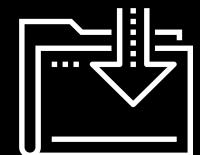




# Introduction to Networking

Cybersecurity  
Networking 101, Day 1



# Class Objectives

---

By the end of today's class, you will be able to:



Identify clients, servers, requests, and responses in network communications.



Identify network topologies and compare their advantages and disadvantages.



Design a conceptual network made of various network and network security devices.

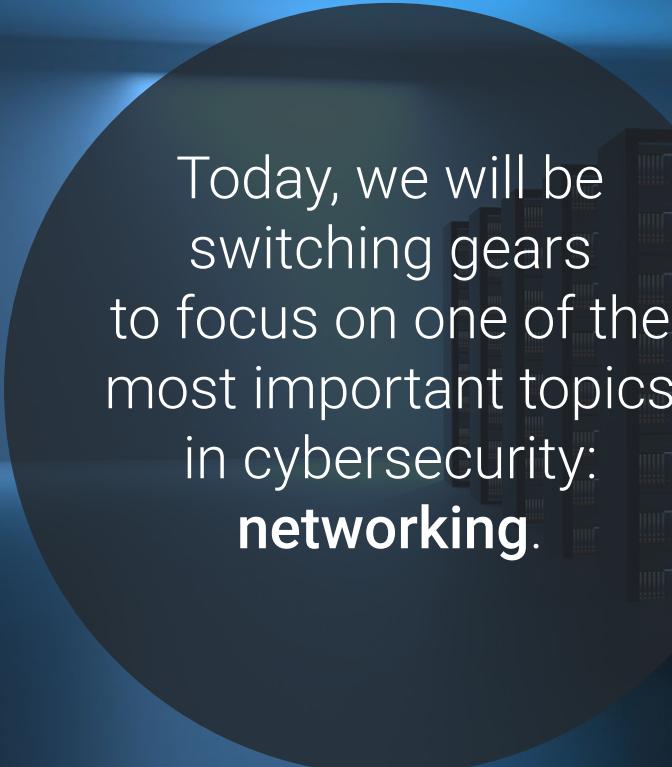


Convert binary numeric representations into readable IP addresses.



Modify DNS host files to redirect the access of a website.

# Introduction to Computer Networking



Today, we will be switching gears to focus on one of the most important topics in cybersecurity: **networking.**



```
_mod = modifier_obj
set mirror object to mirror
mirror_mod.mirror_object

operation == "MIRROR_X":
mirror_mod.use_x = True
mirror_mod.use_y = False
mirror_mod.use_z = False

operation == "MIRROR_Y":
mirror_mod.use_x = False
mirror_mod.use_y = True
mirror_mod.use_z = False

operation == "MIRROR_Z":
mirror_mod.use_x = False
mirror_mod.use_y = False
mirror_mod.use_z = True

selection at the end -add
_mod.select= 1
_mod.select=1
context.scene.objects.active
("Selected" + str(modifier))
mirror_obj.select = 0
bpy.context.selected_objects
data.objects[one.name].select

int("please select exactly one object")
-- OPERATOR CLASSES --
types.Operator):
X mirror to the selected
object.mirror_mirror_x"
mirror X"

context):
next.active_object is not
```

# Computer Networks

A computer network consists of multiple devices connected together to share resources and services.



# Computer Networking

Knowledge of computer networking is essential for the following technical roles:

- **Security operations center (SOC) staff** commonly diagnose and troubleshoot network-related security issues and attacks. Understanding network devices and design can help them quickly resolve and identify these issues.
- **Network security engineers** are often involved in the design of a company's network architecture to protect their organization from security risks.
- **Penetration testers** test for vulnerabilities within a company's network. Understanding network design and common network vulnerabilities is core knowledge for penetration testers.



# The Client-Server Model

# Network Communication: The Client-Server Model

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The **client-server model** is a network computing model that defines how resources and services are shared across a network.



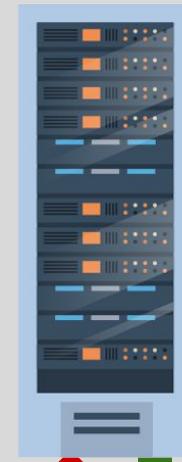
# Client-Server Model

The client is requesting a resource or a service.



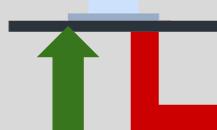
The server hosts the resources and services requested by the client.

The server returns the resources or executes the service, as requested.



1. The **client** sends a request for info to the server.

**Client:** *I'd like file X, please.*



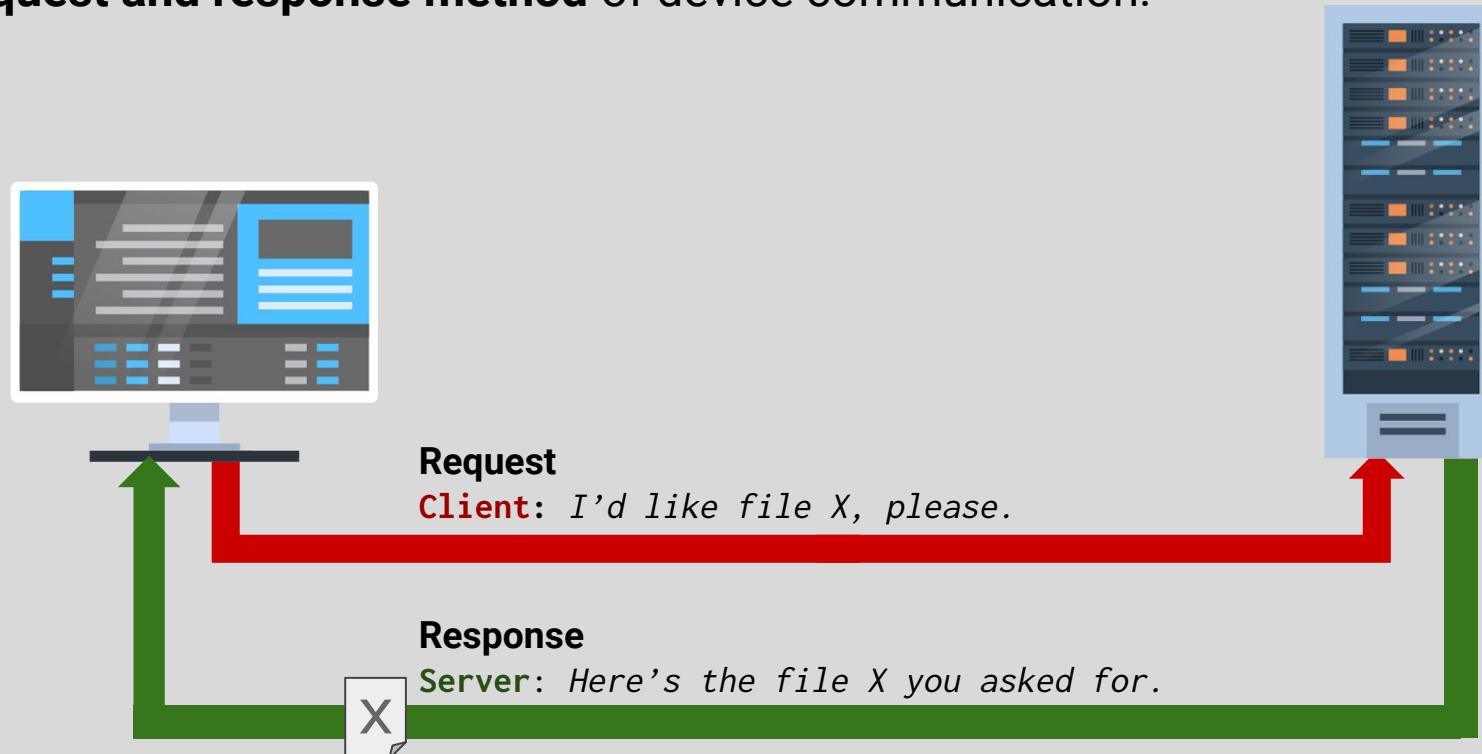
2. The **server** responds with data.

**Server:** *Here's the file X you asked for.*



# Client-Server Model

This two-way conversation between the client and server is known as the **request and response method** of device communication.



# Client-Server Model

---

01

The **request** is the process in which the client sends a message to a server asking for a resource or to run a service.

02

The **response** is sent back to the client after the server receives and processes the request.

03

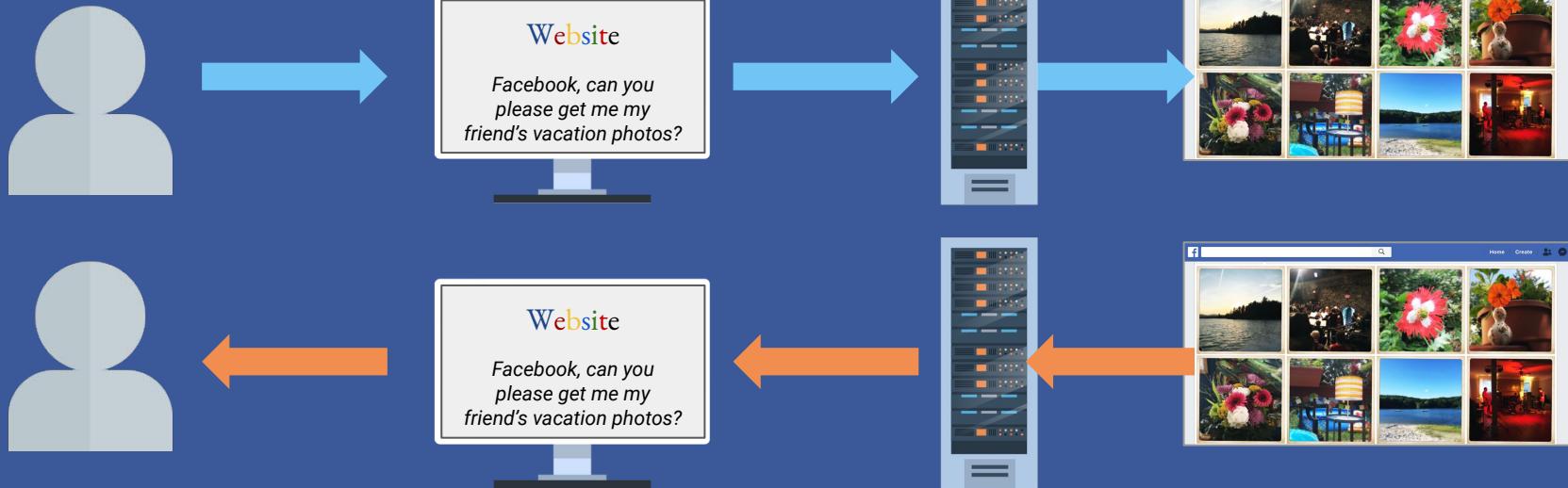
The **response message** could be:

- An acknowledgement of the request.
- A requested resource.
- An error message.

# Client and Server Example

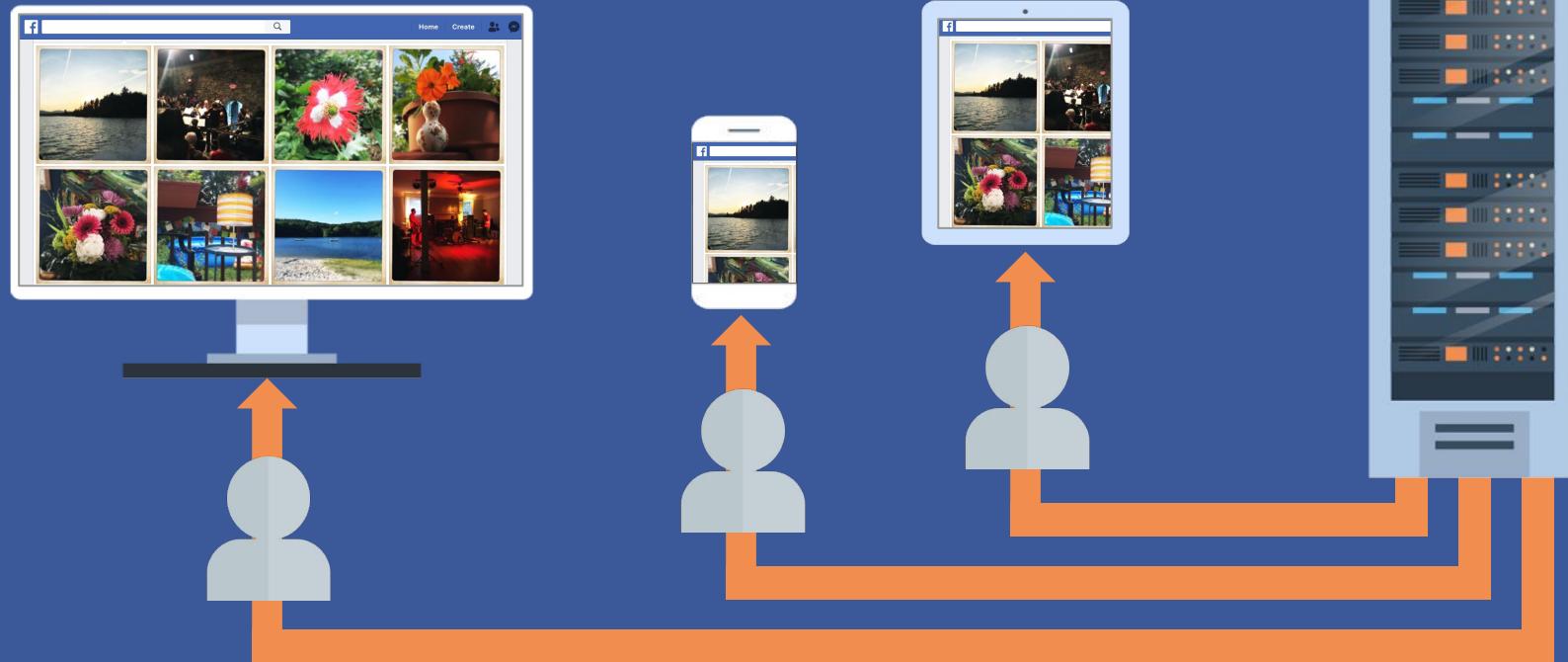
Let's take the example of a webpage.

