

Thadomal Shahani Engineering College

Bandra (W.), Mumbai- 400 050.

CERTIFICATE

Certify that Mr./Miss Om Anindha Shete of Computer Engg. Department, Semester VI with Roll No. 2103163 has completed a course of the necessary experiments in the subject Cryptographic & system security under my supervision in the **Thadomal Shahani Engineering College** Laboratory in the year 2023 - 2024

Teacher In-Charge

Head of the Department

Date 10/4/2024

Principal

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Experiment No 1

Aim: Implementation of Extended Euclidean algorithm.

Description:

The Euclidean algorithm is a way to find the greatest common divisor of two positive integers. GCD of two numbers is the largest number that divides both of them. A simple way to find GCD is to factorize both numbers and multiply common prime factors.

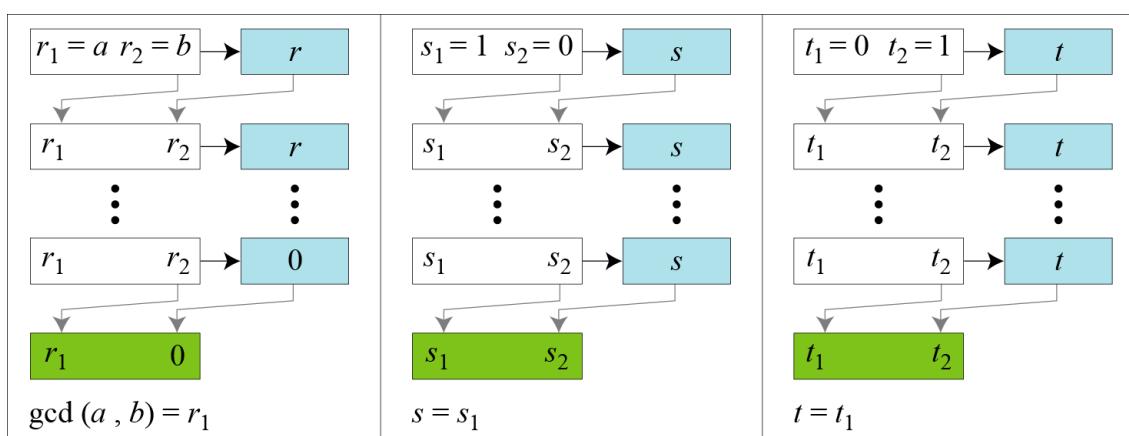
$$\begin{aligned}36 &= 2 \times 2 \times 3 \times 3 \\60 &= 2 \times 2 \times 3 \times 5\end{aligned}$$

$$\begin{aligned}\text{GCD} &= \text{Multiplication of common factors} \\&= 2 \times 2 \times 3 \\&= 12\end{aligned}$$

Given two integers a and b , we often need to find other two integers, s and t , such that -

$$s \times a + t \times b = \gcd(a, b)$$

The extended Euclidean algorithm can calculate the gcd (a, b) and at the same time calculate the value of s and t .



a. Process

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```
r1 ← a;    r2 ← b;  
s1 ← 1;    s2 ← 0;  
t1 ← 0;    t2 ← 1;      (Initialization)  
  
while (r2 > 0)  
{  
    q ← r1 / r2;  
    r ← r1 - q × r2;  
    r1 ← r2; r2 ← r;      (Updating r's)  
  
    s ← s1 - q × s2;  
    s1 ← s2; s2 ← s;      (Updating s's)  
  
    t ← t1 - q × t2;  
    t1 ← t2; t2 ← t;      (Updating t's)  
}  
  
gcd (a , b) ← r1; s ← s1; t ← t1
```

b. Algorithm

Given a = 161 and b = 28, find gcd (a, b) and the values of s and t.

q	r ₁	r ₂	r	s ₁	s ₂	s	t ₁	t ₂	t
5	161	28	21	1	0	1	0	1	-5
1	28	21	7	0	1	-1	1	-5	6
3	21	7	0	1	-1	4	-5	6	-23
	7	0		-1	4		6	-23	

We get gcd (161, 28) = 7, s = -1 and t = 6.

The extended Euclidean algorithm finds the multiplicative inverses of b in Z_n when n and b are given and $\text{gcd}(n, b) = 1$.

The multiplicative inverse of b is the value of t after being mapped to Z_n .

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Code:

```
#include <iostream>
using namespace std;

int main() {
    int a, b;
    cout << "Enter the first number: ";
    cin >> a;
    cout << "Enter the second number: ";
    cin >> b;

    int r1 = max(a, b);
    int r2 = min(a, b);
    a = r1;
    b = r2;

    int s1 = 1;
    int s2 = 0;
    int t1 = 0;
    int t2 = 1;

    cout << "Q r1 r2 r s1 s2 s t1 t2 t" << endl;
    cout << "-----" << endl;

    while (r2 > 0) {
        int q = r1 / r2;
        int rem = r1 % r2;
        int s = s1 - (q * s2);
        int t = t1 - (q * t2);

        cout << q << " " << r1 << " " << r2 << " " << rem << " " << s1 << " " << s2
            << " " << s << " " << t1 << " " << t2 << " " << t << endl;

        r1 = r2;
        r2 = rem;
        s1 = s2;
        s2 = s;
        t1 = t2;
        t2 = t;
    }
}
```

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```
cout << endl;
cout << "The Euclidean Eq is ax + by = GCD: " << endl;
cout << "Proof: " << endl;
cout << "a is : " << a << endl;
cout << "b is : " << b << endl;
cout << "x is : " << s1 << endl;
cout << "y is : " << t1 << endl;
cout << "GCD is : ax + by i.e " << a << "(" << s1 << ")" + " << b << "(" << t1
<< ")" = " << (a * s1 + b * t1) << endl;

return 0;
}
```

Results:

```
Enter the first number: 161
Enter the second number: 28
Q r1 r2 r s1 s2 s t1 t2 t
-----
5 161 28 21 1 0 1 0 1 -5
1 28 21 7 0 1 -1 1 -5 6
3 21 7 0 1 -1 4 -5 6 -23

The Euclidean Eq is ax + by = GCD:
Proof:
a is : 161
b is : 28
x is : -1
y is : 6
GCD is : ax + by i.e 161(-1) + 28(6) = 7
```

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Experiment No 2

Aim: Implementation of Ceaser Cipher.

Description:

- The Caesar cipher is a simple encryption technique that was used by Julius Caesar to send secret messages to his allies. It works by shifting the letters in the plaintext message by a certain number of positions, known as the “shift” or “key”.
- The Caesar Cipher technique is one of the earliest and simplest methods of encryption technique. It's simply a type of substitution cipher, i.e., each letter of a given text is replaced by a letter with a fixed number of positions down the alphabet. For example with a shift of 1, A would be replaced by B, B would become C, and so on. The method is named after Julius Caesar, who used it to communicate with his officials.
- Thus to cipher a given text we need an integer value, known as a shift which indicates the number of positions each letter of the text has been moved down.
- The encryption can be represented using modular arithmetic by first transforming the letters into numbers, according to the scheme, A = 0, B = 1, ..., Z = 25. Encryption of a letter by a shift n can be described mathematically as.
- For example, if the shift is 3, then the letter A would be replaced by the letter D, B would become E, C would become F, and so on. The alphabet is wrapped around so that after Z, it starts back at A.
- Here is an example of how to use the Caesar cipher to encrypt the message “HELLO” with a shift of 3:
 1. Write down the plaintext message: HELLO
 2. Choose a shift value. In this case, we will use a shift of 3.
 3. Replace each letter in the plaintext message with the letter that is three positions to the right in the alphabet.

H becomes K (shift 3 from H)

E becomes H (shift 3 from E)

L becomes O (shift 3 from L)

L becomes O (shift 3 from L)

O becomes R (shift 3 from O)

4. The encrypted message is now “KHOOR”.

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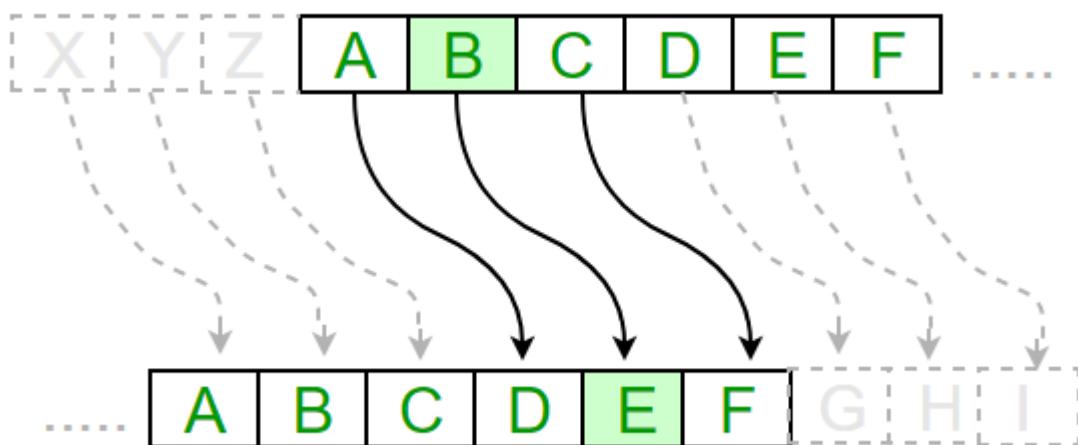
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To decrypt the message, you simply need to shift each letter back by the same number of positions. In this case, you would shift each letter in “KHOOR” back by 3 positions to get the original message, “HELLO”.

