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Peer response

Open authentication, as said above, is widely used. However, it can be susceptible to brute force hacking. Brute force hacking is when there is an attack on a network via waiting and learning specific request parameters. Once the hacker understands enough of the requests, they can create something called a packet. A packet of data is then captured via a packet sniffer and allows the brute force attack to start. Tokens can also be created to help reduce the chance of a brute force attack but are not perfect. Tokens are a portable device that authenticates identity electronically. An example is a USB token. Tokens can be hacked, often due to human error. Tokens are a cheap form of cyber security and often not difficult for users to use. It is also important to distinguish the difference between authentication and authorization. Authentication is making sure the identity is correct. Authorization is not confirming users' identity but determining which areas users can access and what they are allowed to do with the resources. The above post discussed federation protocol. A Federated identity is a user who can access lots of different websites with only one login, which is used with OAuth 2.0. It is also important to bring up botnets. Botnet maintains a user-friendly experience for online users by connecting computers and websites when doing receptive tasks such as a relay chat. They are legal to use but sometimes defective botnets can gain access through coding and cause security issues. Often masking botnets can assist in DDoS attacks. Spoofing is also an important issue to discuss. There are different types of spoofing, IP addresses, address resolution, domain name system, and email spoofing. Spoofing can be used for legitimate reasons. For example, IP spoofing can be used to test server capacity and testing security.

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