1. You want to view the vacation photos your friend posted on Facebook. When you view them...
2. ...the browser is making a request: "Facebook, can you please get me my friend's vacation photos?"
3. Facebook's web server provides a response: "Yes, here are your friend's vacation photos."



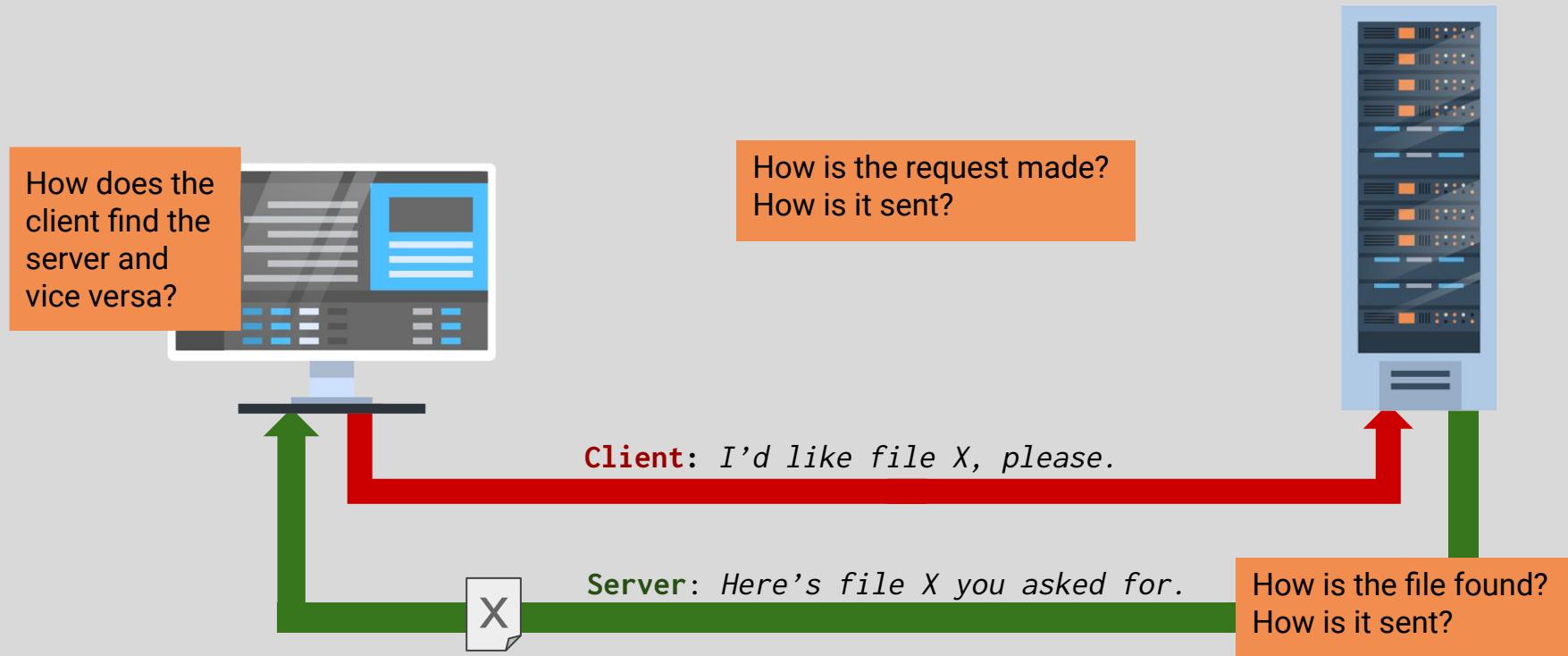
# One Server, Many Clients

The client-server model is not a “one client, one server” relationship. Typically, servers receive resource requests from many clients.



# Client-Server Model Continued

There's a lot to learn about this “*simple*” process.



# Introduction to Network Security

# Networks and Security

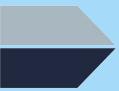
As we cover the tools and processes within the wide scope of networking, we will also discuss threats and risks.

**Network security** is the practices and policies used to protect and monitor a computer network's resources against these threats and risks.



# Network Security

These risks and threats include:



Unauthorized access to networks



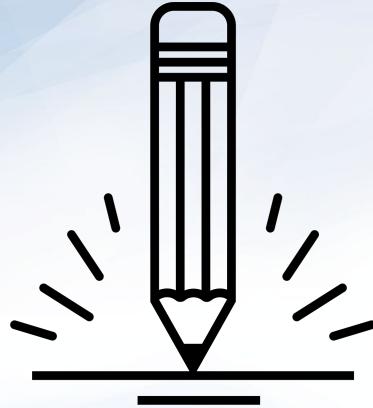
Denial of service (DoS) attacks



Eavesdropping



Datamodification



## Activity: Network Security

In this activity, you will play the role of a security analyst at Acme Corp, which has recently experienced some suspicious activity on their systems.

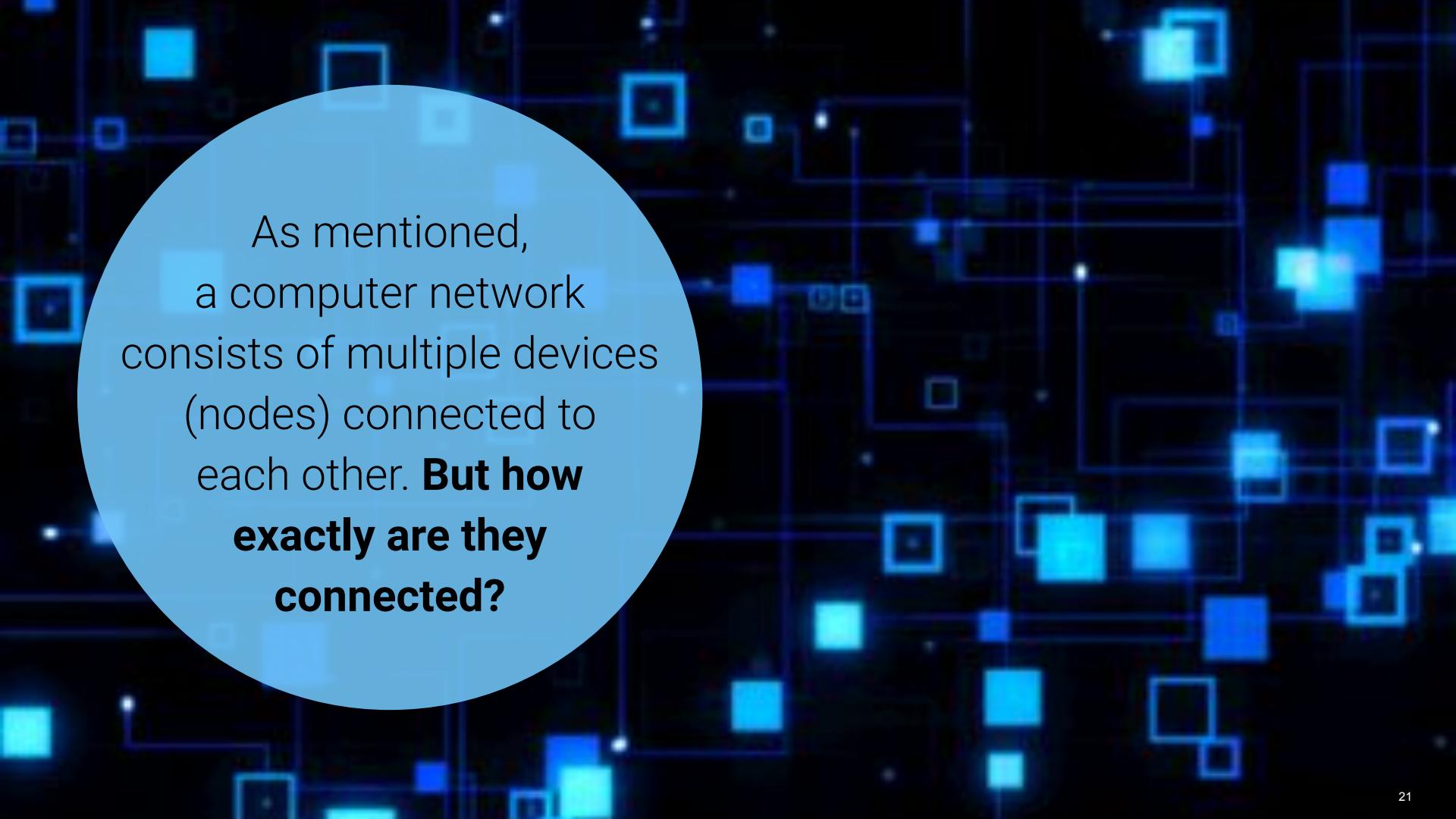
**Suggested Time:**  
**10 Minutes**





**Time's Up! Let's Review.**

# Network Structure

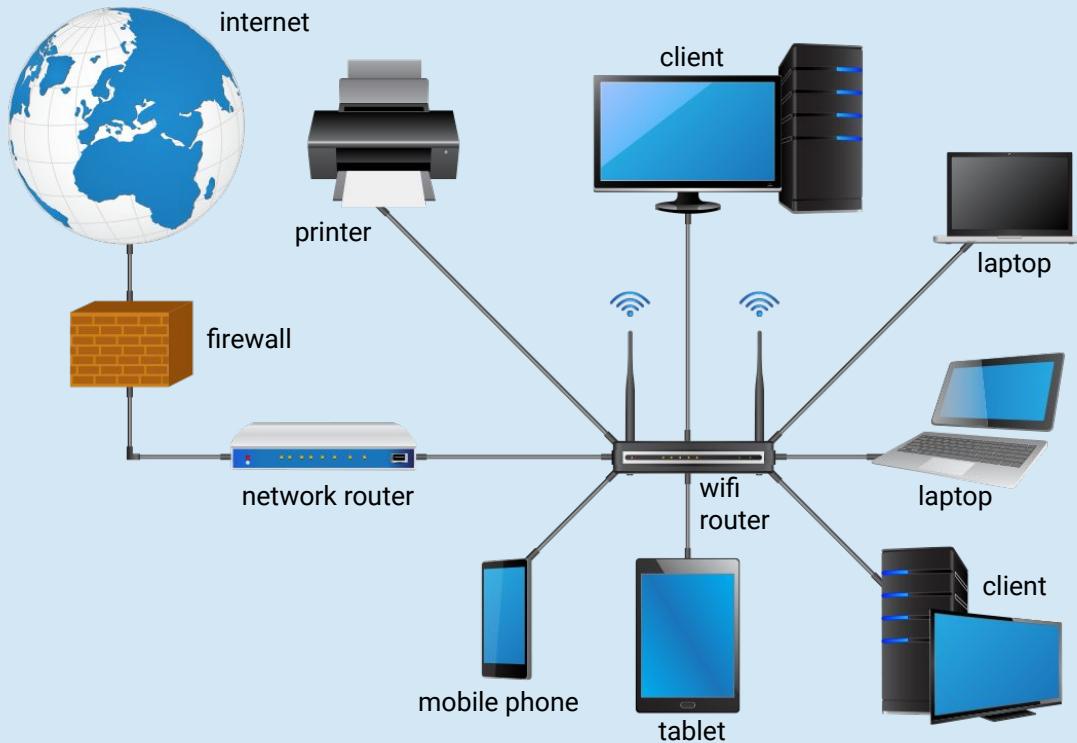


As mentioned,  
a computer network  
consists of multiple devices  
(nodes) connected to  
each other. **But how**  
**exactly are they**  
**connected?**

# Local Area Network

When computer networks were first created, they were smaller private networks designed to connect devices within the same room or building.

This type of network is a **local area network (LAN)**—a private computer network that connects devices in smaller physical areas.



# Benefits of LANs

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LANs offer the following advantages:



**Network speed and performance:** Since the devices are physically near each other, connections are significantly faster and perform better.



**Network security:** With security devices, a business can control what data comes in and out of their local network as well as who has access to resources.



**Versatility:** New network devices can be easily added or removed inside a LAN due to the proximity of the devices within the network.