$E_n(x) = (x+n) \bmod 26$
(Encryption Phase with shift n)

$D_n(x) = (x-n) \bmod 26$
(Decryption Phase with shift n)



Text: ABCDEFGHIJKLMNOPQRSTUVWXYZ

Shift: 23

Cipher: XYZABCDEFGHIJKLMNPQRSTUVWXYZ

Advantages:

1. Easy to implement and use thus, making suitable for beginners to learn about encryption.
2. Can be physically implemented, such as with a set of rotating disks or a set of cards, known as a scytale, which can be useful in certain situations.
3. Requires only a small set of pre-shared information.
4. Can be modified easily to create a more secure variant, such as by using multiple shift values or keywords.

Disadvantages:

1. It is not secure against modern decryption methods.
2. Vulnerable to known-plaintext attacks, where an attacker has access to both the encrypted and unencrypted versions of the same messages.

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3. The small number of possible keys means that an attacker can easily try all possible keys until the correct one is found, making it vulnerable to a brute-force attack.

Code:

```
#include <cctype>
#include <iostream>
using namespace std;

string encrypt(const string &text, int shift) {
    string result = "";

    for (char ch : text) {
        if (isalpha(ch)) {
            char base = isupper(ch) ? 'A' : 'a';
            result += static_cast<char>((ch - base + shift) % 26 + base);
        } else {
            result += ch;
        }
    }
    return result;
}

int main() {
    string plaintext;
    int shift;

    cout << "Enter the text to encrypt: ";
    getline(cin, plaintext);

    cout << "Enter the shift value: ";
    cin >> shift;

    string ciphertext = encrypt(plaintext, shift);

    cout << "Encrypted text: " << ciphertext << endl;

    return 0;
}
```

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Results:

```
Enter the text to encrypt: strength
Enter the shift value: 5
Encrypted text: xywjslym
```

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Experiment No 3

Aim: Implementation of Playfair cipher

Description:

The Playfair cipher was the first practical digraph substitution cipher. The scheme was invented in 1854 by Charles Wheatstone but was named after Lord Playfair who promoted the use of the cipher. In Playfair cipher unlike traditional cipher, we encrypt a pair of alphabets(digraphs) instead of a single alphabet.

It was used for tactical purposes by British forces in the Second Boer War and in World War I and for the same purpose by the Australians during World War II. This was because Playfair is reasonably fast to use and requires no special equipment.

Encryption Technique

For the encryption process let us consider the following example:

Key: monarchy

Plaintext: instruments

Encryption Technique

The Playfair Cipher Encryption Algorithm:

The Algorithm consists of 2 steps:

Generate the key Square(5×5):

The key square is a 5×5 grid of alphabets that acts as the key for encrypting the plaintext. Each of the 25 alphabets must be unique and one letter of the alphabet (usually J) is omitted from the table (as the table can hold only 25 alphabets). If the plaintext contains J, then it is replaced by I.

The initial alphabets in the key square are the unique alphabets of the key in the order in which they appear followed by the remaining letters of the alphabet in order.

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Algorithm to encrypt the plain text: The plaintext is split into pairs of two letters (digraphs). If there is an odd number of letters, a Z is added to the last letter.

For example

PlainText: "instruments"

After Split: 'in' 'st' 'ru' 'me' 'nt' 'sz'

1. A pair cannot be made with the same letter. Break the letter in a single and add a bogus letter to the previous letter.

Plain Text: "hello"

After Split: 'he' 'lx' 'lo'

Here 'x' is the bogus letter.

2. If the letter is standing alone in the process of pairing, then add an extra bogus letter with the alone letter

Plain Text: "helloe"

AfterSplit: 'he' 'lx' 'lo' 'ez'

Here 'z' is the bogus letter.

Rules for Encryption:

If both the letters are in the same column: Take the letter below each one (going back to the top if at the bottom).

For example

Diagraph: "me"

Encrypted Text: cl

Encryption:

m -> c

e -> l

M	O	N	A	R
C	H	Y	B	D
E	F	G	I	K
L	P	Q	S	T
U	V	W	X	Z

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Rules for Encryption 1

If both the letters are in the same row: Take the letter to the right of each one (going back to the leftmost if at the rightmost position).

For example

Diagraph: "st"

Encrypted Text: tl

Encryption:

s -> t

t -> l

M	O	N	A	R
C	H	Y	B	D
E	F	G	I	K
L	P	Q	S	T
U	V	W	X	Z

Rules for Encryption 2

If neither of the above rules is true: Form a rectangle with the two letters and take the letters on the horizontal opposite corner of the rectangle.

For example

Diagraph: "nt"

Encrypted Text: rq

Encryption:

n -> r

t -> q

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M	O	N	A	R
C	H	Y	B	D
E	F	G	I	K
L	P	Q	S	T
U	V	W	X	Z

Rules for Encryption 3

For example

Plain Text: "instrumentsz"

Encrypted Text: gatlmzclrqtx

Encryption:

i -> g

n -> a

s -> t

t -> l

r -> m

u -> z

m -> c

e -> l

n -> r

t -> q

s -> t

z -> X

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Code:

```
#include <algorithm>
#include <cctype>
#include <cstring>
#include <iostream>
using namespace std;

char mat[5][5];
const char PADD_CHAR = 'x';
bool is_odd = false;

void generate_the_matrix(string key) {
    int checkSmall[26] = {0};
    int r = 0, c = 0;

    for (int i = 0; i < key.length(); i++) {
        if (key[i] == 'j') {
            key = key.substr(0, i) + 'i' + key.substr(i + 1);
        }

        if (checkSmall[key[i] - 'a'] == 0) {
            mat[r][c++] = key[i];
            checkSmall[key[i] - 'a'] = 1;
        }

        if (c == 5) {
            c = 0;
            r++;
        }
    }

    for (char ch = 'a'; ch <= 'z'; ch++) {
        if (ch == 'j') {
            continue;
        }

        if (checkSmall[ch - 'a'] == 0) {
            checkSmall[ch - 'a'] = 1;
            mat[r][c++] = ch;
        }
    }
}
```

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```
if (c == 5) {
    c = 0;
    r++;
}
}

string partition(string text) {
    for (int i = 0; i < text.length(); i += 2) {
        if (text[i] == text[i + 1]) {
            text.insert(i + 1, 1, PADD_CHAR);
        }
    }

    if (text.length() % 2 == 1) {
        text += PADD_CHAR;
        is_odd = true;
    }

    return text;
}

string encryption(string text, int flag) {
    string result;
    cout << "Encryption Process:\n";
    for (int i = 0; i < text.length(); i += 2) {
        int p1[2], p2[2];
        p1[0] = -1;
        p1[1] = -1;
        p2[0] = -1;
        p2[1] = -1;

        for (int j = 0; j < 5; j++) {
            for (int k = 0; k < 5; k++) {
                if (mat[j][k] == text[i]) {
                    p1[0] = j;
                    p1[1] = k;
                }
            }

            if (mat[j][k] == text[i + 1]) {
                p2[0] = j;
                p2[1] = k;
            }
        }
    }
}
```

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```
if (p1[0] != -1 && p2[0] != -1) {
    break;
}

if (p1[0] != -1 && p2[0] != -1) {
    break;
}

char ch1, ch2;
if (p1[0] == p2[0]) {
    ch1 = mat[p1[0]][(p1[1] + flag) % 5];
    ch2 = mat[p2[0]][(p2[1] + flag) % 5];
} else if (p1[1] == p2[1]) {
    ch1 = mat[(p1[0] + flag) % 5][p1[1]];
    ch2 = mat[(p2[0] + flag) % 5][p2[1]];
} else {
    ch1 = mat[p1[0]][p2[1]];
    ch2 = mat[p2[0]][p1[1]];
}

result.push_back(ch1);
result.push_back(ch2);

cout << text[i] << text[i + 1] << " ---- " << ch1 << ch2 << "\n";
}

return result;
}

int main() {
    string text, key;

    cout << "Enter the text: ";
    getline(cin, text);

    cout << "Enter the Key: ";
    getline(cin, key);

    text.erase(remove_if(text.begin(), text.end(), ::isspace), text.end());
    transform(text.begin(), text.end(), text.begin(), ::tolower);
```

