Week 5 lab reports

Members:

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1.Develop a code to illustrate a secure socket connection between client and server.

IMPLEMENTATION:
SSL connection between client and server using python.

SERVER --

- Firstly we created a socket and bind it to the address and the port.
- If we want to create a secure connection, we must create a SSL default context for the server.
- Now we have to load the key and all the required certificates to create the function.
- We created the server certificate using the following command:

  openssl req -new -newkey rsa:2048 -days 365 -nodes -x509 -keyout serb=ver.key -out server.crtr

  certificate and key files will be downloaded in the given path.

- We used the

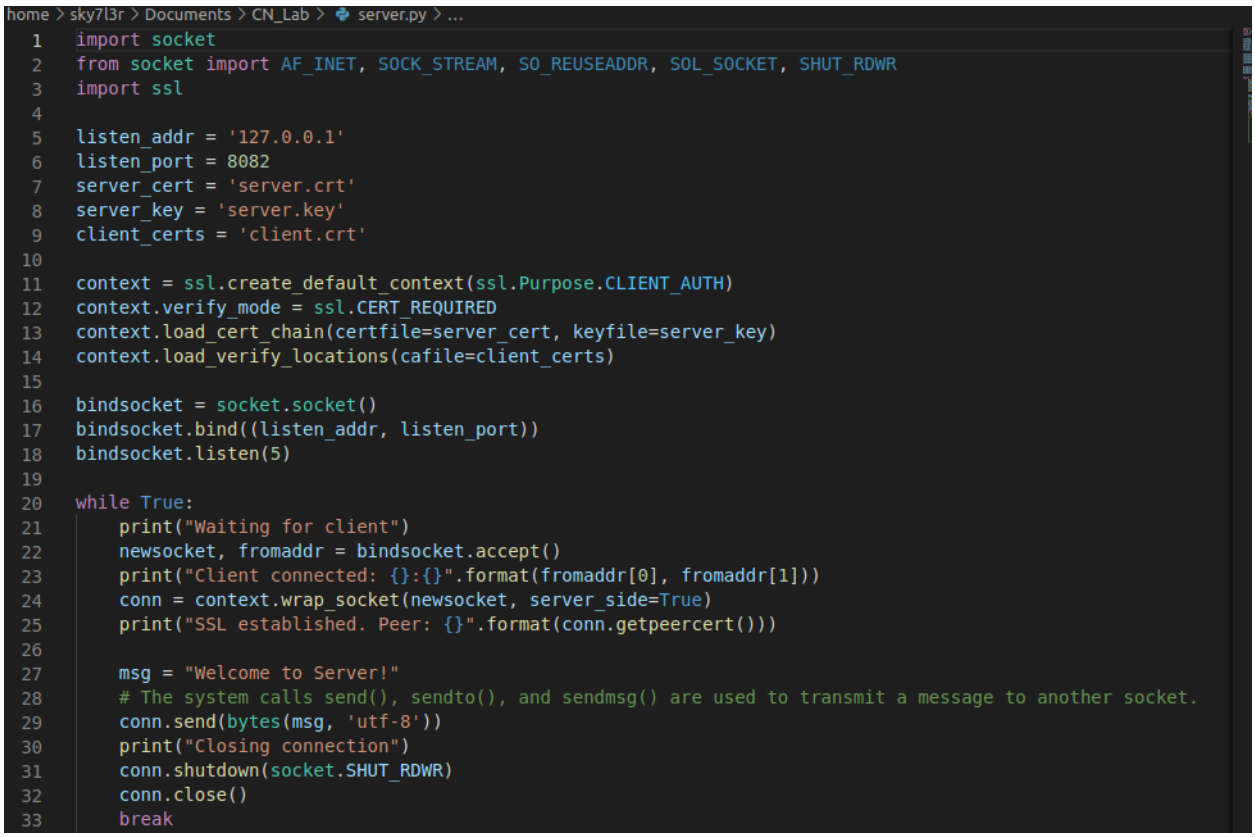
  load_cert_chain() function to load the certificate and key into the program file.