As technology advanced, computer networks expanded and small networks in different locations were able to connect, creating

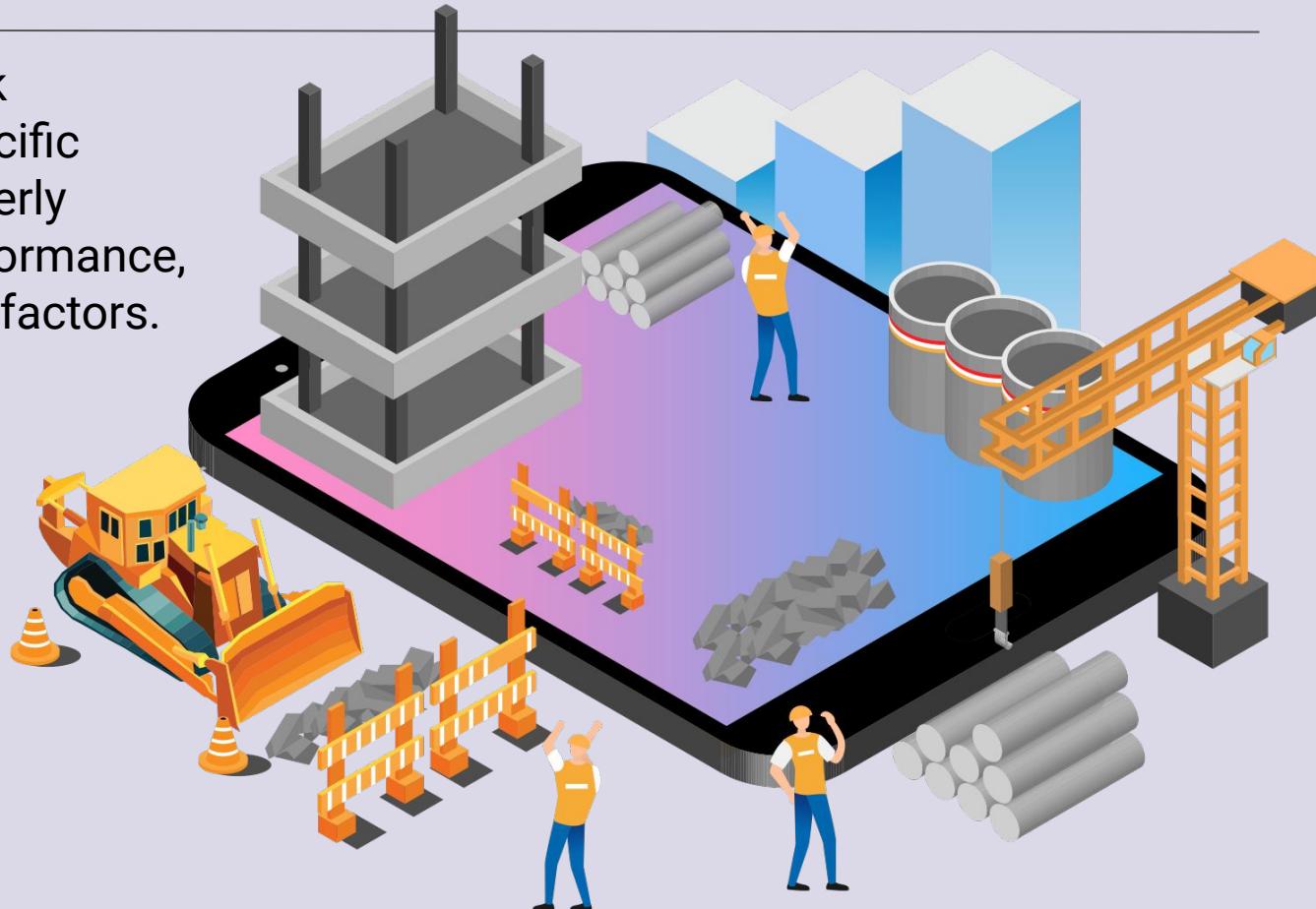
## **Wide Area Networks (WAN).**

# Network Topologies

---

Machines on a network are connected in a specific design in order to properly serve the required performance, data flow, and security factors.

There are a variety of network topologies. These are named for the geometric shape of their design.



# Network Topologies

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Ring



# Network Topologies

---

## Linear



# Network Topologies

---

Star



# Network Topologies

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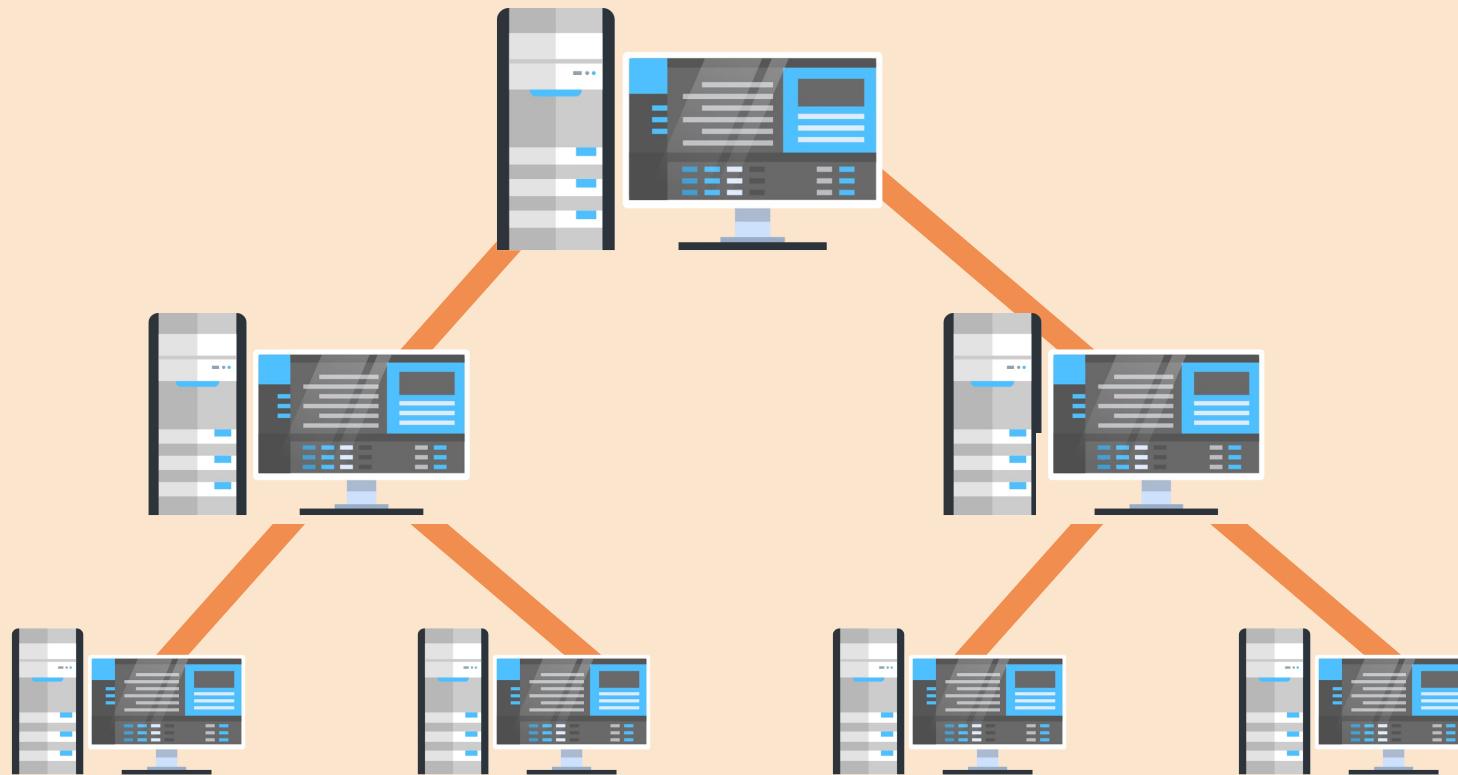
Bus



# Network Topologies

---

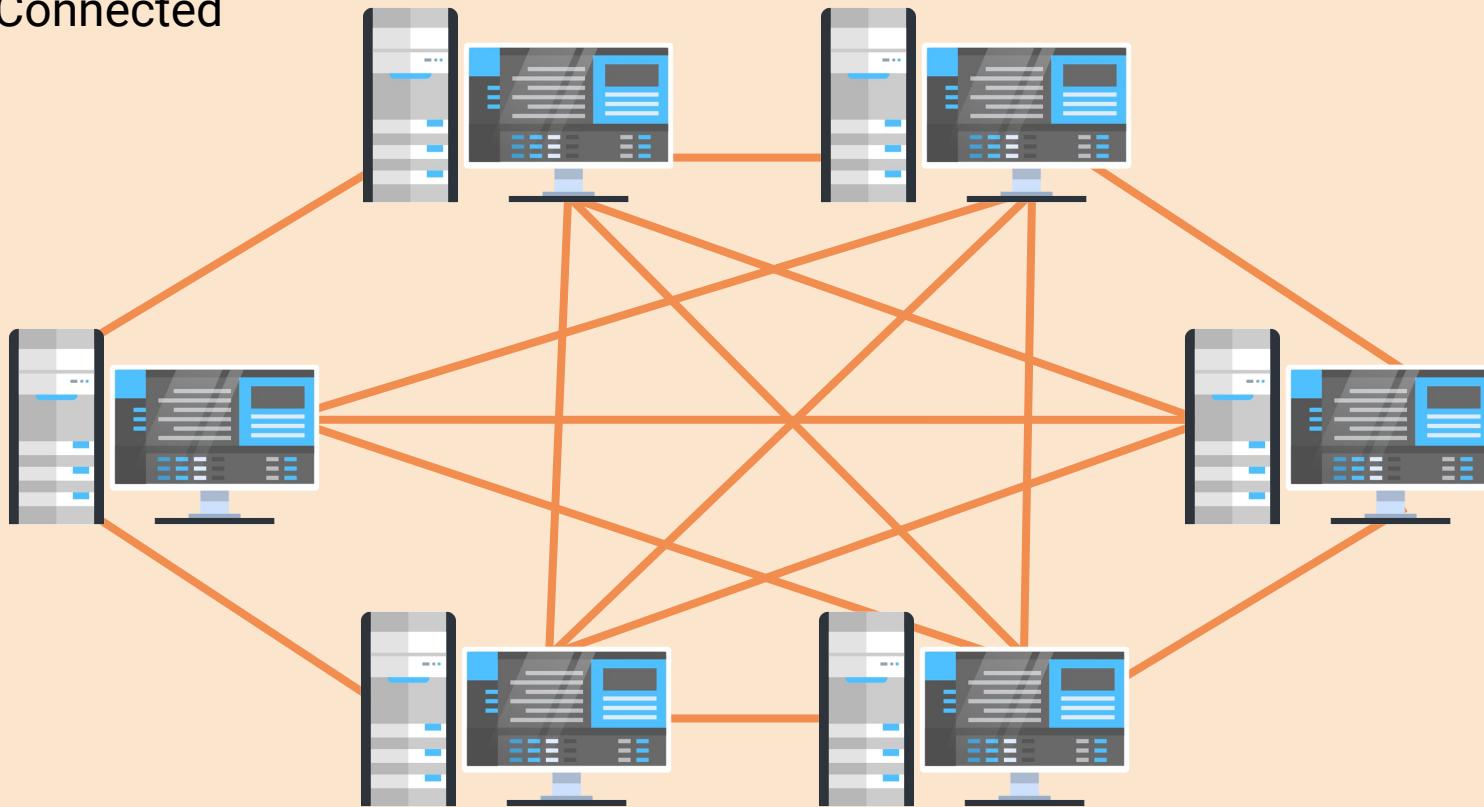
Tree



# Network Topologies

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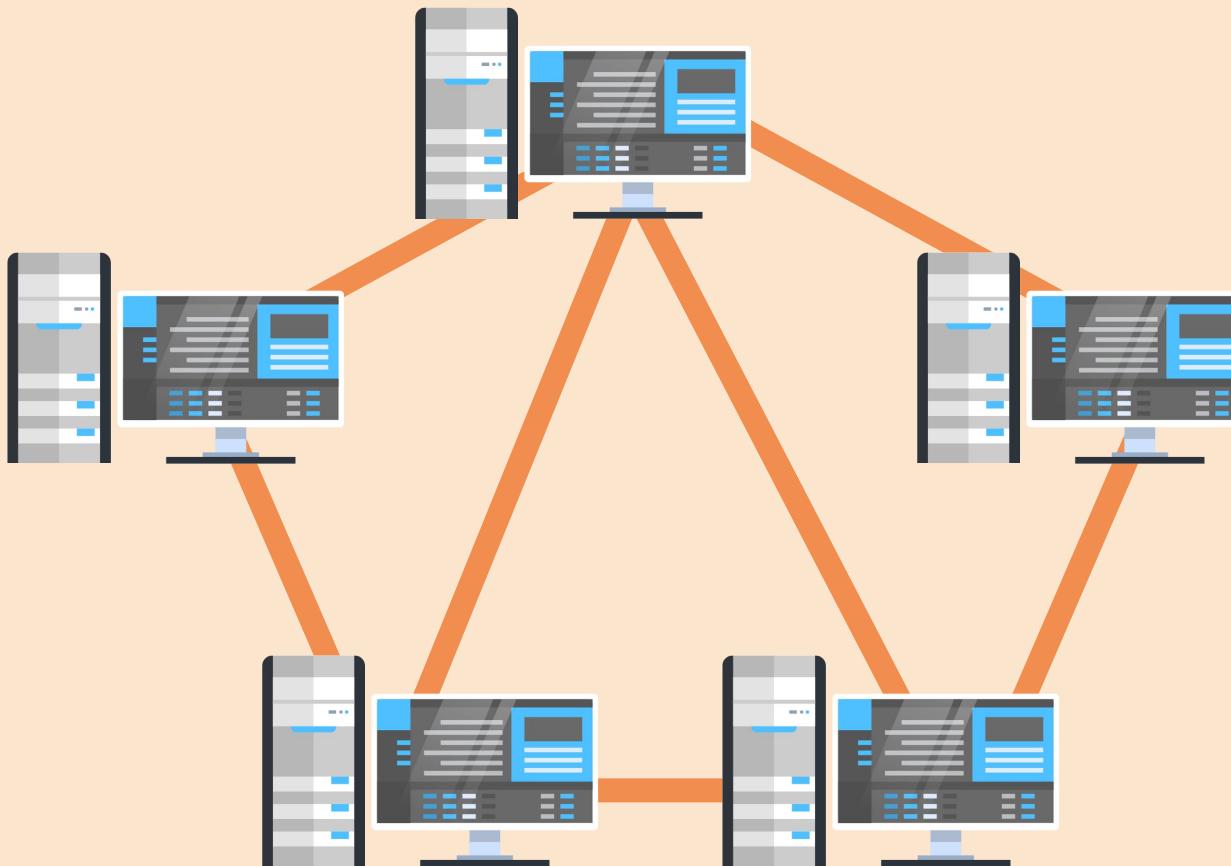
## Fully Connected