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```
key.erase(remove_if(key.begin(), key.end(), ::isspace), key.end());
transform(key.begin(), key.end(), key.begin(), ::tolower);

generate_the_matrix(key);

cout << "The Playfair Matrix: " << endl;
for (int i = 0; i < 5; i++) {
    for (int j = 0; j < 5; j++) {
        cout << mat[i][j] << " ";
    }
    cout << endl;
}

string f_msg = partition(text);
cout << "\nFormatted msg: " << f_msg << "\n" << endl;

string cipher = encryption(f_msg, 1);
cout << "\nEncrypted msg: " << cipher << "\n" << endl;

cout << "Decryption Process:\n";
string decryptedMsg = encryption(cipher, 4);
cout << "\nDecrypted msg: " << decryptedMsg << endl;

return 0;
}
```

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Results:

```
Enter the text: instruments
Enter the Key: monarchy
The Playfair Matrix:
m o n a r
c h y b d
e f g i k
l p q s t
u v w x z
```

```
Formatted msg: instrumentsx
```

Encryption Process:

```
in ---- ga
st ---- tl
ru ---- mz
me ---- cl
nt ---- rq
sx ---- xa
```

```
Encrypted msg: gatlmzclrqxa
```

Decryption Process:

Encryption Process:

```
ga ---- in
tl ---- st
mz ---- ru
cl ---- me
rq ---- nt
xa ---- sx
```

```
Decrypted msg: instrumentsx
```

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Experiment No 4

Aim: Implementation of Euler's Totient Function.

Description:

Euler's Totient function? (n) for an input n is the count of numbers in $\{1, 2, 3, \dots, n-1\}$ that are relatively prime to n , i.e., the numbers whose GCD (Greatest Common Divisor) with n is 1.

Example:

$$\phi(1) = 1$$

$\text{gcd}(1, 1)$ is 1

$$\phi(2) = 1$$

$\text{gcd}(1, 2)$ is 1, but $\text{gcd}(2, 2)$ is 2.

$$\phi(3) = 2$$

$\text{gcd}(1, 3)$ is 1 and $\text{gcd}(2, 3)$ is 1

$$\phi(4) = 2$$

$\text{gcd}(1, 4)$ is 1 and $\text{gcd}(3, 4)$ is 1

$$\phi(5) = 4$$

$\text{gcd}(1, 5)$ is 1, $\text{gcd}(2, 5)$ is 1,

$\text{gcd}(3, 5)$ is 1 and $\text{gcd}(4, 5)$ is 1

$$\phi(6) = 2$$

$\text{gcd}(1, 6)$ is 1 and $\text{gcd}(5, 6)$ is 1,

Euler's totient function one may use to know how many prime numbers are coming up to the given integer ' n ' It is also called an arithmetic function. Two things are important for an application or use of Euler's totient function. One is that the gcd formed from the given integer ' n ' should be multiplicative. The other is that the numbers of gcd should be the prime numbers only. The integer ' n ' in this case should be more than 1. Calculating the Euler's totient function from a negative integer is impossible. The principle, in this case, is that for $\phi(n)$, the multiplicators called m and n should be greater than 1. Hence, denoted by $1 < m < n$ and $\text{gcd}(m, n) = 1$. Sign ϕ is the sign used to denote the totient function.

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Properties of Euler's Totient Function

There are some different properties. Some of the properties of Euler's totient function are as under:

- Φ is the symbol used to denote the function.
- The function deals with the prime numbers theory.
- The function is applicable only in the case of positive integers.
- For $\phi(n)$, one can find two multiplicative prime numbers to calculate the function.
- The function is a mathematical function and useful in many ways.
- If integer 'n' is a prime number, then $\gcd(m, n) = 1$.
- The function works on the formula $1 < m < n$, where m and n are the prime and multiplicative numbers.
- In general, the equation is:

$$\Phi(mn) = \Phi(m) * \Phi(n) (1 - 1/m) (1 - 1/n)$$

Euler's totient function is useful in many ways. One may use it in the RSA encryption system for security purposes. The function deals with the prime number theory, and it is useful in the calculation of large calculations also. One may also use this function in algebraic calculations and elementary numbers. The symbol used to denote the function is ϕ , also called a phi function. The function consists of more theoretical use rather than practical use. The practical use of the function is limited. One can understand the function through various practical examples rather than theoretical explanations. There are various rules for calculating the Euler's totient function, and different rules apply to different numbers. The function was first introduced in 1763. Due to some issues, it got recognition in 1784, and they modified the name in 1879. The function is universal and can be applied everywhere.

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Code:

```
#include <bits/stdc++.h>
using namespace std;

unordered_map<int, int> primeFactors(int n) {
    unordered_map<int, int> factors;
    for (int i = 2; i * i <= n; ++i) {
        while (n % i == 0) {
            factors[i] = factors[i] + 1;
            n /= i;
        }
    }
    if (n > 1) {
        factors[n] = factors[n] + 1;
    }
    return factors;
}

int gcd(int a, int b) { return b == 0 ? a : gcd(b, a % b); }

void printCoprimes(int n) {
    for (int i = 1; i < n; ++i) {
        if (gcd(i, n) == 1) {
            cout << i << " ";
        }
    }
    cout << endl;
}

void eulerTotient(int n) {
    unordered_map<int, int> factors = primeFactors(n);
    if (factors.size() == 1 && factors[n] == 1) {
        cout << "Euler Totient Function: " << (n - 1) << endl;
    }
    cout << "Coprimes: ";
    printCoprimes(n);
} else {
    int size = factors.size();
    if (size == 2 && factors.begin()->second == 1 &&
        next(factors.begin())->second == 1) {
```

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```
int p = factors.begin()->first;
int q = next(factors.begin())->first;
int totient = (p - 1) * (q - 1);
cout << "Euler Totient Function: " << totient << endl;
cout << "Coprimes: ";
printCoprimes(n);
} else {
    int totient = 1;
    for (const auto &entry : factors) {
        int p = entry.first;
        int k = entry.second;
        totient *= (pow(p, k) - pow(p, k - 1));
    }
    cout << "Euler Totient Function: " << totient << endl;
    cout << "Coprimes: ";
    printCoprimes(n);
}
}

int main() {
    for (int i = 1; i <= 3; i++) {
        cout << "\nEnter the number for calculating Euler Totient: ";
        int n;
        cin >> n;
        cout << endl;
        eulerTotient(n);
    }
    return 0;
}
```

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Results:

```
Enter the number for calculating Euler Totient: 19
Euler Totient Function: 18
Coprimes: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18

Enter the number for calculating Euler Totient: 60
Euler Totient Function: 16
Coprimes: 1 7 11 13 17 19 23 29 31 37 41 43 47 49 53 59

Enter the number for calculating Euler Totient: 244
Euler Totient Function: 120
Coprimes: 1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49 51 53 55 5
7 59 63 65 67 69 71 73 75 77 79 81 83 85 87 89 91 93 95 97 99 101 103 105 107 109 111 113
115 117 119 121 123 125 127 129 131 133 135 137 139 141 143 145 147 149 151 153 155 157 15
9 161 163 165 167 169 171 173 175 177 179 181 185 187 189 191 193 195 197 199 201 203 205
207 209 211 213 215 217 219 221 223 225 227 229 231 233 235 237 239 241 243
```

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Experiment No 5

Aim: Implementation of RSA cryptosystem.

Description:

The RSA algorithm is an asymmetric cryptography algorithm. Asymmetric actually means that it works on two different keys i.e. Public Key and Private Key. As the name describes the Public Key is given to everyone and the Private key is kept private.

An example of asymmetric cryptography:

A client (for example browser) sends its public key to the server and requests some data.

The server encrypts the data using the client's public key and sends the encrypted data.

The client receives this data and decrypts it.

Since this is asymmetric, nobody else except the browser can decrypt the data even if a third party has the public key of the browser.

The idea! The idea of RSA is based on the fact that it is difficult to factorize a large integer. The public key consists of two numbers where one number is a multiplication of two large prime numbers. And private key is also derived from the same two prime numbers. So if somebody can factorize the large number, the private key is compromised. Therefore encryption strength totally lies on the key size and if we double or triple the key size, the strength of encryption increases exponentially. RSA keys can be typically 1024 or 2048 bits long, but experts believe that 1024-bit keys could be broken in the near future. But till now it seems to be an infeasible task.