- Now we created a function that waits for a client and accepts when the address matches and then uses ssl.wrap_socket() making server_side=True to enable client certificates.
- Then we established the SSL connection using getpeercert() function.
- Finally we are free to send the messages from the server to the client and vice versa.

  CLIENT--

- We did the same thing here too. We have created a socket and created the default SSL context in order to establish a secure connection.
- The client certificate can be created in a similar way to the server.
- Use the load_cert_chain() function to load the certificate and key.

- Similarly, use ssl.wrap_socket() to enable the certificates and establish the SSL connection using getpeercert() function.
- Now, we can send and receive messages from the server.



Get Started | server.py | client.py

home > sky7l3r > Documents > CN_Lab > client.py > ...

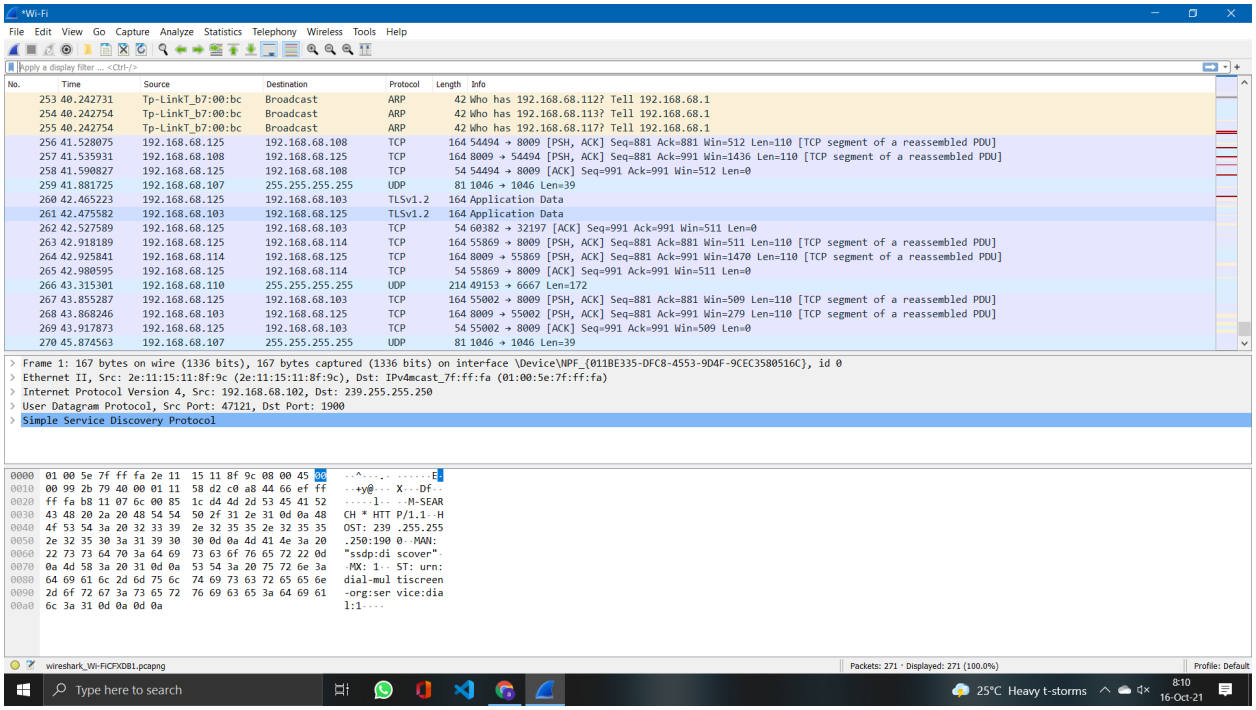
```python
import socket
import ssl

host_addr = '127.0.0.1'
host_port = 8082
server_sni_hostname = 'example.com'
server_cert = 'server.crt'
client_cert = 'client.crt'
client_key = 'client.key'

context = ssl.create_default_context(
    ssl.Purpose.SERVER_AUTH, cafile=server_cert)
context.load_cert_chain(certfile=client_cert, keyfile=client_key)

s = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
conn = context.wrap_socket(
    s, server_side=False, server_hostname=server_sni_hostname)
conn.connect((host_addr, host_port))
print("SSL established. Peer: {}".format(conn.getpeercert()))
# print("Sending: 'Hello, world!")
# conn.send(b"Hello, world!")
# print("Closing connection")
data = conn.recv(1024)

print(str(data.decode('utf-8')))
conn.close()