# Network Topologies

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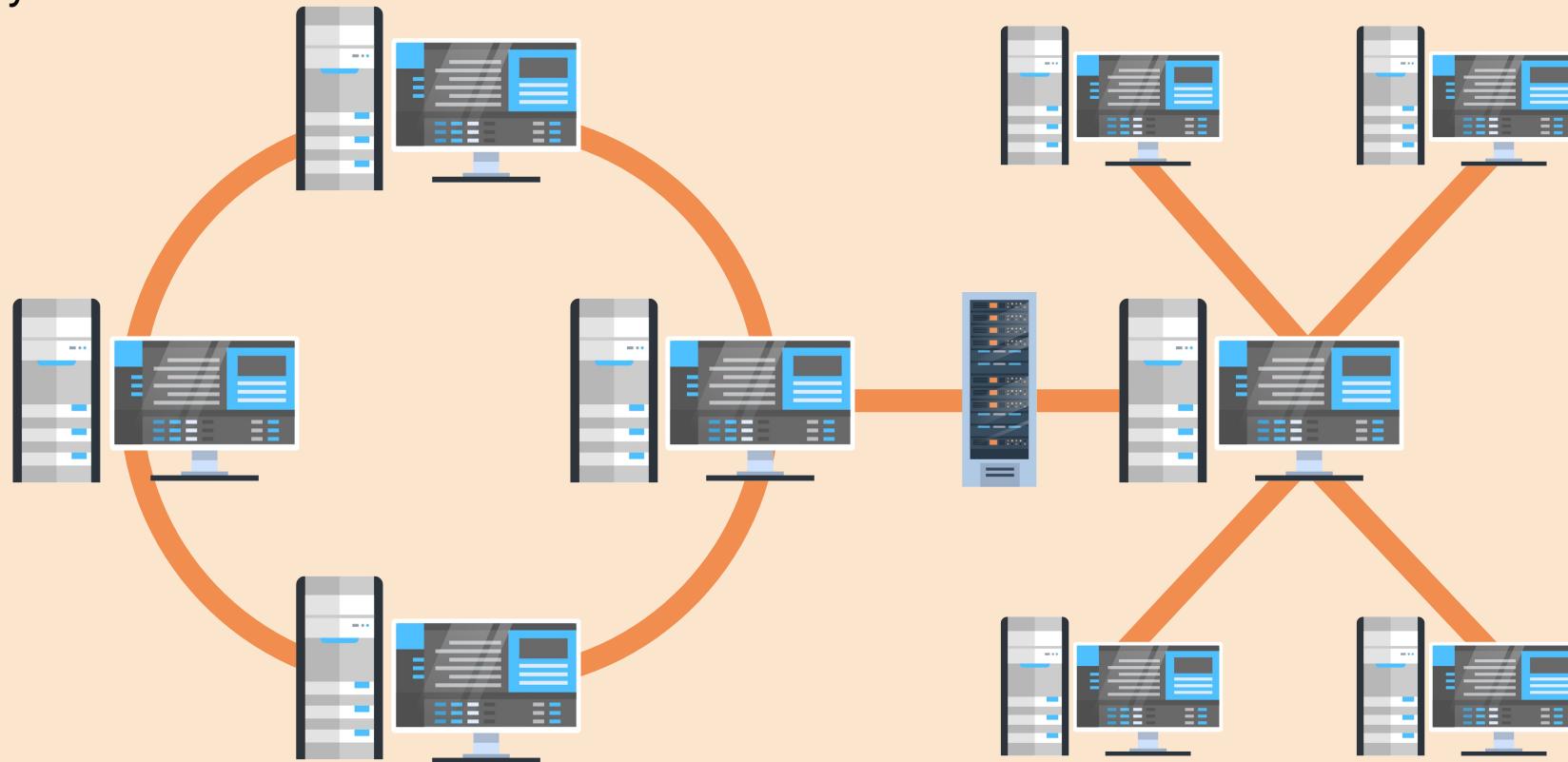
## Mesh



# Network Topologies

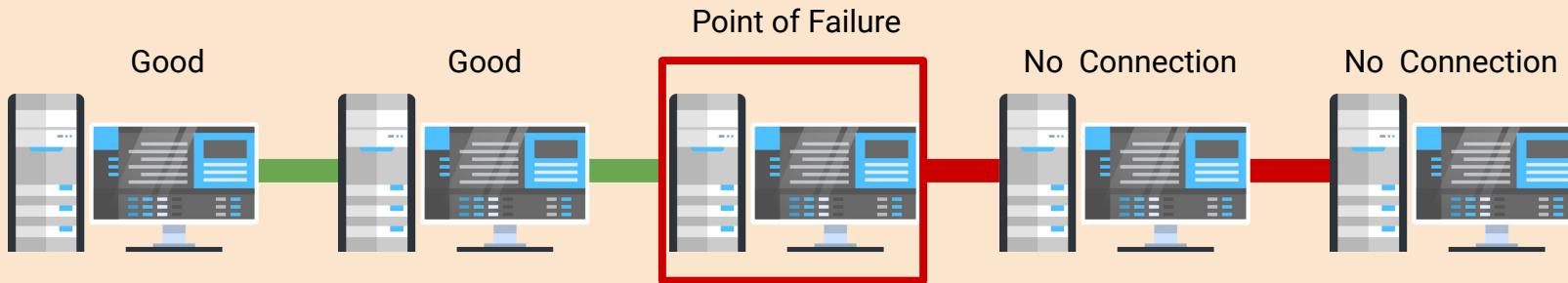
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## Hybrid



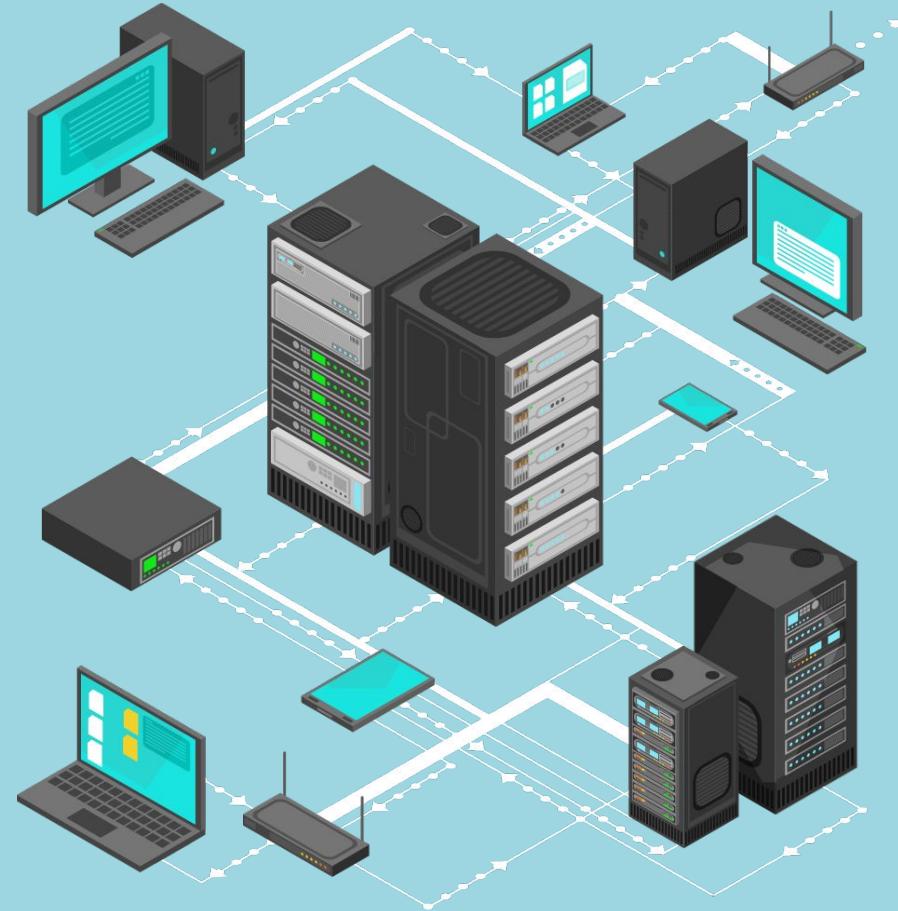
# Topologies and Network Security

If an attacker takes down a device that is a “point of failure,” that local area network will be impacted.



# Network Devices

The nodes that connect a network are actually many different devices, each with a variety of responsibilities.



# Network Devices: Router

A **router** is a networking device that forwards (routes) resources to other networks. A router can connect two different LANs, two different WANs, a LAN to a WAN.

**Routers** are commonly used to connect a home network (a LAN) to the internet (a WAN).



Router Symbol

# Network Devices: Switch

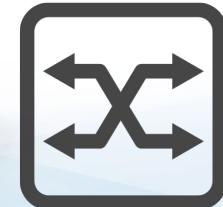
A **switch** is a networking device that forwards resources within a network. In other words, switches connect devices within a LAN.



**Switches** are typically used in large businesses with many computers.

Switches typically feed into routers.

Switches are intelligent devices, meaning they can be programmed to direct resources to certain computers.



Switch Symbol

# Network Devices: Hub

A **hub** serves the exact same purpose as a switch, except it is not an intelligent device. Therefore, hubs cannot be programmed. Instead, they will direct a copy of the exact same resource to all computers connected to them.



**Hubs** are less secure than switches since they direct resources to all computers, even those that do not need them.

Hubs are outdated and no longer commonly used.



Hub Symbol

# Network Devices: Bridge

**Bridges** are switches that only have two connections: one in and one out.

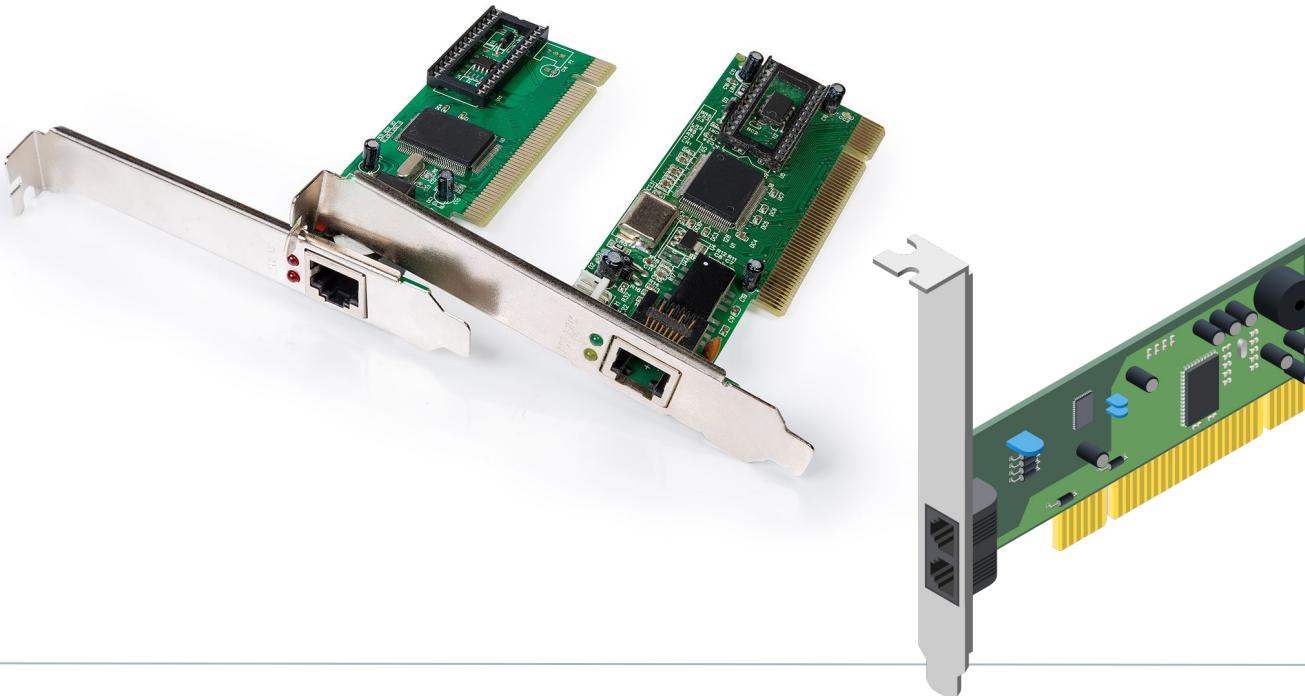
**Bridges** are often used to tie two LANs together.



Bridge Symbol

# Network Devices: Network Interface Controller (NIC)

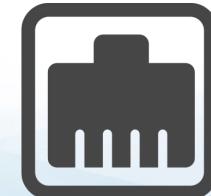
An **NIC** is hardware that connects a computer to a computer network.



An **NIC** is usually a circuit board or chip installed on a computer.

Each computer must have an NIC in order to receive or send resources.

NICs can be wired or wireless.