Let us learn the mechanism behind the RSA algorithm : >> Generating Public Key:

Select two prime no's. Suppose $P = 53$ and $Q = 59$.

Now First part of the Public key : $n = P \times Q = 3127$.

We also need a small exponent say e :

But e Must be

An integer.

Not be a factor of $\Phi(n)$.

$1 < e < \Phi(n)$ [$\Phi(n)$ is discussed below],

Let us now consider it to be equal to 3.

Our Public Key is made of n and e

>> Generating Private Key:

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We need to calculate $\Phi(n)$:

Such that $\Phi(n) = (P-1)(Q-1)$

so, $\Phi(n) = 3016$

Now calculate Private Key, d :

$d = (k * \Phi(n) + 1) / e$ for some integer k

For k = 2, value of d is 2011.

Now we are ready with our – Public Key (n = 3127 and e = 3) and Private Key(d = 2011) Now we will encrypt “HI”:

Convert letters to numbers : H = 8 and I = 9

Thus Encrypted Data $c = (89e) \bmod n$

Thus our Encrypted Data comes out to be 1394

Now we will decrypt 1394 :

Decrypted Data = $(cd) \bmod n$

Thus our Encrypted Data comes out to be 89

8 = H and I = 9 i.e. "HI".

Code:

```
#include <iostream>
using namespace std;

int power(int a, int b, int mod) {
    int x = a;
    int result = 1;
    int count = 0;
    cout << "-----" << endl;
    while (b > 0) {
        if ((b & 1) == 1)
            result = (result * a) % mod;
        if ((b & 1) == 1)
            cout << "Binary Expo: " << x << "^" << (1 << count) << endl;
        a = (a * a) % mod;
        b >>= 1;
        count++;
    }
    cout << "-----" << endl;
    return result;
}
```

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```
int encryption(int e, int m, int n) {
```

```
    if (m < n) {
```

```
        int cipher = power(m, e, n);
```

```
        return cipher;
```

```
    } else {
```

```
        return -1;
```

```
}
```

```
}
```

```
int gcd(int a, int b) {
```

```
    while (b != 0) {
```

```
        int temp = b;
```

```
        b = a % b;
```

```
        a = temp;
```

```
}
```

```
    return a;
```

```
}
```

```
int decryption(int d, int c, int n) {
```

```
    int message = power(c, d, n);
```

```
    return message;
```

```
}
```

```
int extendedEuclidean(int r1, int r2) {
```

```
    int t1 = 0;
```

```
    int t2 = 1;
```

```
    while (r2 > 0) {
```

```
        int q = r1 / r2;
```

```
        int rem = r1 % r2;
```

```
        int t = t1 - (q * t2);
```

```
        r1 = r2;
```

```
        r2 = rem;
```

```
        t1 = t2;
```

```
        t2 = t;
```

```
}
```

```
    return t1;
```

```
}
```

```
int calculateD(int e, int phi) {
```

```
    int d = extendedEuclidean(phi, e);
```

```
    if (d < 0) {
```

```
        d += phi;
```

```
}
```

```
    return d;
```

```
}
```

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```
int calculateE(int phi) {
    for (int i = 2; i < phi; i++) {
        if (gcd(phi, i) == 1) {
            return i;
        }
    }
    return -1;
}

bool isPrime(int num) {
    if (num <= 1) {
        return false;
    }
    for (int i = 2; i * i <= num; i++) {
        if (num % i == 0) {
            return false;
        }
    }
    return true;
}

int main() {
    cout << "Enter the value of p: ";
    int p;
    cin >> p;

    cout << "Enter the value of q: ";
    int q;
    cin >> q;

    if (isPrime(p) && isPrime(q)) {
        int n = p * q;
        int phi = (p - 1) * (q - 1);
        int e = calculateE(phi);
        int d = calculateD(e, phi);

        cout << "phi(n): " << phi << endl;
        cout << "e: " << e << endl;
        cout << "d: " << d << endl;

        int message;
        cout << "Enter the Message: ";
```

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```
cin >> message;
```

```
int cipher = encryption(e, message, n);
if (cipher != -1) {
    cout << "Encrypted Text: " << cipher << endl;
    int decryptedMessage = decryption(d, cipher, n);
    cout << "Decrypted Text: " << decryptedMessage << endl;
} else {
    cout << "Encryption not possible, choose big p and q." << endl;
}
} else {
    cout << "Both p and q should be prime." << endl;
}

return 0;
}
```

Results:

```
Enter the value of p: 13
Enter the value of q: 17
phi(n): 192
e: 5
d: 77
Enter the Message: 8
-----
Binary Expo: 8^1
Binary Expo: 8^4
-----
Encrypted Text: 60
-----
Binary Expo: 60^1
Binary Expo: 60^4
Binary Expo: 60^8
Binary Expo: 60^64
-----
Decrypted Text: 8
```

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Experiment No 6

Aim: Implementation of Diffie Hellman Key exchange algorithm.

Description:

Diffie-Hellman algorithm:

The **Diffie-Hellman algorithm** is one of the most important algorithms used for establishing a shared secret. At the time of exchanging data over a public network, we can use the shared secret for secret communication. We use an elliptic curve for generating points and getting a secret key using the parameters.

1. We will take four variables, i.e., **P (prime)**, **G (the primitive root of P)**, and **a and b (private values)**.
2. The variables **P** and **G** both are publicly available. The sender selects a private value, either **a** or **b**, for generating a key to exchange publicly. The receiver receives the key, and that generates a secret key, after which the sender and receiver both have the same secret key to encrypt.

Step-by-Step explanation is as follows:

Alice	Bob
Public Keys available = P, G	Public Keys available = P, G
Private Key Selected = a	Private Key Selected = b
Key generated => $x = G^a \text{ mod } P$	Key generated => $y = G^b \text{ mod } P$
The exchange of generated keys takes place	
Key received = y	key received = x
Generated Secret Key => $k_a = y^a \text{ mod } P$	Generated Secret Key => $k_b = x^b \text{ mod } P$
Algebraically, it can be shown that- $k_a = k_b$	
Users now have a symmetric secret key to encrypt	

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Example:

Step 1: Alice and Bob get public numbers $P = 23$, $G = 9$

Step 2: Alice selected a private key $a = 4$ and
Bob selected a private key $b = 3$

Step 3: Alice and Bob compute public values

Alice: $x = (9^4 \bmod 23) = (6561 \bmod 23) = 6$

Bob: $y = (9^3 \bmod 23) = (729 \bmod 23) = 16$

Step 4: Alice and Bob exchange public numbers

Step 5: Alice receives public key $y = 16$ and
Bob receives public key $x = 6$

Step 6: Alice and Bob compute symmetric keys

Alice: $ka = y^a \bmod p = 65536 \bmod 23 = 9$

Bob: $kb = x^b \bmod p = 216 \bmod 23 = 9$

Step 7: 9 is the shared secret.

Code:

```
#include <cmath>
#include <iostream>
using namespace std;

long long int power(long long int a, long long int b, long long int P) {
    if (b == 1)
        return a;

    else
        return (((long long int)pow(a, b)) % P);
}

int main() {
    long long int P, G, x, y, b, ka, kb;

    cout << "Enter the value of P: " << endl;
    cin >> P;
```

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```
cout << "Enter the value of P: " << endl;
cin >> P;

cout << "Enter the value of G: " << endl;
cin >> G;

x = power(G, a, P);

cout << "Enter the private key a for Alice: " << endl;
cin >> a;

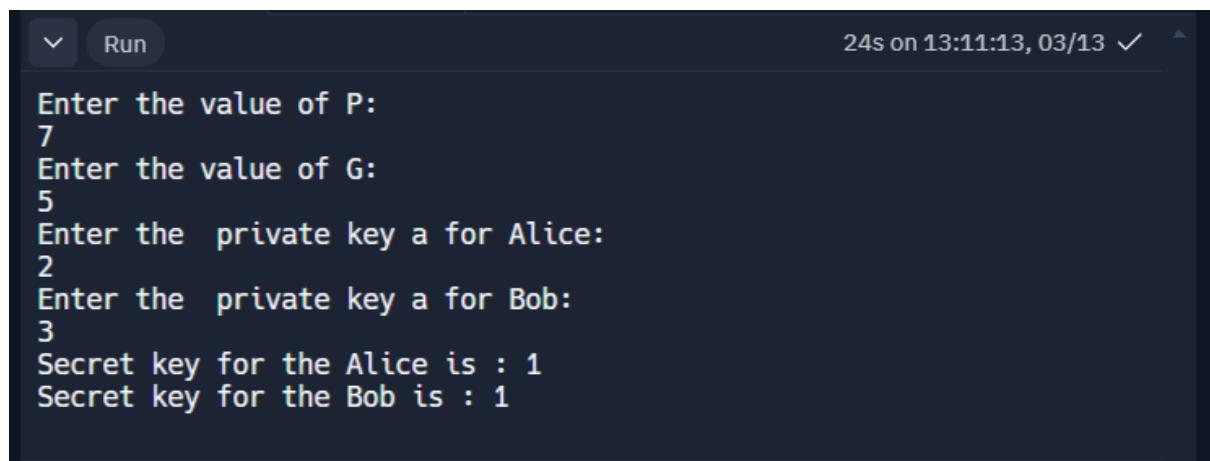
y = power(G, b, P);

ka = power(y, a, P);
kb = power(x, b, P);
cout << "Secret key for the Alice is : " << ka << endl;

cout << "Secret key for the Bob is : " << kb << endl;

return 0;
}
```