```

2. Capture TCP Packets and:

a. Analyse the three-way handshake during the establishment of the communication.

b. Identify if there are any retransmitted segments.
IMPLEMENTATION:

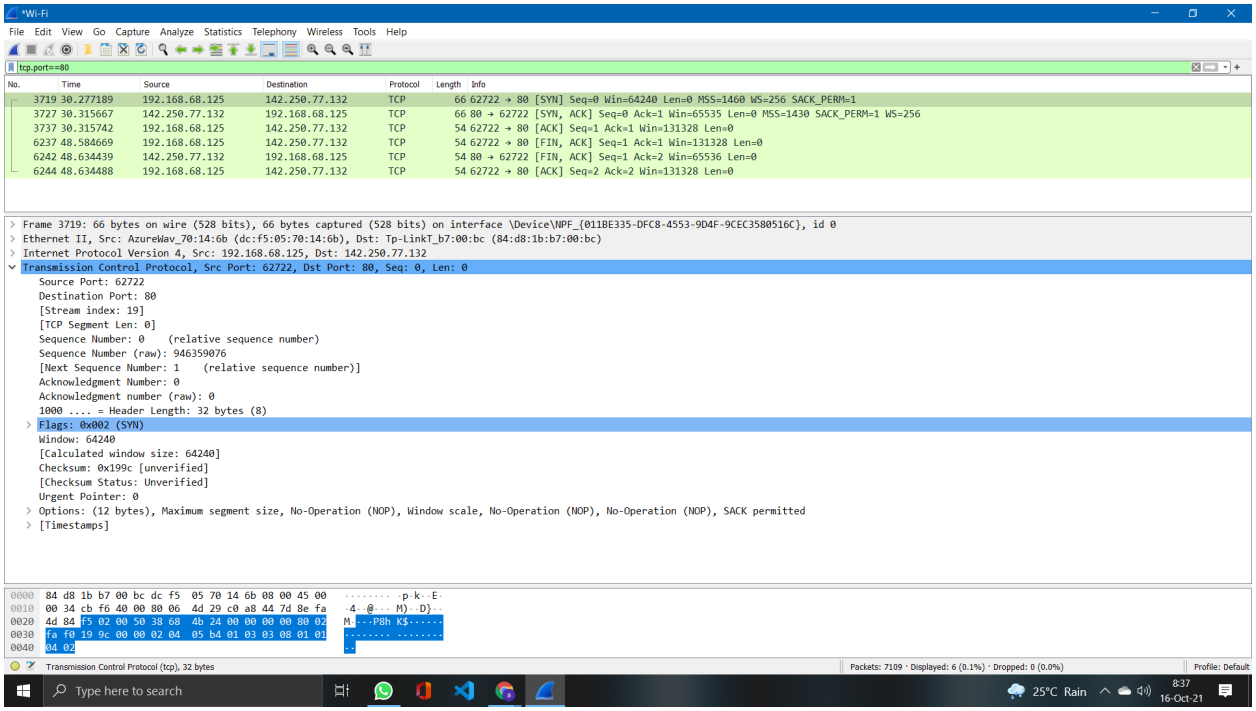
- Firstly Open Wireshark and choose a local network to capture network traffic.
- Clear the present traffic and open a browser and access a website.
- Now you can see network traffic captured in wireshark.
- Filter the TCP packets using the tcp filter.
- Now we can see that the top three packets of the traffic will be [SYN],[SYN, ACK] and [ACK] respectively. This implies that the three way hand shake is done and the client can make a request to server.
- Now we must analyse the above three identified packets.
- SYN: We can see that the seq : 0 and length: 0 and in the flags, the synchronization number is set to 1 and the acknowledgement number is set to 0 as it is the first request going to the server.
- SYN,ACK : Here we can see that the seq: 0 and Ack: 1 which means that the request is gone to the server. The synchronization and acknowledgement flags are both set to 1.
- ACK: Here we can see that the seq: 1 and ack: 1 and in the flags, the synchronization is set to 0 and acknowledgement flag is set to 1 which means that the connection is established.
- Since, a successful three way handshake is done, the real data communication can be started.