**NIC Symbol**

# Network Devices: Modem

**Modems** (*modulator-demodulator*)

converts resource data into a format that the next type of connection can understand.

In simple terms: your computer and your internet service provider speak different languages, and the modem acts as the translator.



Your computer speaks "digital" and your ISP speaks "analog."

A **modem** translates between your computer and the ISP so they can understand each other.

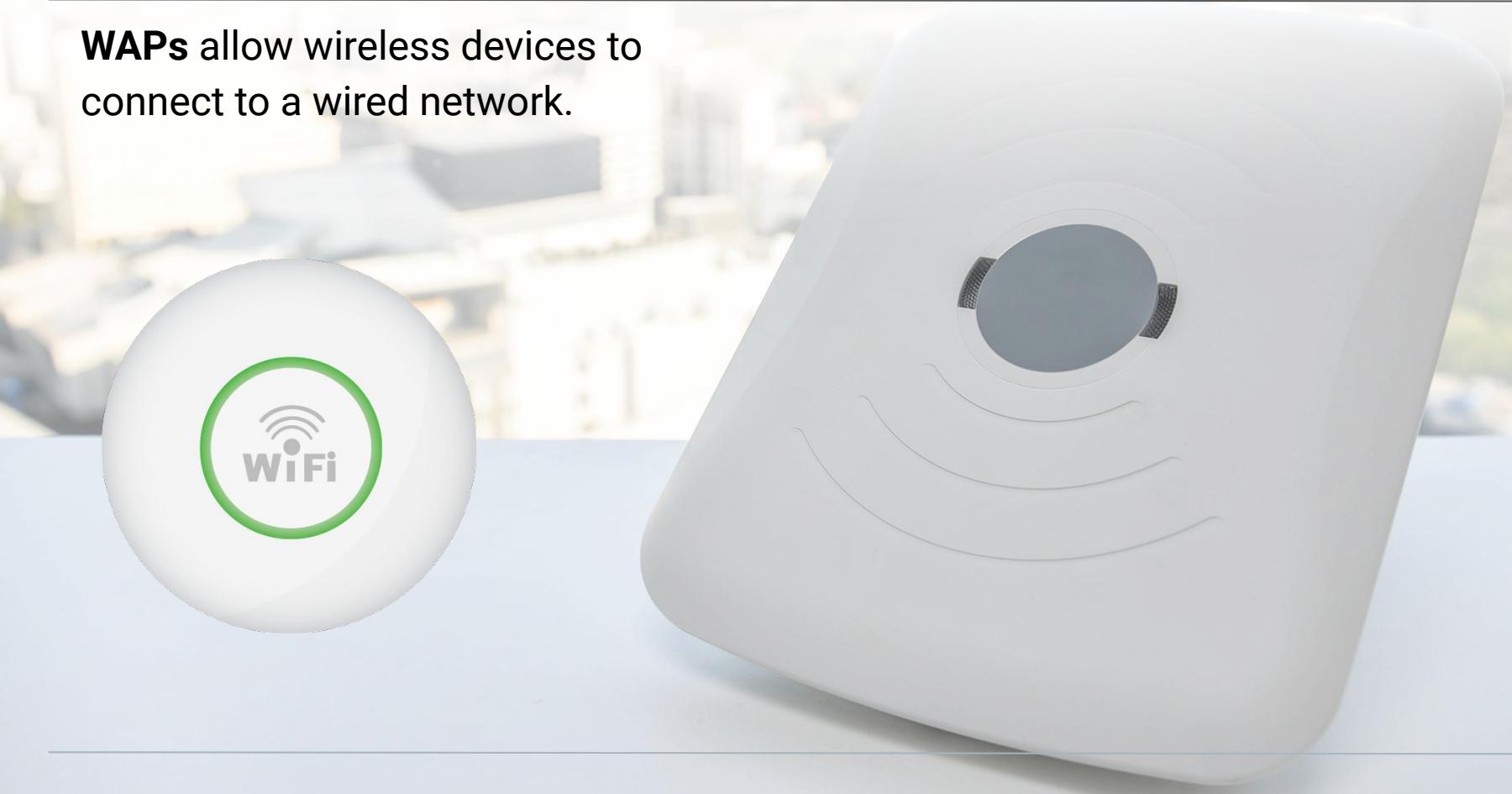


Modem Symbol

# Network Devices: Wireless Access Point (WAP)

---

**WAPs** allow wireless devices to connect to a wired network.



# Network Devices: All-in-One Device

**All-in-one devices** can have modems, WAPs, routers, and more all built into a single device. All-in-one devices are very common household devices.



The advantage of **all-in-one devices** is ease of use, as less equipment needs to be set up and maintained.

The disadvantage is that they're a single point of failure, and difficult to troubleshoot.





The previous devices work to **transfer** data across networks.

There are also network security devices used to **protect** resources on the network.

# Network Security Devices: Firewall

A **firewall** is an intelligent network security device that monitors incoming and outgoing traffic based on security rules.



**Firewalls** are typically placed at the entry point of a LAN. This protects the resources inside.

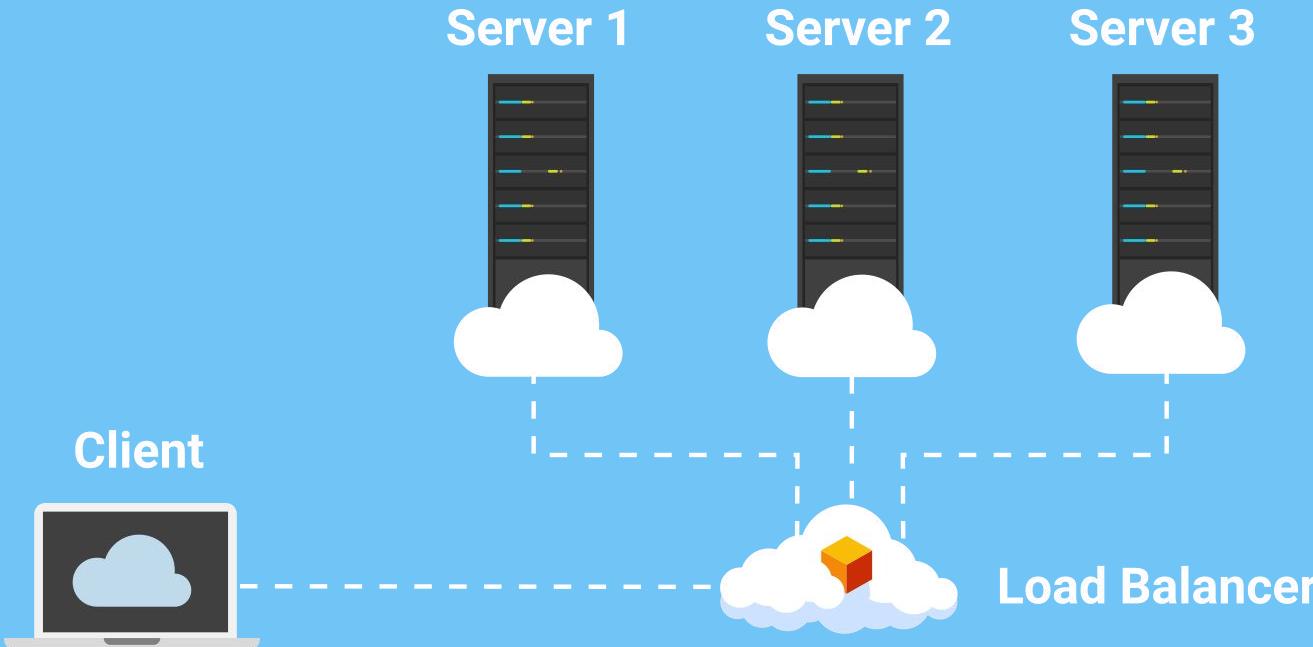
There are many types of firewalls and specific firewall functionalities—these will be covered in future lessons.



Firewall Symbol

# Network Security Devices: Load Balancers

A **load balancer** is an intelligent network security device that distributes incoming network traffic across multiple servers.



A **load balancer** ensures no single server has too much traffic to handle.

Load balancers help protect the availability of resources.

For example: If a server receives more resource requests than it can handle, it may go down or fail to handle a resource request.

# Network Security Devices: Demilitarized Zones (DMZ)

A **DMZ** is a smaller subnetwork within a LAN used to add an additional layer of security to an organization's LAN, protecting secure data within the internal networks.

A **DMZ** typically has its own network security devices, such as firewalls, that attempt to detect network attacks before they access the internal networks.



A common task for network and security professionals is to visually design a setup before purchasing, installing, and configuring a network with these devices.

# Network Design Demo

---

Designing your network visually can assist with the following:

01

Making networks more efficient, since proximity of certain devices can reduce latency.

02

Avoiding the creation of a "single point of failure."

03

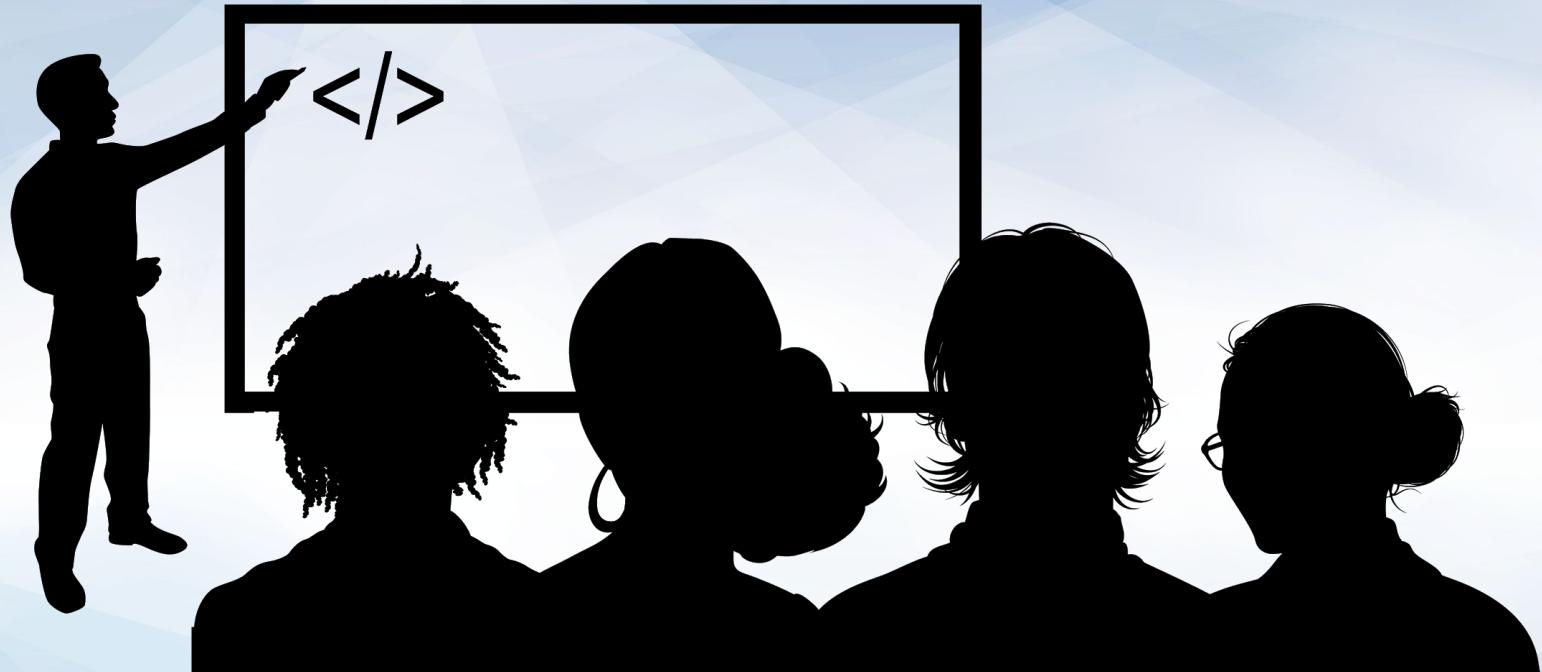
Ensuring private resources are protected from unauthorized sources.

# Network Design Demo

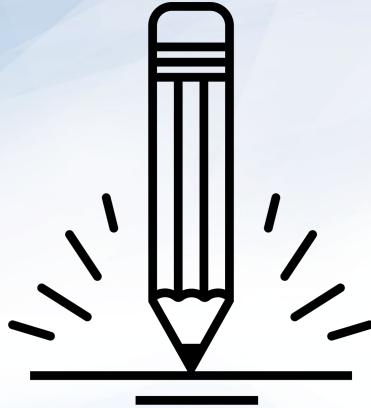
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In the next demo, we will use the free web tool **Gliffy** to design a basic network incorporating the following devices:

-  2 Computers
-  1 Switch
-  1 Router
-  1 Firewall
-  1 Representation of the internet



Instructor Demonstration  
Gliffy



## Activity: Network Devices

In this activity, you will continue to play the role of a security analyst at Acme Corp. You will design a network layout for the Shanghai office using Gliffy.

You will also need to add network security devices to the design to protect against a network attack.