Results:



```
Enter the value of P:
7
Enter the value of G:
5
Enter the private key a for Alice:
2
Enter the private key a for Bob:
3
Secret key for the Alice is : 1
Secret key for the Bob is : 1
```

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Experiment No. 7

Aim: Study the use of network reconnaissance tools and apply the following: WHOIS, dig, traceroute, nslookup

Description:

Reconnaissance (or simply Recon) is the initial phase in the Pen Testing process. The goal of recon is to gather as much information about the target as you can. More the information, the more beneficial it will be for further phases of pen testing. Most new learners underestimate this phase and ignore it but recon is the most important phase of pen testing. Your point of view for the digital world changes if you completely understand this process. Learning to successfully conduct the recon process is a valuable skill for anyone. There are two strategies of recon i.e., Active and Passive reconnaissance.

- **Active Recon:** It means interacting directly with a target to gather information. This is not recommended because it violates the rule of “hiding traces” in pen testing.
- **Passive Recon:** It means gathering information about the target using vast information present on the internet. In it, we aren’t interacting directly with the target so there is no fear of recording or logging of our activity by target.

WHOIS:

Whois is a command-line utility used in Linux systems to retrieve information about domain names, IP addresses, and network devices registered with the Internet Corporation for Assigned Names and Numbers (ICANN). The data received by Whois consists of the name and contact information of the domain or IP address owner, the registration and expiration date, the domain registrar, and the server information. Whois command can be very useful for network administrators, web developers, and security professionals for achieving various tasks like checking network connectivity or troubleshooting. In this article, we will go through the usage of the Whois command on Linux (Ubuntu system).

The whois command is a useful tool for obtaining information about domain names, IP Addresses, and network devices registered with ICANN. Whois command is a simple and powerful tool that can be useful for network administration, web development, and security tasks, and every Linux user should be familiar with its usage. In this article, we have gone through the installation of the whois command and its usage in the form of examples.

Dig:

‘dig’ command stands for Domain Information Groper. It is used for retrieving information about DNS name servers. It is basically used by network administrators. It is used for verifying and troubleshooting DNS problems and to perform DNS lookups. Dig command replaces older tools such as nslookup and the host.

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In case of Debian/Ubuntu

```
$sudo apt-get install dnsutils
```

In case of CentOS/RedHat

```
$sudo yum install bind-utils
```

Nslookup:

Nslookup (stands for “Name Server Lookup”) is a useful command for getting information from the DNS server. It is a network administration tool for querying the Domain Name System (DNS) to obtain domain name or IP address mapping or any other specific DNS record. It is also used to troubleshoot DNS-related problems.

```
nslookup [option] [hosts]
```

Traceroute:

A traceroute provides a map of how data on the internet travels from its source to its destination. When you connect with a website, the data you get must travel across multiple devices and networks along the way, particularly routers.

A traceroute plays a different role than other diagnostic tools, such as packet capture, which analyzes data. Traceroute differs in that it examines how the data moves through the internet. Similarly, you can use Domain Name System time to live (DNS TTL) for tracerouting, but DNS TTL addresses the time needed to cache a query and does not follow the data path between routers.

```
traceroute [options] host_Address [pathlength]
```

Results:

1. Whois:

```
preexam301pc32@LAB306PC36:~$ whois youtube.com
Domain Name: YOUTUBE.COM
Registry Domain ID: 142504053 DOMAIN.COM-VRSN
Registrar WHOIS Server: whois.markmonitor.com
Registrar URL: http://www.markmonitor.com
Updated Date: 2024-01-14T09:59:57Z
Creation Date: 2005-02-15T05:13:12Z
Registry Expiry Date: 2025-02-15T05:13:12Z
Registrar: MarkMonitor Inc.
Registrar IANA ID: 292
Registrar Abuse Contact Email: abusecomplaints@markmonitor.com
Registrar Abuse Contact Phone: +1.2086851750
Domain Status: clientDeleteProhibited https://icann.org/epp#clientDeleteProhibited
Domain Status: clientTransferProhibited https://icann.org/epp#clientTransferProhibited
Domain Status: clientUpdateProhibited https://icann.org/epp#clientUpdateProhibited
Domain Status: serverDeleteProhibited https://icann.org/epp#serverDeleteProhibited
Domain Status: serverTransferProhibited https://icann.org/epp#serverTransferProhibited
Domain Status: serverUpdateProhibited https://icann.org/epp#serverUpdateProhibited
Name Server: NS1.GOOGLE.COM
Name Server: NS2.GOOGLE.COM
Name Server: NS3.GOOGLE.COM
Name Server: NS4.GOOGLE.COM
DNSSEC: unsigned
URL of the ICANN Whois Inaccuracy Complaint Form: https://www.icann.org/wicf/
>>> Last update of whois database: 2024-03-18T04:49:41Z <<<
For more information on Whois status codes, please visit https://icann.org/epp

NOTICE: The expiration date displayed in this record is the date the
registrar's sponsorship of the domain name registration in the registry is
currently set to expire. This date does not necessarily reflect the expiration
date of the domain name registrant's agreement with the sponsoring
registrar. Users may consult the sponsoring registrar's Whois database to
view the registrar's reported date of expiration for this registration.

TERMS OF USE: You are not authorized to access or query our Whois
database through the use of electronic processes that are high-volume and
automated except as reasonably necessary to register domain names or
modify existing registrations; the Data in VeriSign Global Registry
is periodically updated by VeriSign to ensure its accuracy.
```

```
preexam301pc32@LAB306PC36:~$ whois youtube.com
File Edit View Search Terminal Help
information purposes only, and to assist persons in obtaining information
about or related to a domain name registration record. VeriSign does not
guarantee its accuracy. By submitting a Whois query, you agree to abide
by the following terms of use: You agree that you may use this Data only
for lawful purposes and that under no circumstances will you use this Data
to: (1) allow, enable, or otherwise support the transmission of mass
unsolicited, commercial advertising or solicitations via e-mail, telephone,
or facsimile; or (2) enable high volume, automated, electronic processes
that apply to VeriSign (or its computer systems). The compilation,
repackaging, dissemination or other use of this Data is expressly
prohibited without the prior written consent of VeriSign. You agree not to
use electronic processes that are automated and high-volume to access or
query the Whois database except as reasonably necessary to register
domain names or modify existing registrations. VeriSign reserves the right
to restrict your access to the Whois database in its sole discretion to ensure
operational stability. VeriSign may restrict or terminate your access to the
Whois database for failure to abide by these terms of use. VeriSign
reserves the right to modify these terms at any time.

The Registry database contains ONLY .COM, .NET, .EDU domains and
Registrars.
Domain Name: youtube.com
Registry Domain ID: 142504053 DOMAIN.COM-VRSN
Registrar WHOIS Server: whois.markmonitor.com
Registrar URL: http://www.markmonitor.com
Updated Date: 2024-01-14T09:59:58+0000
Creation Date: 2005-02-15T05:13:12+0000
Registrar Registration/Expiry Date: 2025-02-15T00:00:00+0000
Registrar: MarkMonitor, Inc.
Registrar IANA ID: 292
Registrar Abuse Contact Email: abusecomplaints@markmonitor.com
Registrar Abuse Contact Phone: +1.2086851750
Domain Status: clientUpdateProhibited (https://www.icann.org/epp#clientUpdateProhibited)
Domain Status: clientTransferProhibited (https://www.icann.org/epp#clientTransferProhibited)
Domain Status: clientDeleteProhibited (https://www.icann.org/epp#clientDeleteProhibited)
Domain Status: serverUpdateProhibited (https://www.icann.org/epp#serverUpdateProhibited)
Domain Status: serverTransferProhibited (https://www.icann.org/epp#serverTransferProhibited)
Domain Status: serverDeleteProhibited (https://www.icann.org/epp#serverDeleteProhibited)
Registrant Organization: Google LLC
Registrant State/Province: CA
```

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```
preexam301pc32@LAB306PC36: ~
File Edit View Search Terminal Help
For more information on WHOIS status codes, please visit:
  https://www.icann.org/resources/pages/epp-status-codes

If you wish to contact this domain's Registrant, Administrative, or Technical
contact, and such email address is not visible above, you may do so via our web
form, pursuant to ICANN's Temporary Specification. To verify that you are not a
robot, please enter your email address to receive a link to a page that
facilitates email communication with the relevant contact(s).