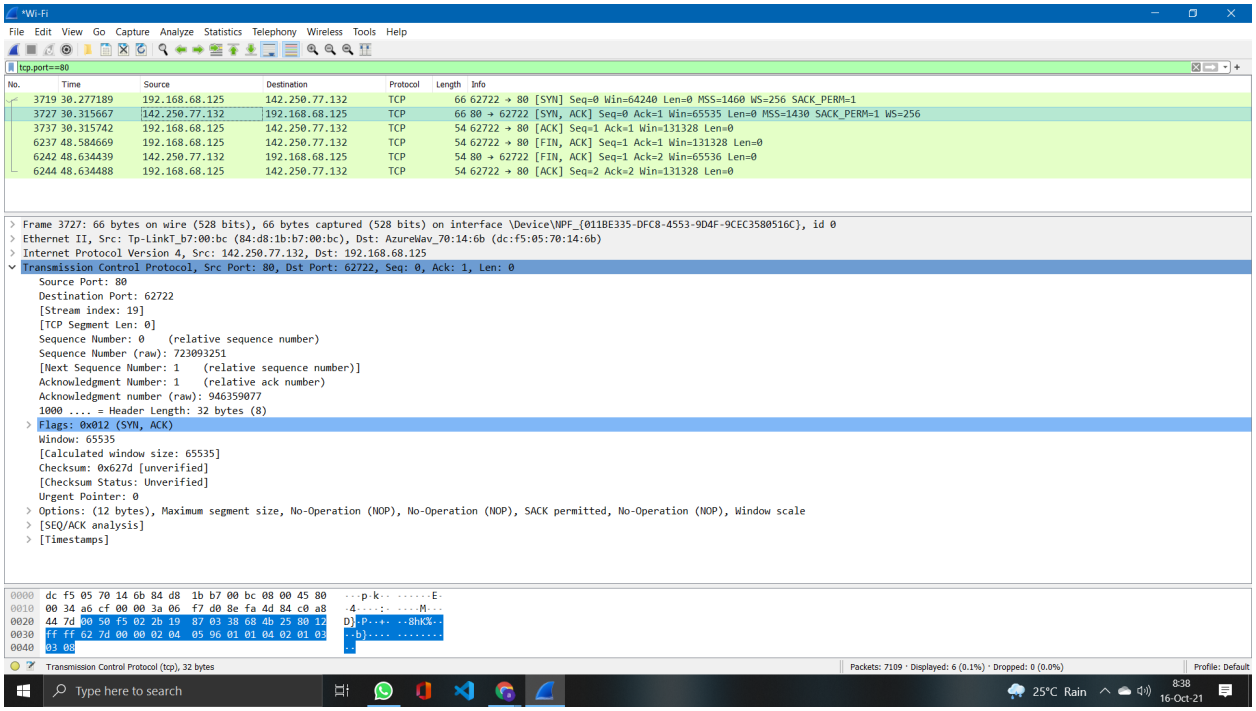
Observe the packet details in the middle Wireshark packet details pane. Notice that it is an Ethernet II / Internet Protocol Version 4 / Transmission Control Protocol frame

Then

Capturing TCP packets.