**Suggested Time:**  
**20 Minutes**





**Time's Up! Let's Review.**



Countdown timer

15:00

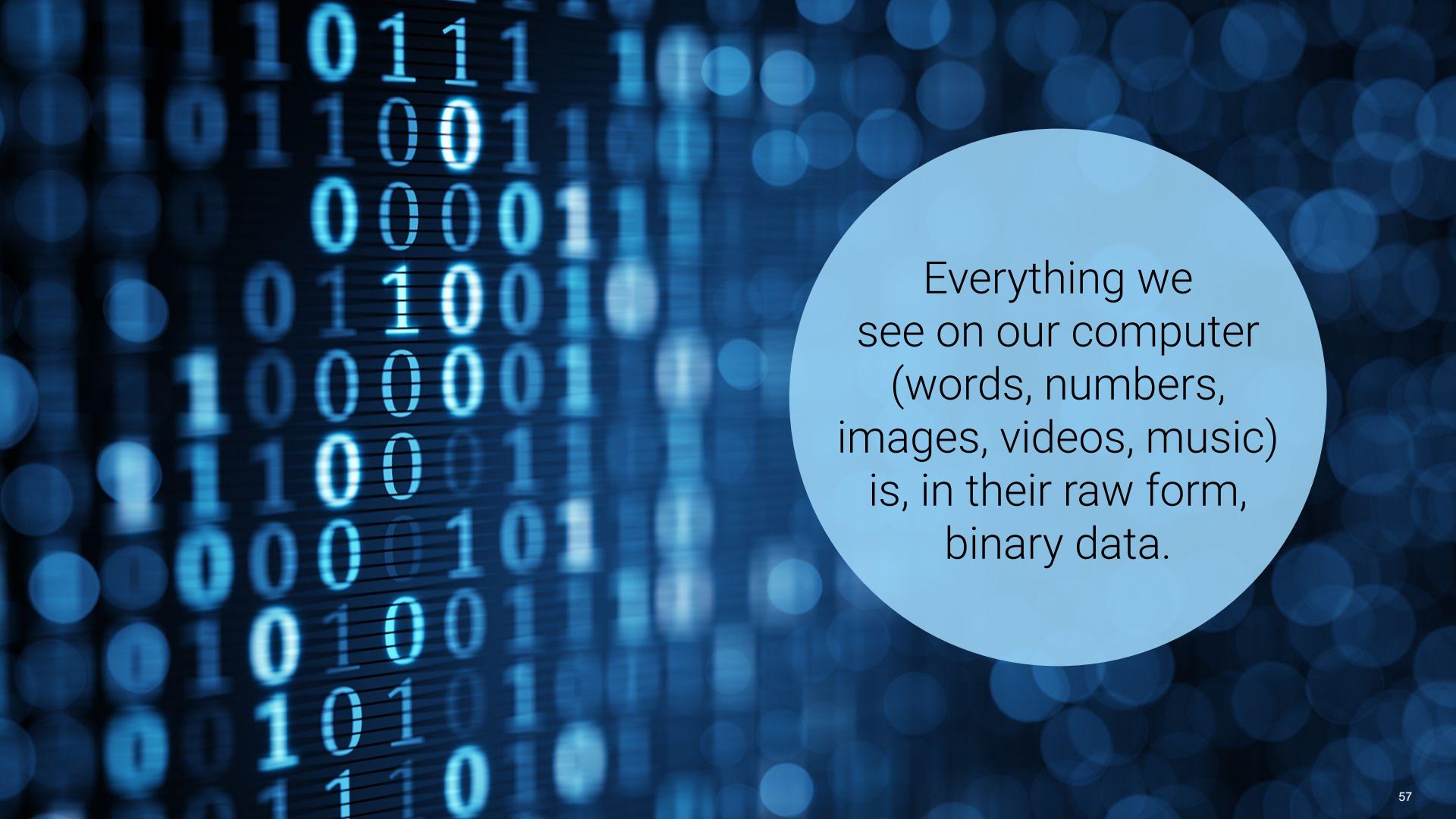
(with alarm)

Break



# *“What’s My Address?”*

## Binary Data and IP Addresses



Everything we  
see on our computer  
(words, numbers,  
images, videos, music)  
is, in their raw form,  
binary data.

# Binary Data

---

At the most basic level, computers communicate with electric signals, which have two states: **on** and **off**.

**Binary** is the two-digit numerical system that indicates if a signal is on or off.

Visualized, these on and off signals are depicted as ones and zeros.

1 = On

0 = Off

Meaning is created through the specific and repeated triggering of these **on** and **off** signals. This binary data is eventually transformed into the data we see on our devices.



# Binary Data

---

If we wanted to transmit this message using binary, our computer wants to transmit binary 1 2 3 4 5.

1 = 00000001

2 = 00000010

3 = 00000011

4 = 00000100

5 = 00000101

This data would then be converted into the human-readable string: 1 2 3 4 5.



# Binary vs. ASCII vs. Decimal vs. Hexadecimal

Binary is one of many alphanumeric representations of data. A few others:

## Binary

Two-digit numerical system using 0 and 1.

```
01000001 00101100 00100000  
01000010 00101100 00100000  
01000011 00101110 00001010  
01001001 01110100 10000000  
011001 01110011 00100000  
01100101 01100001 01110011  
01111001 00100000 01100001  
01110011 00100000 00001010  
00110001 00101100 00100000  
00110010 00101100 00100000  
00110011 00100001 00100000  
00001010
```

## Decimal

Ten-digit numerical system using 0–9.

```
65 44 32 66 44 32  
67 46 10 73 116  
8217 115 32 101  
97 115 121 32 97  
115 32 10 49 44  
32 50 44 32 51 33  
32 10
```

## Hexadecimal

Sixteen-digit alphanumeric system.

```
41 2c 20 42 2c 20  
43 2e 0a 49 74  
2019 73 20 65 61  
73 79 20 61 73 20  
0a 31 2c 20 32 2c  
20 33 21 20 0a
```

## ASCII

All the numbers, letters, and special symbols we are familiar with.

A, B, C.  
It's easy as  
1, 2, 3!



**Binary data** is used for indicating the network addresses that machines need to direct and deliver data across networks.

# Binary and Network Addresses

---

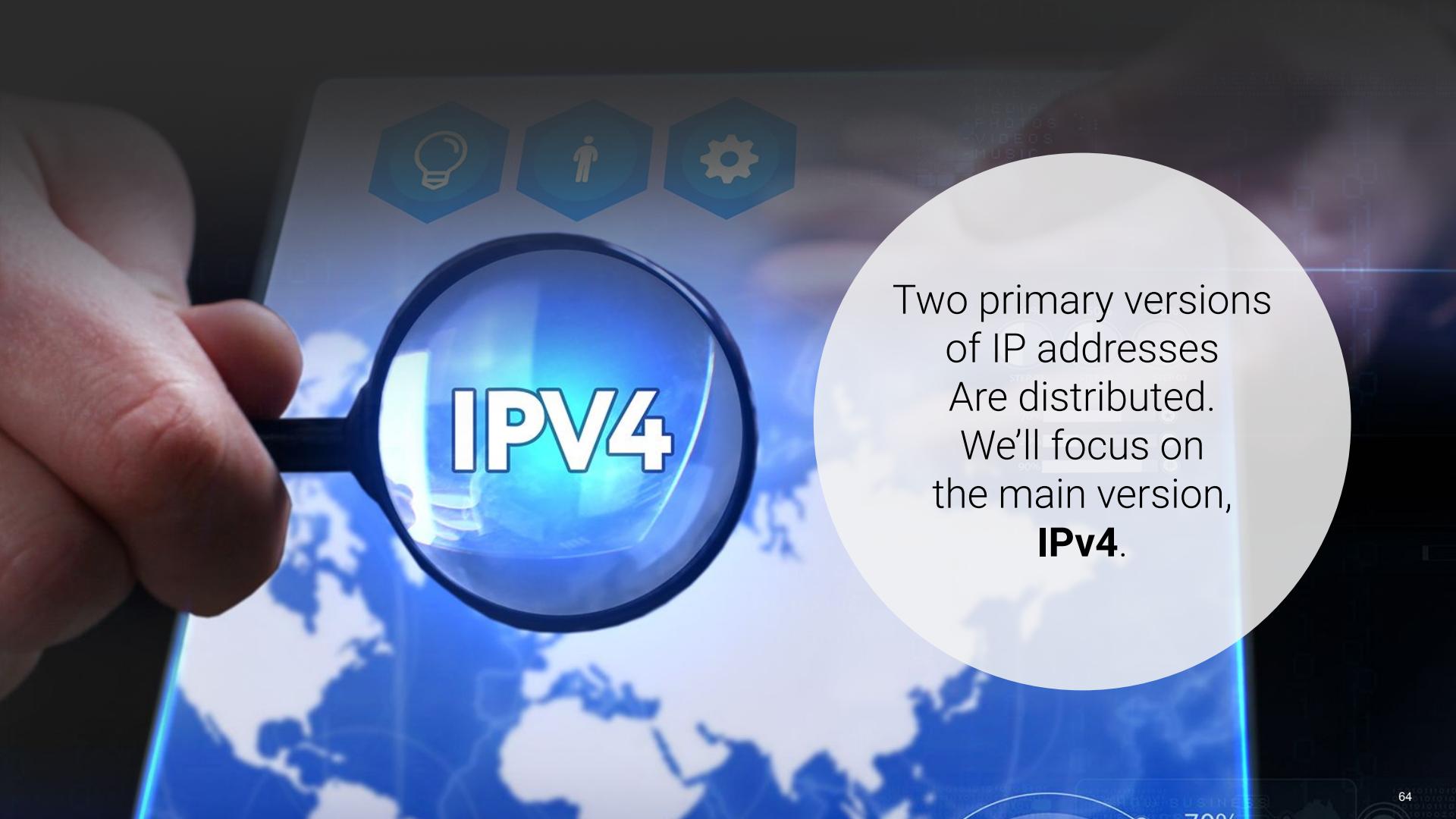
Today, we'll focus on IP addresses.

IP addresses are numerical network addresses associated with a specific device.



Each of our computers has an IP address. Let's check them at: [www.whatismyip.org](http://www.whatismyip.org).



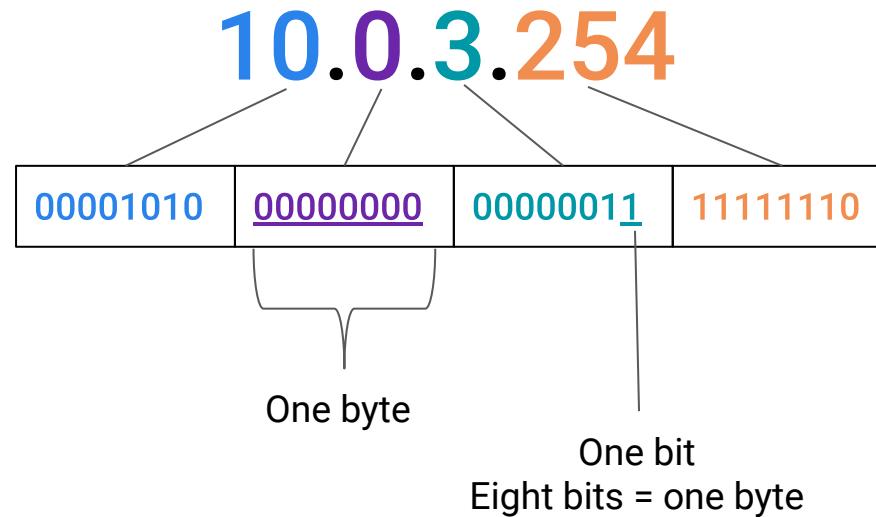


Two primary versions  
of IP addresses  
Are distributed.  
We'll focus on  
the main version,  
**IPv4.**

# The Anatomy of an IP Address

IPv4 IP addresses are written as four octets separated by decimals.

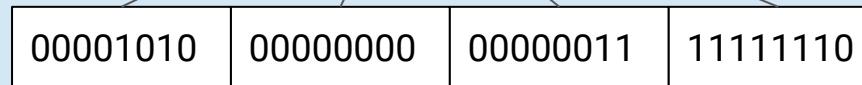
These octets are actually eight binary bits of ones and zeros that are converted to a more interpretable decimal form.



# IP Example

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**10.0.3.254**



**What computers read:**

00001010.00000000.00000011.11111110



**What we read:**

10.0.3.254

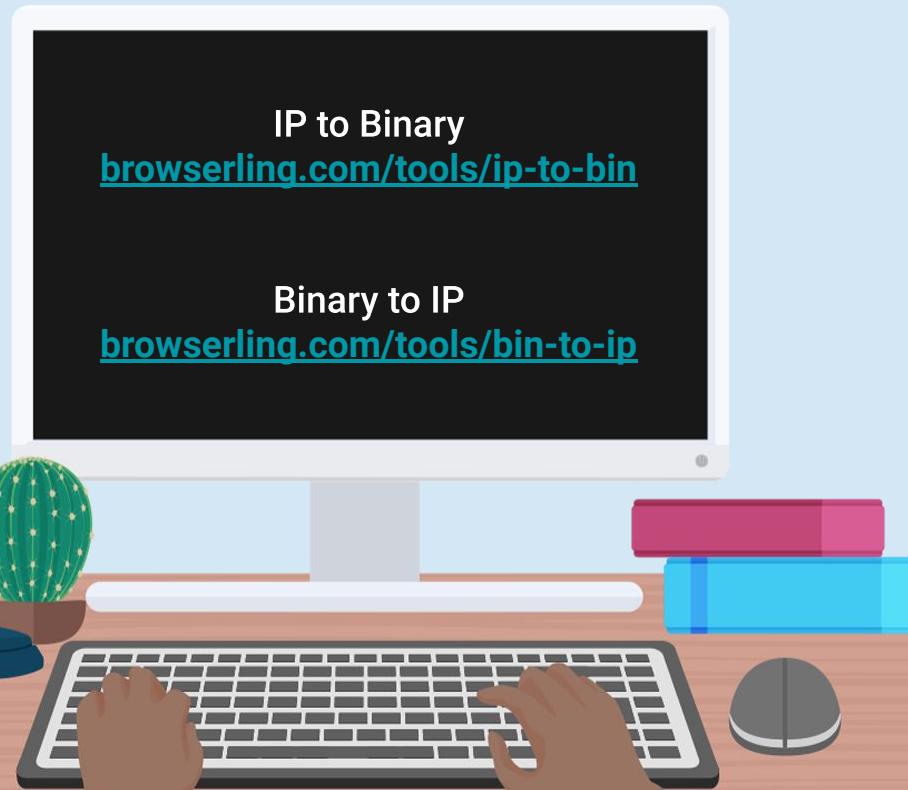


Each IP octet can range from zero (00000000) to 255 (11111111).

