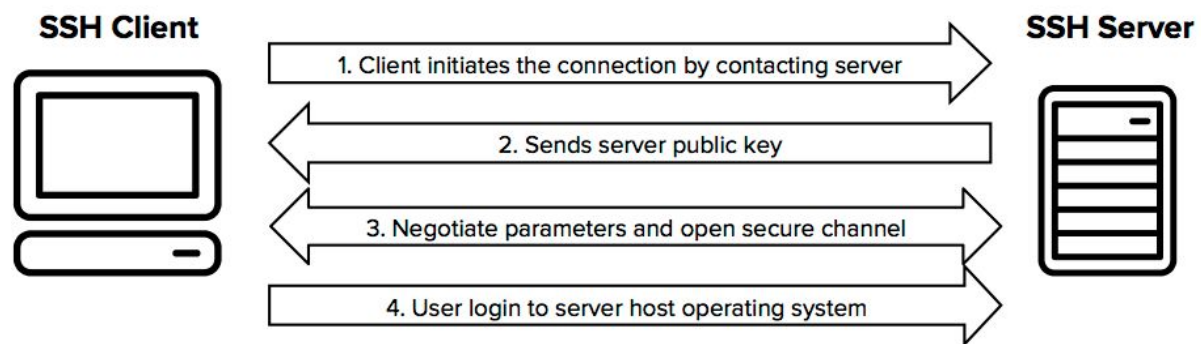
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# Introduction

The SSH protocol uses encryption to secure the connection between a client and a server. All user authentication, commands, output, and file transfers are encrypted to protect against attacks in the network.

Mock SSH using websockets with encryption.



SSH works within a network through a client/server architecture. An SSH client is the program that runs SSH protocol from a specific device in order to access remote machines, automate data transfers, issue commands, and even manage network infrastructure. The client/server model means that the network system components being used to establish an SSH secure connection must be enabled for SSH. This can mean installing the proper software, or simply utilizing the SSH services program the computer has built in.

SSH, also known as Secure Shell, is a network protocol that provides administrators with a secure way to access remote servers. SSH establishes a cryptographically secured connection between two parties(client and server), authenticating each side to the other, and passing commands and output back and forth.

## Aim

The purpose of our project is to implement a simple SSH using Web Sockets. The server is written in Python and the client in Javascript. User and password authentication is also implemented. The password is encrypted before sending and hashed before storing.

# **Methodology**

## ***Network Concepts Used***

1. Web sockets
2. Socket programming
3. Symmetric key encryption
4. Web socket handshaking

## ***Main Modules Developed***

### **Server:**

1. *feed* : To accept messages from the client and to perform TCP handshaking on first contact.
2. *sendMessage* : To send a message to the client
3. *validate\_username* : To verify that the user is registered in the database
4. *validate\_password* : To decrypt the password and to check if it matches with the hashed password stored in the database
5. *execute\_command* : To execute the command sent by the client and prepare the output to be delivered.

### **Client:**

6. *onSubmit* : To send the command entered by the user to the server. Also ensures encryption of the password before sending.
7. *onMessage* : To output the message sent by the server, that is the result of the command sent.

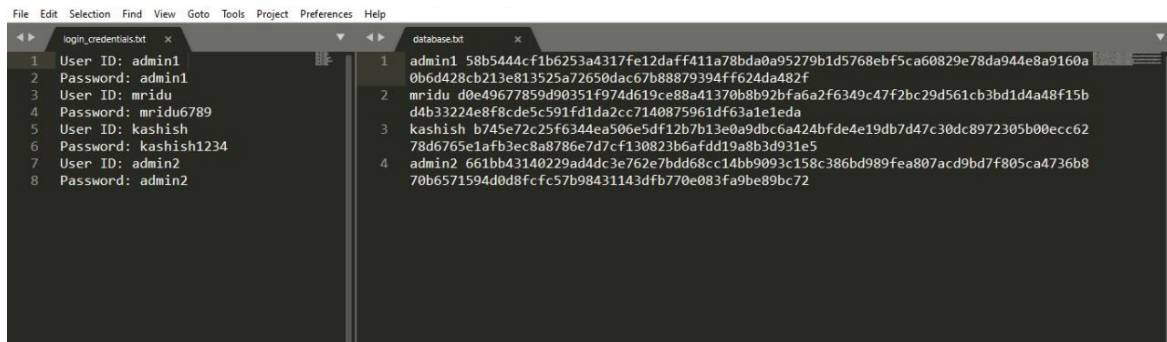
# **Outputs & Result**

A Secure Shell was implemented using websockets with the server and client written in Python and JavaScript respectively.

The user and password are encrypted in `database.txt`. The password is encrypted and hashed before storing.