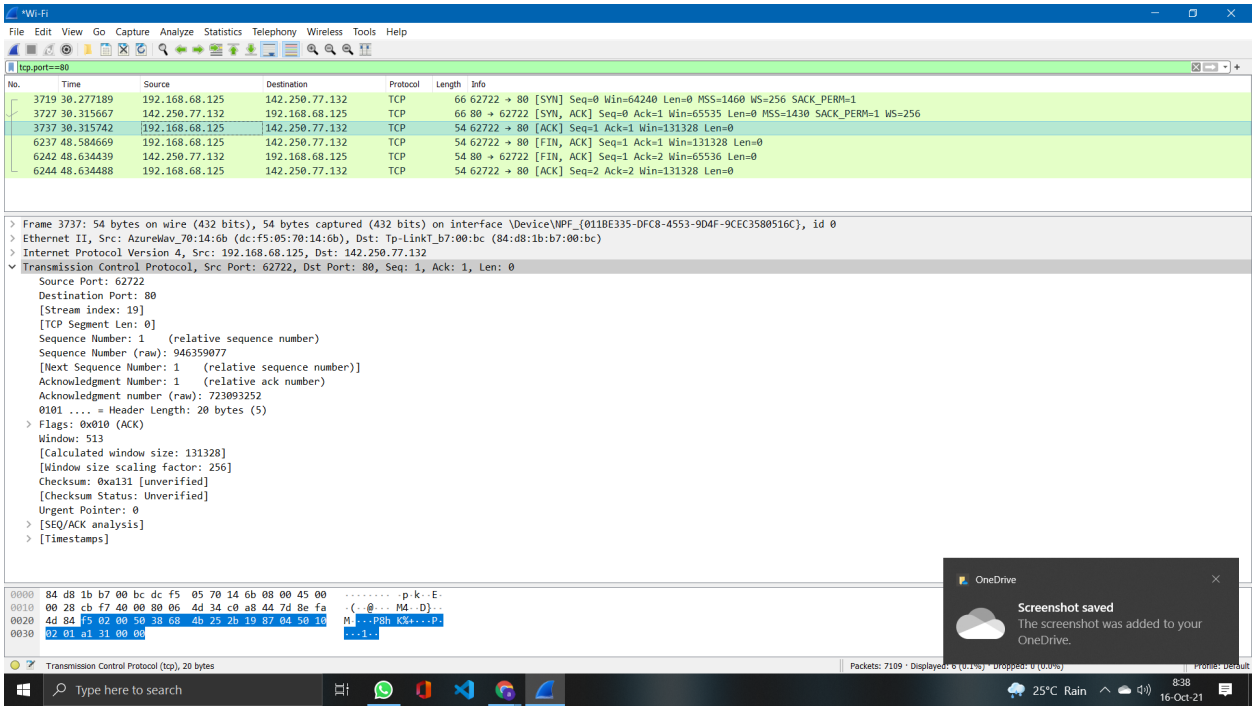


Observe the flag settings. Notice that SYN is set, indicating the first segment in the TCP three-way handshake.
Observe the Sequence number. Notice that it is 0 (relative sequence number). To see the actual sequence number, select the Sequence number to highlight the sequence number in the bottom Wireshark bytes pane



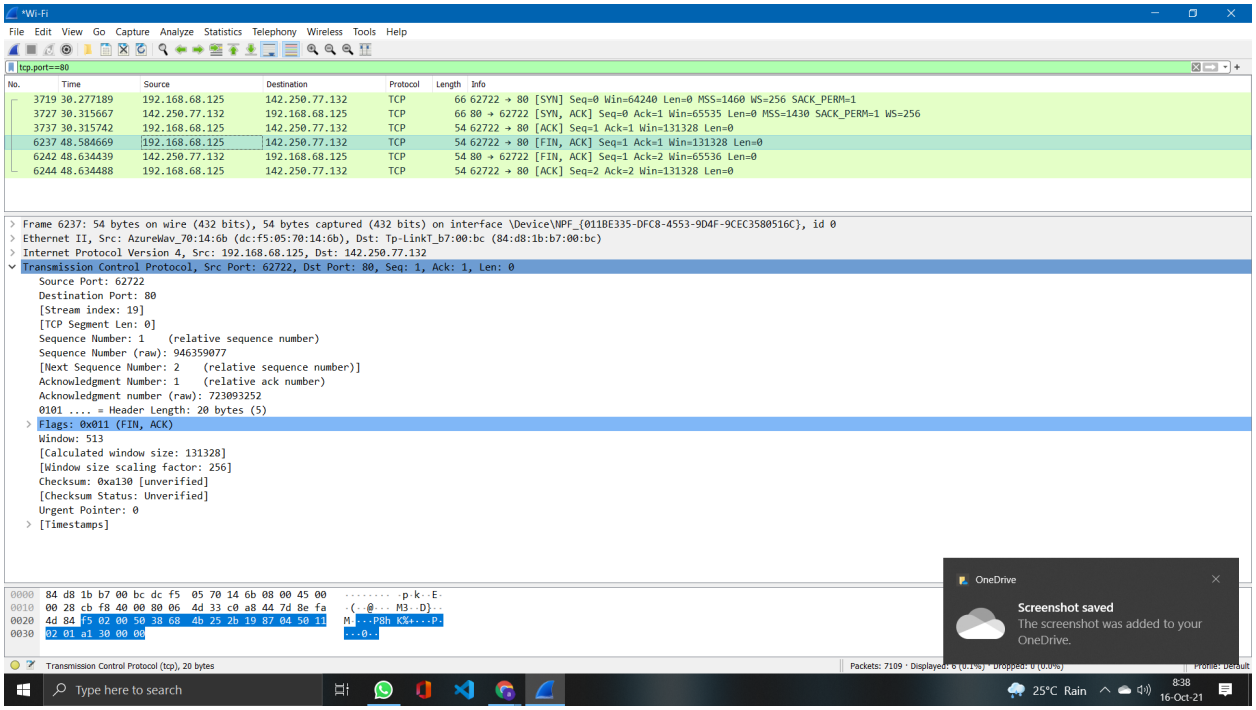
Observe the Acknowledgement number. Notice that it is 1 (relative ack number). To see the actual acknowledgement number, select Acknowledgement number to highlight the acknowledgement number in the bottom pane. Notice that the actual acknowledgement number is one greater than the sequence number in the previous segment.