# Converting IP

---

Converting IP addresses can be tricky. Lucky for us, there are free online tools to simplify the process.



IP addresses are categorized  
as **public** or **private**.

# Public IPs

---

01

Public IP addresses are addresses that can be accessed over the internet.

- **Advantages:** Public IPs' resources are accessible over the internet.
- **Disadvantages:** Not all devices should be accessed over the internet, as this potentially exposes these devices to malicious actors.

02

Public IP addresses are typically assigned out in IP ranges by an Internet Service Provider.

- IP ranges are groups of IP addresses in which the numbers are typically sequential.
- For example, the IP range 108.0.0.1–108.0.0.3 includes:
  - 108.0.0.1
  - 108.0.0.2
  - 108.0.0.3

# Private IPs

---

Private IP addresses are addresses that are not exposed to the internet. Instead, they are typically located within a LAN.

01

## Advantages

- Private IP addresses aren't publicly accessible, and therefore more secure.
- Private IPs can be reused, as long as they are in different LANs, since they can't conflict across different networks.

02

## Disadvantages

- Private IPs are not directly accessible over the public internet.
- Private IPs are assigned by a network administrator of the LAN they belong to.

# Private IPs

---

Three IPv4 ranges are saved as private IP addresses and used only for private addressing.

Starting IP	Ending IP	IP Addresses Available
10.0.0.0	10.255.255.255	16,777,216
172.16.0.0	172.31.255.255	1,048,576
192.168.0.0	192.168.255.255	65,536

# Subnetting



IP addresses  
are assigned  
manually by the user  
or organization that manages  
their local network.

But how do organizations decide  
what IP addresses  
are assigned?

IP ADDRESSES

# Subnetting

Organizations will often group their devices together on a network for organizational and efficiency reasons. For example:

An organization would group together servers designated for Finance, and servers designated for Marketing.



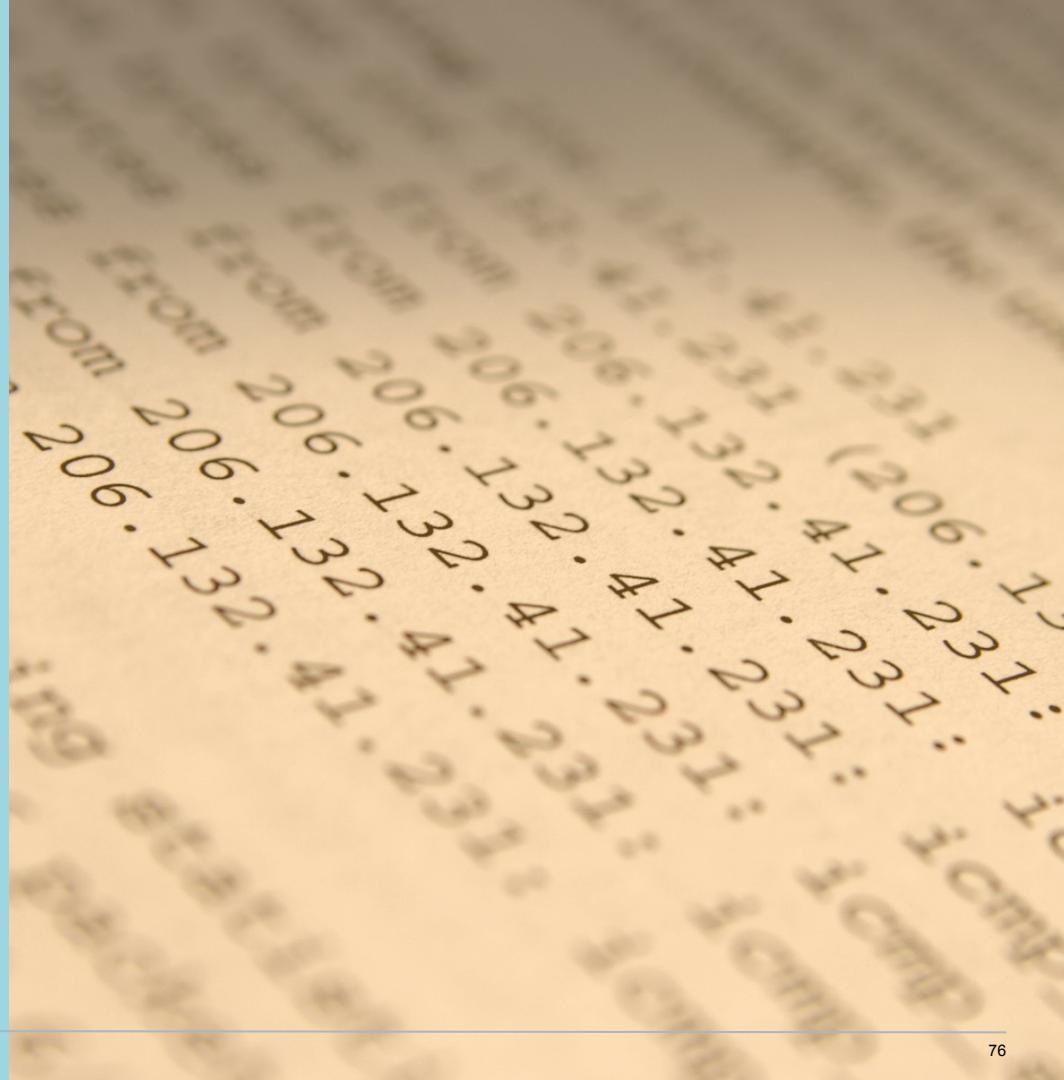
Organizations are typically provided a range of IP addresses that they will distribute across departments and devices.



# Subnetting

This process of breaking up an IP address range into smaller, more specific networks of grouped devices is called **subnetting**.

For example: If a company has 100 new IP addresses to distribute, they can assign 50 to the Finance department and 50 to the Marketing department by subnetting their provided IP range.



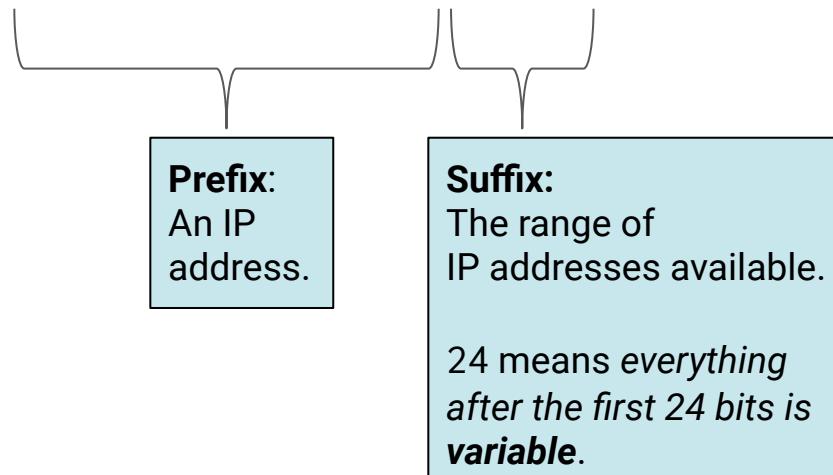


When we subnet, we don't have to list and assign IP addresses one by one. Instead, we use a format known as **Classless Inter-Domain Routing (CIDR)**.

# CIDRs

CIDRs are made up of two sets of numbers: An IP address (the prefix) and a range of available IP addresses (the suffix).

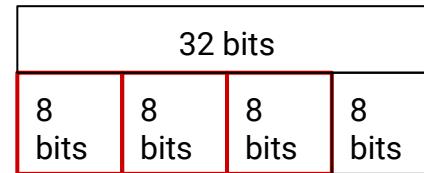
192.243.3.0 /24



# CIDRs

CIDRs are made up of two sets of numbers: An IP address and a range of available IP addresses.

192.243.3.0 /24

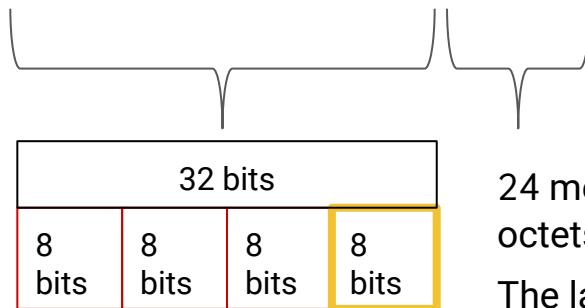


24 means the first 24 bits  
(three octets) are **static**.

# CIDRs

CIDRs are comprised of two sets of numbers: An IP address and a range of IP addresses available.

192.243.3.0 /24



24 means the first 24 bits (three octets) are **static**.

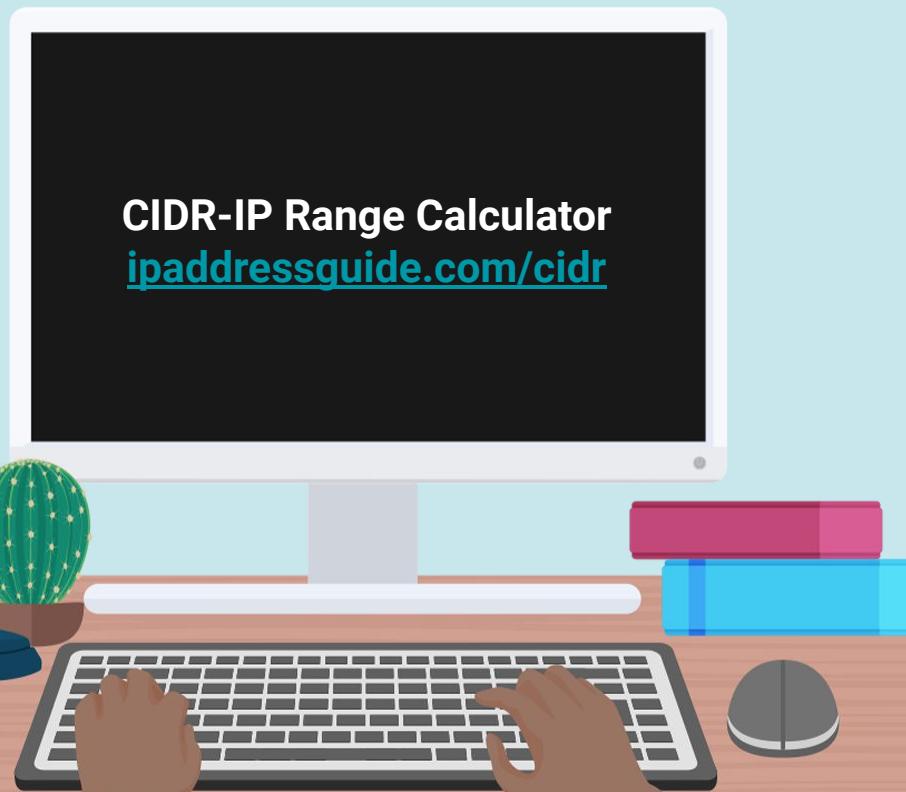
The last 8 bits (.0) is **variable**.

- The range of each octet is 0–255.
- There are 256 available IP addresses in the range 192.243.3.0/24.

# Range Calculator

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We can use online tools to easily calculate an IP address range.



# MAC Address

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Another important network address utilized **within a LAN** is the Media Access Control Address (MAC address).



MAC addresses are connected to network adapters on a computer and can't be changed.

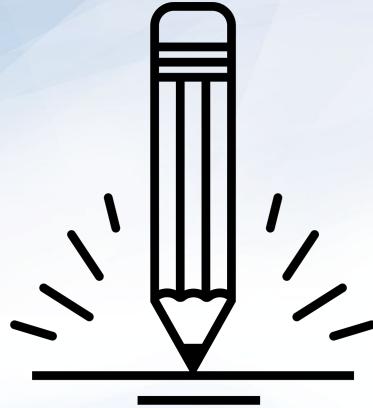


A MAC address is a string of six sets of alphanumeric characters, separated by colons.



MAC addresses can also indicate the manufacturer of the network device.

Example: 00:0a:95:9d:68:16



## Activity: Network Addressing

In this activity, you will continue to play the role of a security analyst at Acme Corp.

You must convert binary traffic into an IP address, determine if it is public or private, and compare the IP to a list of Acme's servers to see which systems the hacker is trying to access.