Web-based WHOIS:
  https://domains.markmonitor.com/whois

If you have a legitimate interest in viewing the non-public WHOIS details, send
your request and the reasons for your request to whoisrequest@markmonitor.com
and specify the domain name in the subject line. We will review that request and
may ask for supporting documentation and explanation.

The data in MarkMonitor's WHOIS database is provided for information purposes,
and to assist persons in obtaining information about or related to a domain
name's registration record. While MarkMonitor believes the data to be accurate,
the data is provided "as is" with no guarantee or warranties regarding its
accuracy.

By submitting a WHOIS query, you agree that you will use this data only for
lawful purposes and that, under no circumstances will you use this data to:
  (1) allow, enable, or otherwise support the transmission by email, telephone,
  or facsimile of mass, unsolicited, commercial advertising, or spam; or
  (2) enable high volume, automated, or electronic processes that send queries,
  data, or email to MarkMonitor (or its systems) or the domain name contacts (or
  its systems).

MarkMonitor reserves the right to modify these terms at any time.

By submitting this query, you agree to abide by this policy.

MarkMonitor Domain Management(TM)
Protecting companies and consumers in a digital world.

Visit MarkMonitor at: https://www.markmonitor.com
Contact us at: 1-800-745-0220
```

dig:

```
preexam301pc32@LAB306PC36: ~
File Edit View Search Terminal Help
preexam301pc32@LAB306PC36:~$ dig www.youtube.com

; <>> DiG 9.18.12-Ubuntu0.22.04.1-Ubuntu <>> www.youtube.com
;; global options: +cmd
;; Got answer:
;; ->>HEADER<<- opcode: QUERY, status: NOERROR, id: 59330
;; flags: qr rd ra; QUERY: 1, ANSWER: 17, AUTHORITY: 0, ADDITIONAL: 1

;; OPT PSEUDOSECTION:
; EDNS: version: 0, flags:; udp: 65494
;; QUESTION SECTION:
;www.youtube.com.      IN      A

;; ANSWER SECTION:
www.youtube.com.    238    IN      CNAME   youtube-ui.l.google.com.
youtube-ui.l.google.com. 238    IN      A       142.250.199.142
youtube-ui.l.google.com. 238    IN      A       142.250.199.174
youtube-ui.l.google.com. 238    IN      A       142.251.42.110
youtube-ui.l.google.com. 238    IN      A       142.250.70.46
youtube-ui.l.google.com. 238    IN      A       142.250.70.78
youtube-ui.l.google.com. 238    IN      A       142.250.70.110
youtube-ui.l.google.com. 238    IN      A       142.250.71.110
youtube-ui.l.google.com. 238    IN      A       172.217.167.174
youtube-ui.l.google.com. 238    IN      A       172.217.174.238
youtube-ui.l.google.com. 238    IN      A       216.58.203.14
youtube-ui.l.google.com. 238    IN      A       172.217.166.174
youtube-ui.l.google.com. 238    IN      A       142.250.183.14
youtube-ui.l.google.com. 238    IN      A       142.250.183.142
youtube-ui.l.google.com. 238    IN      A       142.250.183.174
youtube-ui.l.google.com. 238    IN      A       142.250.183.206
youtube-ui.l.google.com. 238    IN      A       142.250.66.14

;; Query time: 8 msec
;; SERVER: 127.0.0.53#53(127.0.0.53) (UDP)
;; WHEN: Mon Mar 18 10:22:40 IST 2024
;; MSG SIZE  rcvd: 334

preexam301pc32@LAB306PC36:~$
```

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nslookup:

```
File Edit View Search Terminal Help
preexam301pc32@LAB306PC36:~$ nslookup -type=mx youtube.com
Server:      127.0.0.53
Address:     127.0.0.53#53

Non-authoritative answer:
youtube.com    mail exchanger = 0 smtp.google.com.

Authoritative answers can be found from:
preexam301pc32@LAB306PC36:~$
```

tr:

```
File Edit View Search Terminal Help
preexam301pc32@LAB306PC36:~$ traceroute www.youtube.com
traceroute to www.youtube.com (172.217.174.238), 30 hops max, 60 byte packets
 1 gateway (192.168.31.1)  1.698 ms  1.685 ms  1.678 ms
 2 203.212.25.1 (203.212.25.1)  3.734 ms  3.727 ms  3.729 ms
 3 203.212.24.53 (203.212.24.53)  3.714 ms  3.708 ms  3.702 ms
 4 10.10.226.153 (10.10.226.153)  4.927 ms *  6.873 ms
 5 72.14.242.50 (72.14.242.50)  6.866 ms  6.854 ms  6.847 ms
 6 * * *
 7 142.251.77.96 (142.251.77.96)  6.736 ms 142.250.235.10 (142.250.235.10)  5.445 ms 192.178.86.240 (192.178.86.240)  6.353 ms
 8 142.250.226.134 (142.250.226.134)  14.765 ms 192.178.110.248 (192.178.110.248)  5.384 ms  5.370 ms
 9 192.178.110.105 (192.178.110.105)  5.356 ms bom12s03-in-f14.e1e100.net (172.217.174.238)  5.340 ms 192.178.110.107 (192.178.110.107)  6.265 ms
preexam301pc32@LAB306PC36:~$
```

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Batch: C32

Name: Om Shete

Experiment No 8

Aim: Study and implementation of packet sniffer tool: wireshark

Description:

What is Wireshark?

Wireshark is a widely used, open source [network analyzer](#) that can capture and display real-time details of network traffic. It is particularly useful for troubleshooting network issues, analyzing network protocols and ensuring network security.

Networks must be monitored to ensure smooth operations and security. Popular with academic institutions, government agencies, corporations and nonprofits, Wireshark is one such tool that can offer an in-depth view into network activities, diagnose [network performance issues](#) or identify [potential security threats](#).

Key features of Wireshark

Wireshark seeks to simplify and enhance the process of network traffic analysis. Each function is designed to offer unique insights and control over network activities. Here are some of its core features:

- **Packet capture (PCAP).** Converts network traffic into a human-readable format, making it easier to understand and diagnose concerns.
- **Real-time analysis.** Provides a live view of network traffic, offering immediate insights into ongoing network activities.
- **Filtering capabilities.** Enables users to focus on specific types of network traffic, making analysis more efficient and targeted.
- **Graphical user interface (GUI).** Designed for ease of use, ensures that both beginners and experts can navigate and analyze data effectively

Common uses for Wireshark

Wireshark can be used to examine the details of traffic at a variety of levels, ranging from connection-level information to the bits constituting a single [packet](#).

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PCAP can provide a network administrator with information about individual packets, including transmit time, source, destination, protocol type and header data. This information can be useful for evaluating security events and troubleshooting network security device issues.

Wireshark's capabilities extend beyond just monitoring to address other network administration tasks:

- **Network troubleshooting.** Pinpoints and resolves network issues with the comprehensive data Wireshark provides.
- **Security analysis.** Detects and analyzes potential security threats in the network.
- **Performance analysis.** Monitors and optimizes network performance to ensure smooth operations.
- **Protocol analysis.** Gains insights into the behavior of individual protocols within the network.

Supported file formats in Wireshark

Wireshark is known for its versatility and the wide array of file formats it supports. The primary file format used by Wireshark to save PCAPs is PcapNG, which stands for Packet Capture Next Generation. This format is recognized for its flexibility in capturing and storing packet data.

To support interoperability with third-party protocol analyzers, Wireshark also has the ability to read and save packet data in other file formats, including CAP and PCAP.

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Results:

The screenshots show the Wireshark interface with two captures displayed:

- http.request:** This capture shows an HTTP GET request from 192.168.31.52 to 192.168.31.97. The request is for the URL `http://connectivity-check.ubuntu.com/`. The raw hex and ASCII data are shown below the packet details.
- dns:** This capture shows several DNS queries from 192.168.31.52 to 192.168.31.52. The queries include standard queries for `ssl.gstatic.com`, `play.google.com`, and `connectivity-check.ubuntu.com`. The raw hex and ASCII data are shown below the packet details.

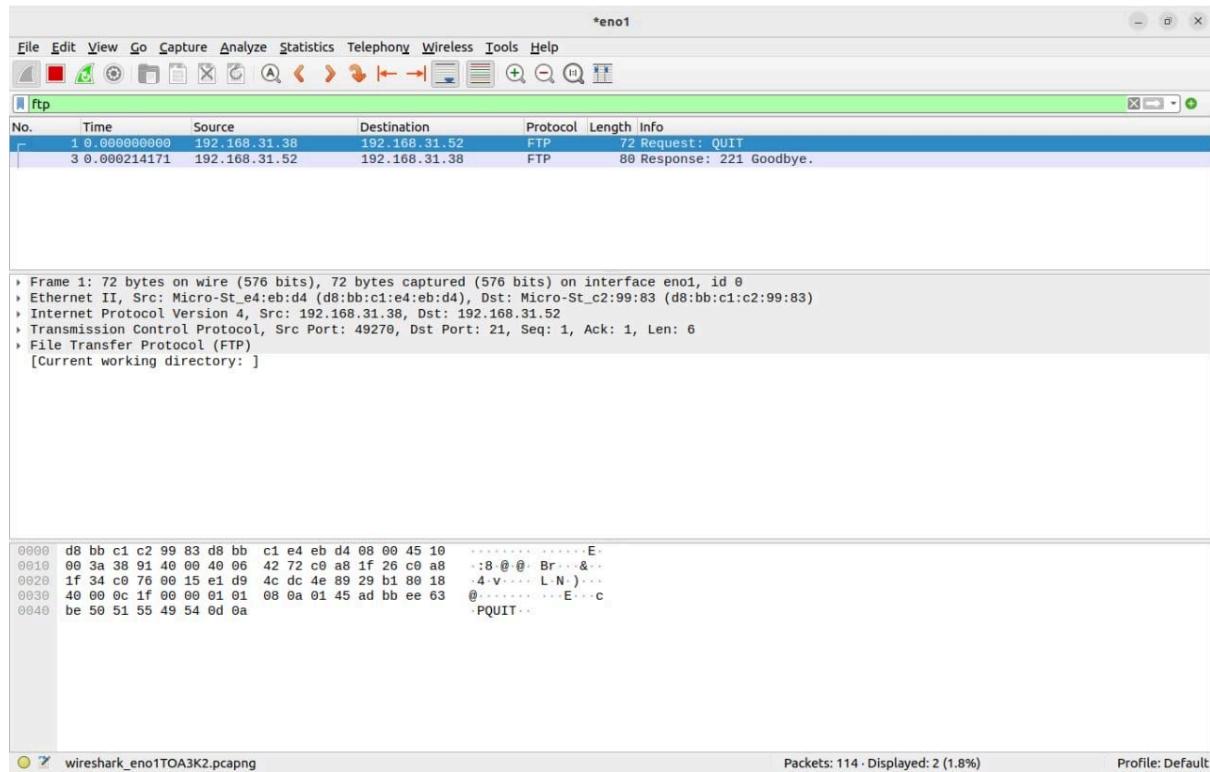
Packets: 2878 - Displayed: 285 (9.9%) Profile: Default

Packets: 2130 - Displayed: 38 (1.8%) Profile: Default

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Open   vsftpd.conf
/etc

Save