Observe the flag settings. Notice that SYN and ACK are set, indicating the second segment in the TCP three-way handshake.

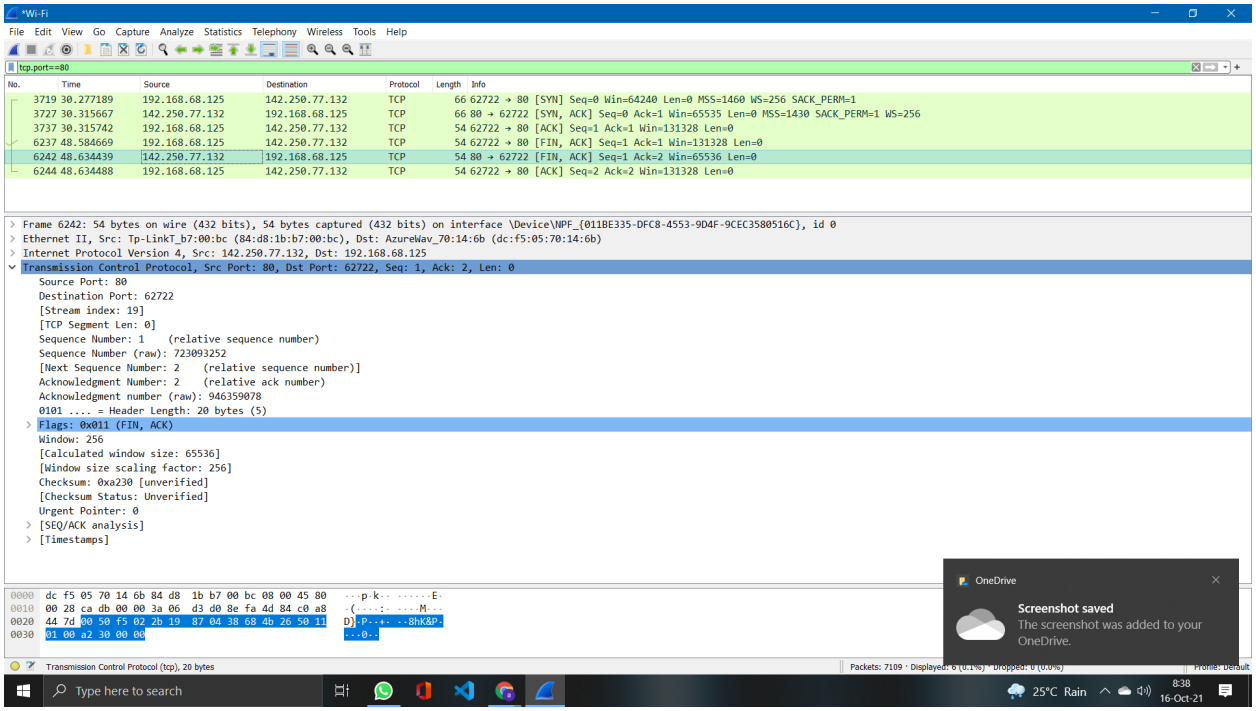


Observe the Acknowledgement number. Notice that it is 1 (relative ack number). To see the actual acknowledgement number, select Acknowledgement number to highlight the acknowledgement number in the bottom pane.