**Suggested Time:**  
**15 Minutes**





**Time's Up! Let's Review.**

# Addresses and the Internet

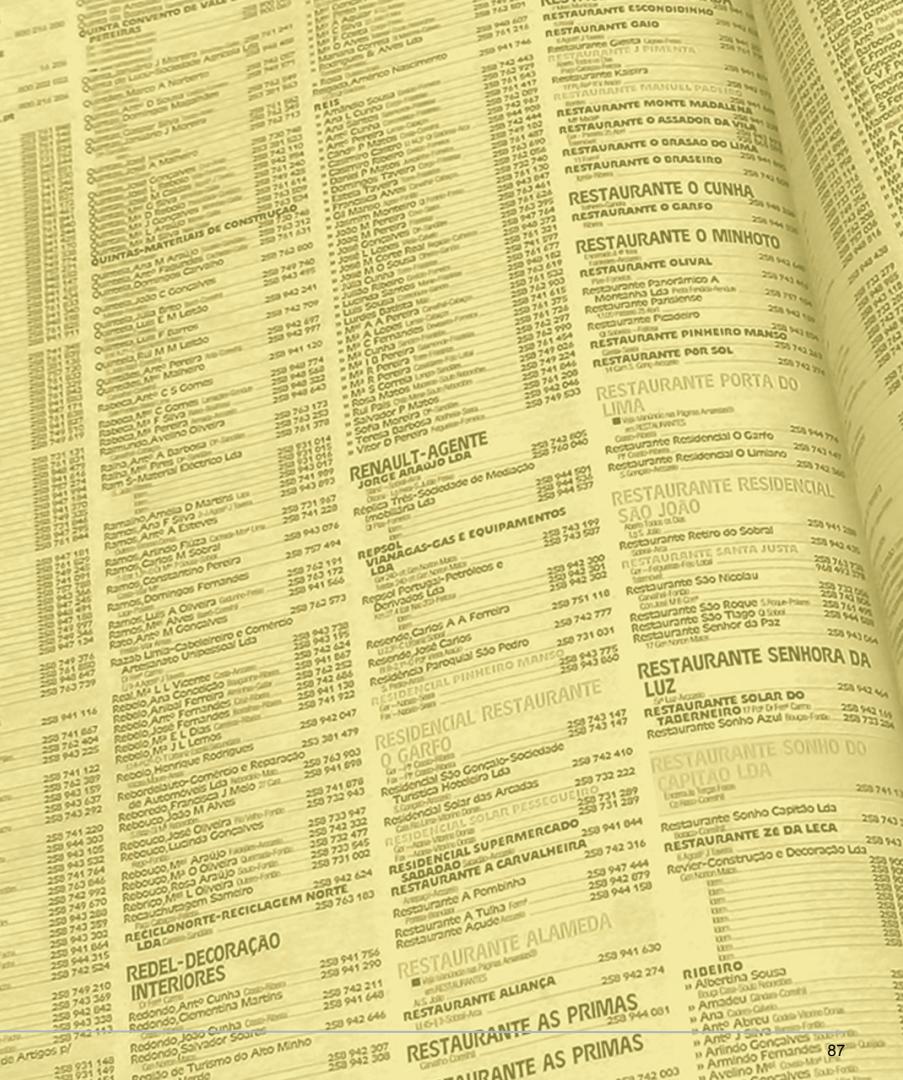


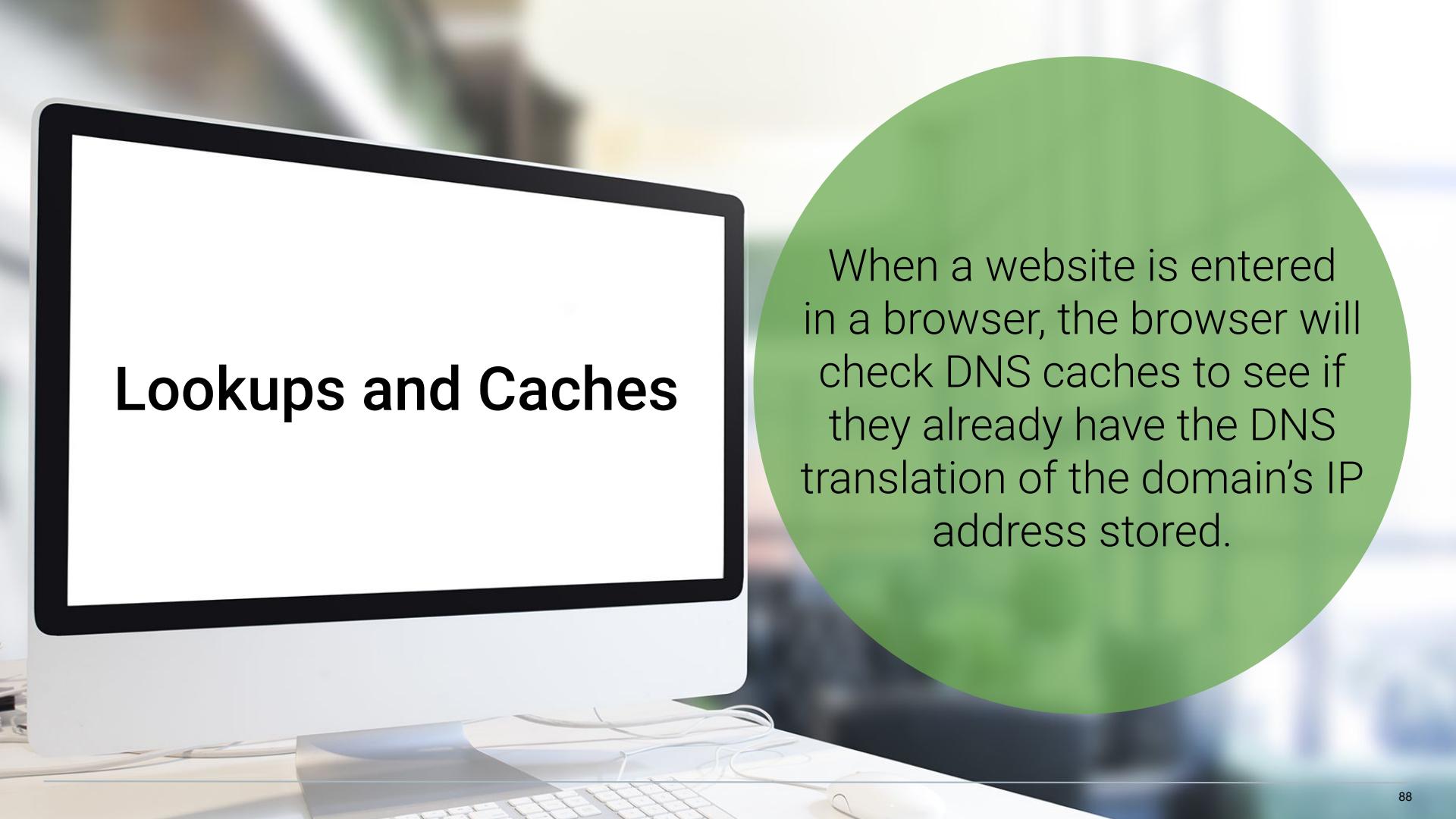
Now we will look at how accessing data from the **internet** applies similar network addressing concepts.

# Domain Name System (DNS)

**Domain Name System** allows us to navigate to *facebook.com* instead of having to type *31.13.65.36*.

Using a process called **DNS lookup**, our browser searches a series of caches to find the IP address associated to the webpage we type.





# **Lookups and Caches**

When a website is entered in a browser, the browser will check DNS caches to see if they already have the DNS translation of the domain's IP address stored.

# Layers of Cache

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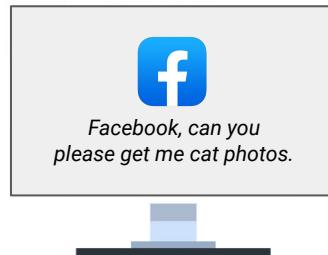
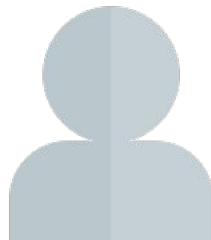
The DNS lookup process searches caches in the following order: starting at your browser's DNS cache and ending, if necessary, at the top-level domain's DNS cache.

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1. Browser's cache.
  2. The operating system's cache, stored in the hosts file.
  3. Internet Service Provider's (ISP) cache.
  4. Finally, the top-level domain's (TLD) cache.

# URLs

A domain is the website we access for resources. The resources we're requesting are typically at a specific location within that domain.

**For example:** If we are viewing a picture from Facebook, the picture likely isn't located at the URL `www.facebook.com`. It is likely at a specific location, such as `www.facebook.com/photos/catpicture.jpg`.



# URLs

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This resource is located in the **URL (Uniform Resource Locator)**.



A URL is the full address of a resource on the internet.



Similar to file structures, URLs have a syntax indicating where to obtain the specific resource being requested.



The syntax is: [scheme]://[subdomain].[domain].[TLD][/path/][filename]

# Break Down URL Syntax

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**https://www.facebook.com/photos/catpicture.jpg**

**https** (*Hypertext Transfer Protocol*) is a scheme indicating a file on the internet.

**WWW** is a subdomain of facebook.com.

**facebook** is the primary domain.

**.com** is the TLD, or top-level domain.

**/photos/** is the path where the resource is located.

**catpicture.jpg** is the resource or file being requested.

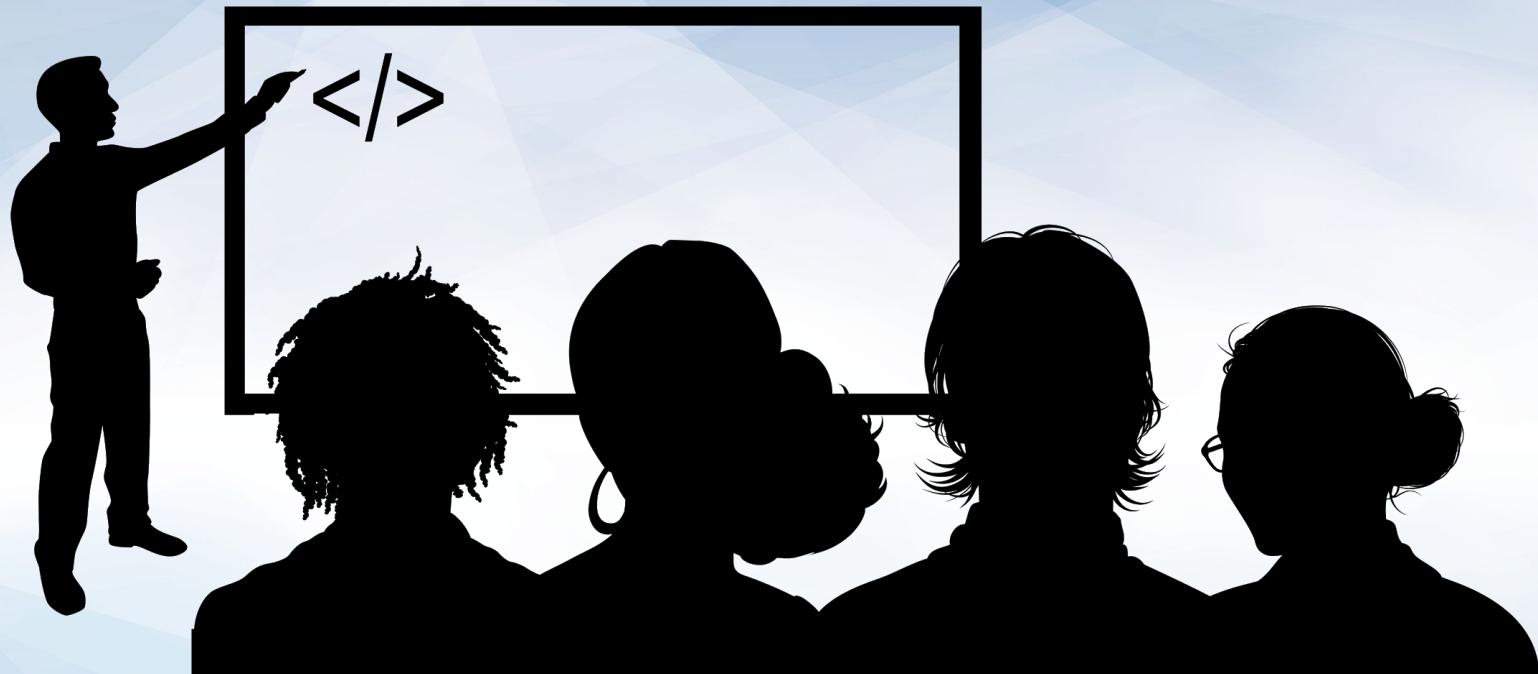
# DNS, URLs, and Security

If a hacker is able to manipulate the DNS cache, they can exploit a user's request and return a domain or resource that wasn't originally requested. This is known as **DNS Hijacking**, or **DNS redirection**.

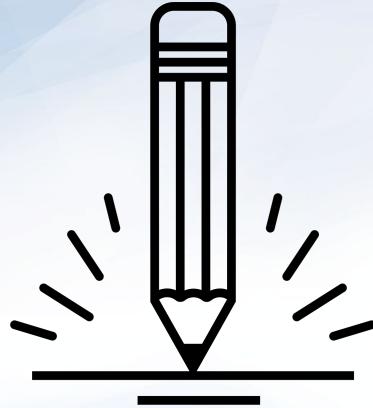
**For example:**

- A hacker owns a malicious site located at the IP 137.74.187.102.
- The hacker accesses your hosts file DNS cache and updates a record that makes browser requests for facebook.com go instead to 137.74.187.102.
- Now, every time you go to facebook.com, you are redirected to the hacker's malicious website.





## Instructor Demonstration DNS Hijacking



## Activity: DNS Hijacking

In this activity, you will continue to play the role of a security analyst at Acme Corp.

You must create a DNS spoof record that will redirect any hacker trying to visit [www.acmetradesecrets.com](http://www.acmetradesecrets.com).

**Suggested Time:**  
**15 Minutes**





**Time's Up! Let's Review.**

Questions?