```
1 # Example config file /etc/vsftpd.conf
2 #
3 # The default compiled in settings are fairly paranoid. This sample file
4 # loosens things up a bit, to make the ftp daemon more usable.
5 # Please see vsftpd.conf.5 for all compiled in defaults.
6 #
7 # READ THIS: This example file is NOT an exhaustive list of vsftpd options.
8 # Please read the vsftpd.conf.5 manual page to get a full idea of vsftpd's
9 # capabilities.
10 #
11 #
12 # Run standalone? vsftpd can run either from an inetd or as a standalone
13 # daemon started from an initscript.
14 listen=NO
15 #
16 # This directive enables listening on IPv6 sockets. By default, listening
17 # on the IPv6 "any" address (::) will accept connections from both IPv6
18 # and IPv4 clients. It is not necessary to listen on *both* IPv4 and IPv6
19 # sockets. If you want that (perhaps because you want to listen on specific
20 # addresses) then you must run two copies of vsftpd with two configuration
21 # files.
22 listen_ipv6=YES
23 #
24 # Allow anonymous FTP? (Disabled by default).
25 anonymous_enable=YES
26 #
27 # Uncomment this to allow local users to log in.
28 local_enable=YES
29 #
30 # Uncomment this to enable any form of FTP write command.
31 write_enable=YES
32 #
33 # Default umask for local users is 077. You may wish to change this to 022,
34 # if your users expect that (022 is used by most other ftpd's)
35 local_umask=022
36 #
37 # Uncomment this to allow the anonymous FTP user to upload files. This only
```

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The image displays two separate instances of the Wireshark network traffic analyzer.

Top Window (wireshark_eno1L4SK2.pcapng):

- Protocol View:** Shows a list of captured frames. Frame 70 is selected, showing details for a TCP SYN packet from 192.168.31.52 to 91.189.91.97. The Info column shows the raw hex and ASCII data for the frame.
- Details View:** Provides a detailed breakdown of the selected frame's structure, including fields like Source Port (46922), Destination Port (80), Sequence Number (0), Acknowledgment Number (0), and Flags (0x002 (SYN)).
- Hex View:** Displays the raw binary data of the selected frame.

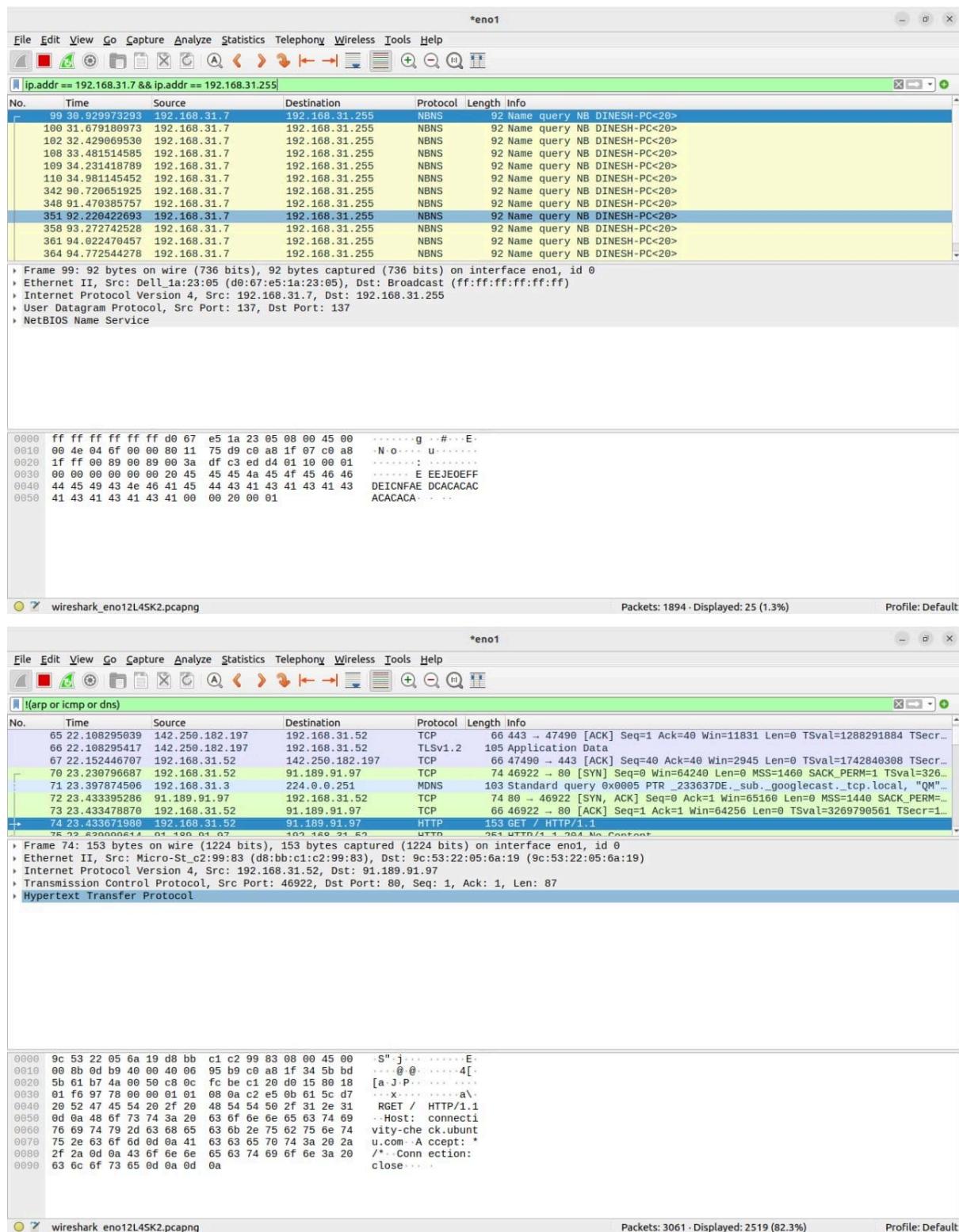
Bottom Window (wireshark_eno1L4SK2.pcapng):

- Protocol View:** Shows a list of captured frames. Frame 36 is selected, showing details for an LLNMR query from 192.168.31.7 to 192.168.31.255.
- Details View:** Provides a detailed breakdown of the selected frame's structure, including fields like Source (192.168.31.7), Destination (192.168.31.255), Protocol (LLNMR), and Info (Standard query 0xb07 A DINESH-PC).
- Hex View:** Displays the raw binary data of the selected frame.

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Batch: C32

Name: Om Shete

The screenshots show the Wireshark interface displaying network traffic. The top window is titled "eno1" and shows a list of captured packets. The bottom window is also titled "eno1" and shows a subset of traffic related to an HTTP session.

Top Window (eno1):

- Packets:** 518 · **Displayed:** 35 (6.8%)
- Profile:** Default
- Selected Packets:** Several frames are selected, including:
 - Frame 36: 60 bytes on wire (480 bits), 60 bytes captured (480 bits) on interface eno1, id 0
 - Ethernet II, Src: Dell_1a:23:05 (d0:67:e5:1a:23:05), Dst: IPv4mcast_16 (01:00:5e:00:00:16)
 - Internet Protocol Version 4, Src: 192.168.31.7, Dst: 224.0.0.22
 - Internet Group Management Protocol
- Hex View:** Shows the raw byte sequence for the selected frames.
- Selected Frame Details:** Frame 36 (HTTP/1.1 GET /) is shown in detail, including its structure and content.

Bottom Window (eno1):

- Packets:** 2032 · **Displayed:** 2 (0.1%)
- Profile:** Default
- Selected Packets:** Two frames are selected, both labeled "http":
 - Frame 74: 153 bytes on wire (1224 bits), 153 bytes captured (1224 bits) on interface eno1, id 0
 - Ethernet II, Src: Micro-St_c2:99:83 (d8:bb:c2:99:83), Dst: 9c:53:22:05:6a:19 (9c:53:22:05:6a:19)
 - Internet Protocol Version 4, Src: 192.168.31.52, Dst: 91.189.91.97
 - Transmission Control Protocol, Src Port: 46922, Dst Port: 80, Seq: 1, Ack: 1, Len: 87
 - Hypertext Transfer Protocol
 - GET / HTTP/1.1\r\nHost: connectivity-check.ubuntu.com\r\nAccept: */*\r\nConnection: close\r\n\r\n[Full request URI: http://connectivity-check.ubuntu.com/]
[HTTP request 1/1]
[Response in frame: 75]
- Hex View:** Shows the raw byte sequence for the selected http frames.
- Selected Frame Details:** Frame 74 (HTTP/1.1 GET /) is shown in detail, including its structure and content.

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Experiment No 9

Aim: Design of personal firewall using iptables.

Description:

A firewall is a network security device that prevents unauthorized access to a network. It monitors both incoming and outgoing traffic using a predefined set of security rules to detect and prevent threats.

What is Firewall?

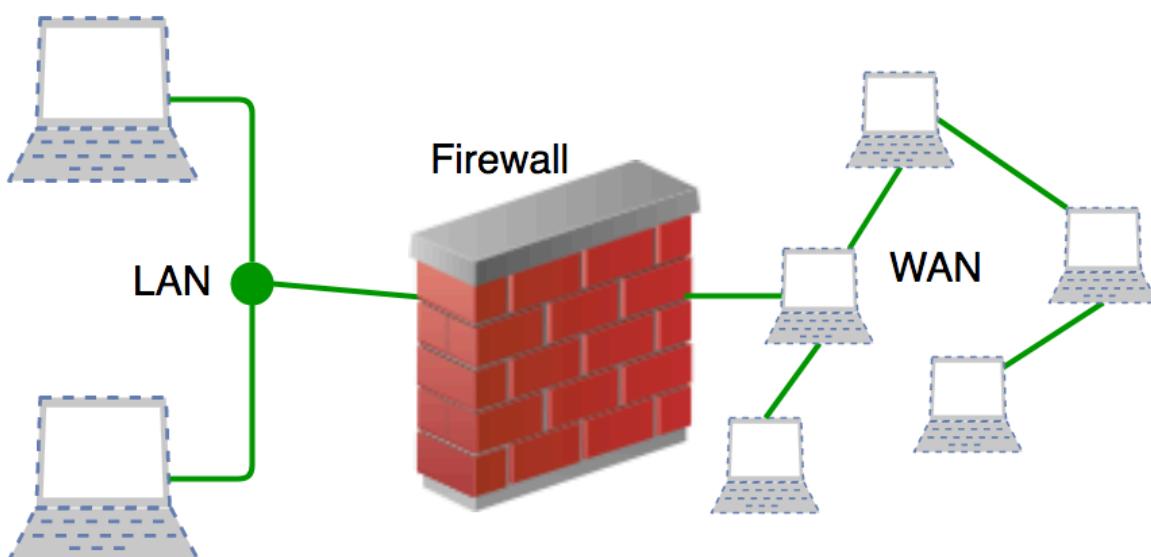
A firewall is a network security device, either hardware or software-based, which monitors all incoming and outgoing traffic and based on a defined set of security rules accepts, rejects, or drops that specific traffic.

Accept: allow the traffic

Reject: block the traffic but reply with an “unreachable error”

Drop: block the traffic with no reply

A firewall is a type of network security device that filters incoming and outgoing network traffic with security policies that have previously been set up inside an organization. A firewall is essentially the wall that separates a private internal network from the open Internet at its very basic level.



Designing a personal firewall using iptables involves creating rules to control incoming and outgoing traffic on a Linux system. Below is a basic design outline for a personal firewall using iptables:

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Define Default Policies: Set default policies for INPUT, OUTPUT, and FORWARD chains to DROP or REJECT to ensure that traffic is only allowed if explicitly permitted.