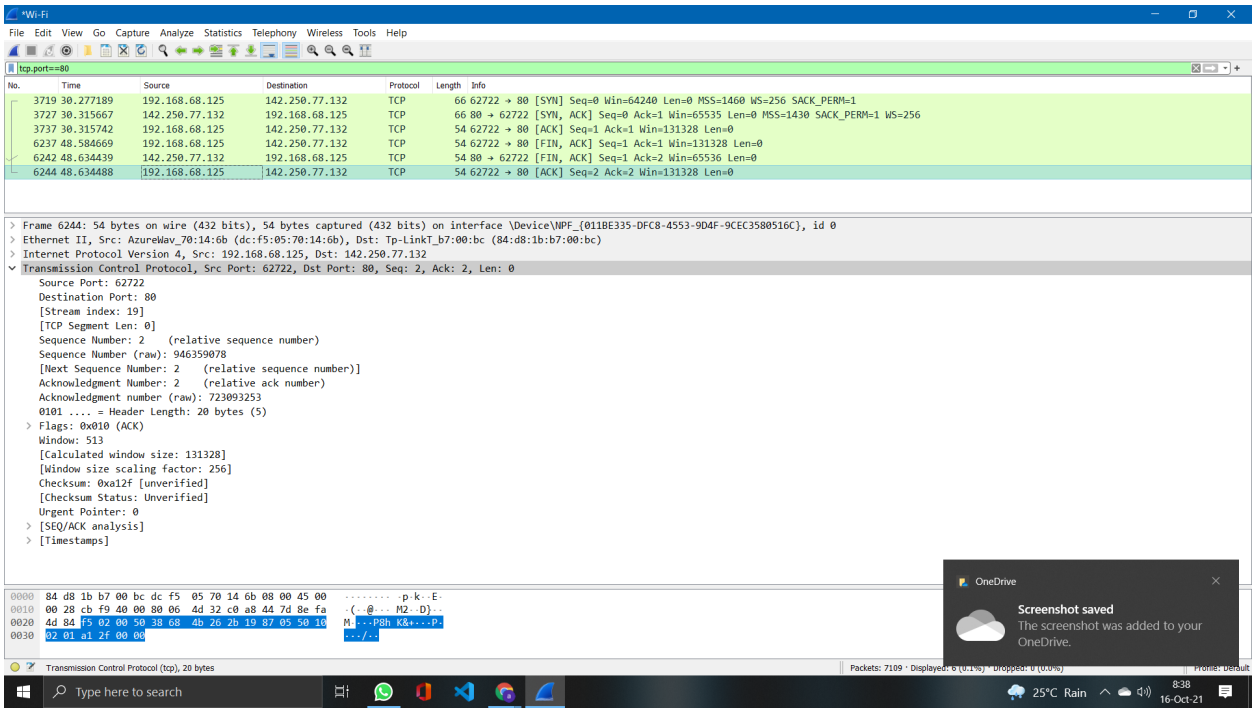
Observe the flag settings. Notice that ACK is set, indicating the third segment in the TCP three-way handshake. The client has established a TCP connection with the server



Observe the flag settings. Notice that FIN and ACK are set, indicating the first segment in the TCP teardown handshake. The client has indicated it is closing the TCP connection with the server.



Observe the flag settings. Notice that FIN and ACK are set, indicating the second segment in the TCP three-way handshake. The server has indicated it is closing the TCP connection with the client.



Close Wireshark to complete this activity. **Quit without Saving** to discard the captured traffic

B) Yes, there can be retransmitted segments, when the server is trying to establish a connection but doesn't receive the response within a stipulated time

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