For example:

The actual UserID and Passwords are as shown in file `login_credentials.txt` and the passwords accessed by the `server.py` are encrypted and stored in `database.txt`

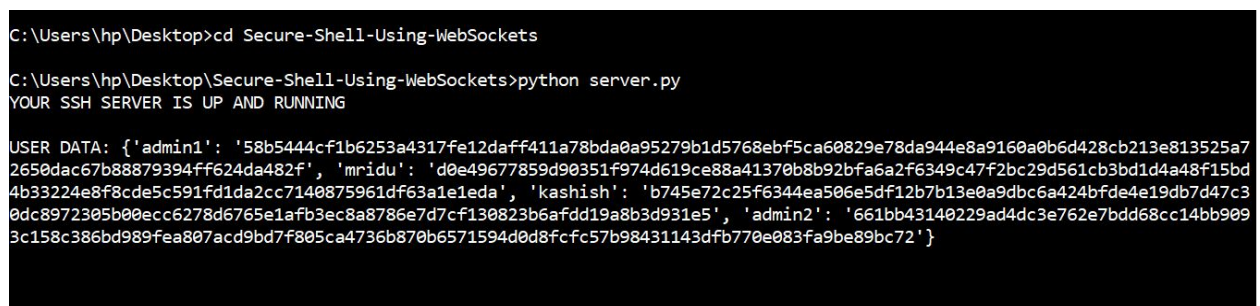


## Client.html



By Mridu Kojariwal & Kashish Madan

## Server.py



## Wrong password verification

Type your  
command  
here

```
Secure Shell

SecureShell$ Connected to:ws://localhost:8002/
Enter Username :
SecureShell$ mridu
Enter Password :
SecureShell$ *****
Wrong Password!
Enter Password :
```

## Successful Authentication

Type your  
command  
here

```
Secure Shell

SecureShell$ Connected to:ws://localhost:8002/
Enter Username :
SecureShell$ mridu
Enter Password :
SecureShell$ *****
Wrong Password!
Enter Password :
SecureShell$ *****
mridu logged in.
```

## mkdir new\_file--->cd new\_file

Type your  
command  
here

```
Secure Shell

SecureShell$ Connected to:ws://localhost:8002/
Enter Username :
SecureShell$ mridu
Enter Password :
SecureShell$ *****
Wrong Password!
Enter Password :
SecureShell$ *****
mridu logged in.
SecureShell$ mkdir new_file
SecureShell$ cd new_file
```

ping 80.80.80.80

```
Secure Shell

SecureShell$ Connected to ws://localhost:8002/
Enter Username :
SecureShell$ mridu
Enter Password :
SecureShell$ *****
Wrong Password!
Enter Password :
SecureShell$ *****
mridu logged in.
SecureShell$ mkdir new_file
SecureShell$ cd new_file
SecureShell$ ping 80.80.80.80

Pinging 80.80.80.80 with 32 bytes of data:
Reply from 80.80.80.80: bytes=32 time=160ms TTL=50
Reply from 80.80.80.80: bytes=32 time=160ms TTL=50
Reply from 80.80.80.80: bytes=32 time=161ms TTL=50
Reply from 80.80.80.80: bytes=32 time=160ms TTL=50

Ping statistics for 80.80.80.80:
    Packets: Sent = 4, Received = 4, Lost = 0 (0% loss),
    Approximate round trip times in milli-seconds:
        Minimum = 160ms, Maximum = 161ms, Average = 160ms
```

tracert google.com

```
SecureShell$ tracert google.col
command not found: tracert google.col
SecureShell$ tracert google.com
SecureShell$
SecureShell$

Tracing route to google.com [2404:6800:4009:805::200e]
over a maximum of 30 hops:

 1 2 ms 2 ms 2 ms 2405:201:8808:67de:6edf:fbff:fe21:f9c
 2 * * * Request timed out.
 3 9 ms 6 ms 6 ms 2405:200:801:500::1d
 4 33 ms 32 ms 34 ms 2001:4860:1:1::c7
 5 39 ms 31 ms 128 ms 2001:4860:1:1::c6
 6 31 ms 30 ms 31 ms 2001:4860:0:11dd::b
 7 31 ms 37 ms 32 ms 2001:4860:9:4001:ddce
 8 51 ms 148 ms 48 ms 2001:4860:9:4001:7733
 9 52 ms 49 ms 47 ms 2001:4860:9:4001:7734
10 49 ms 48 ms 49 ms 2001:4860:0:115c::1
11 45 ms 44 ms 45 ms 2001:4860:0:1::22c9
12 45 ms 46 ms 45 ms bom05s09-in-x0e.1e100.net [2404:6800:4009:805::200e]

Trace complete.
```

command not found

```
5 39 ms 31 ms 128 ms 2001:4860:1:1::c6
6 31 ms 30 ms 31 ms 2001:4860:0:11dd::b
7 31 ms 37 ms 32 ms 2001:4860:9:4001:ddce
8 51 ms 148 ms 48 ms 2001:4860:9:4001:7733
9 52 ms 49 ms 47 ms 2001:4860:9:4001:7734
10 49 ms 48 ms 49 ms 2001:4860:0:115c::1
11 45 ms 44 ms 45 ms 2001:4860:0:1::22c9
12 45 ms 46 ms 45 ms bom05s09-in-x0e.1e100.net [2404:6800:4009:805::200e]

Trace complete.

command not found: %[]]^â
SecureShell$ ckmir ef
command not found: ckmir ef
```

## **Conclusion**

**Secure Shell**, or SSH, is a cryptographic network protocol for operating network services securely over an unsecured network. Typical applications include remote command line, login, and remote command execution, but any network service can be secured with SSH.

To conclude, SSH has following functions

- secure remote access to SSH-enabled network systems or devices for users, as well as automated processes;
- secure and interactive file transfer sessions;
- automated and secure file transfers;
- secure issuance of commands on remote devices or systems; and
- secure management of network infrastructure components.

This knowledge can be applied in any real-time application where communication with the server is critical.

SSH helped establish a cryptographically secured connection between the Client and the Server by authenticating each side.