```
sudo iptables -P INPUT DROP  
sudo iptables -P FORWARD DROP  
sudo iptables -P OUTPUT ACCEPT
```

Allow Established Connections: Allow traffic related to established connections. This ensures that responses to outgoing connections are allowed back in.

```
sudo iptables -A INPUT -m conntrack --ctstate ESTABLISHED,RELATED -j ACCEPT
```

Allow Loopback Interface: Allow traffic on the loopback interface, which is essential for internal communication.

```
sudo iptables -A INPUT -i lo -j ACCEPT  
sudo iptables -A OUTPUT -o lo -j ACCEPT
```

Allow Specific Incoming Connections: Allow incoming connections for specific services or ports you want to make accessible from outside.

```
sudo iptables -A INPUT -p tcp --dport <port_number> -j ACCEPT  
sudo iptables -A INPUT -p udp --dport <port_number> -j ACCEPT
```

Allow Outgoing Connections: Allow outgoing connections from your system.

```
sudo iptables -A OUTPUT -m conntrack --ctstate ESTABLISHED,RELATED -j ACCEPT
```

Logging: Optionally, you can log dropped packets to track potential security issues.

```
sudo iptables -A INPUT -j LOG --log-prefix "iptables: INPUT DROP: "  
sudo iptables -A OUTPUT -j LOG --log-prefix "iptables: OUTPUT DROP: "
```

Save and Apply Rules: Once you have configured the rules, save them and ensure they are applied on system reboot.

```
sudo iptables-save > /etc/iptables/rules.v4  
sudo systemctl enable netfilter-persistent  
sudo systemctl start netfilter-persistent
```

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Results:

```
libip4tc2 libip6tc2 libxtables12
Suggested packages:
  firewalld
The following packages will be upgraded:
  iptables libip4tc2 libip6tc2 libxtables12
4 upgraded, 0 newly installed, 0 to remove and 74 not upgraded.
Need to get 527 kB of archives.
After this operation, 0 B of additional disk space will be used.
Do you want to continue? [Y/n] y
Get:1 http://in.archive.ubuntu.com/ubuntu jammy-updates/main amd64 iptables amd64 1.8.7-1ubuntu5
Get:2 http://in.archive.ubuntu.com/ubuntu jammy-updates/main amd64 libxtables12 amd64 1.8.7-1ubuntu5
Get:3 http://in.archive.ubuntu.com/ubuntu jammy-updates/main amd64 libip6tc2 amd64 1.8.7-1ubuntu5
Get:4 http://in.archive.ubuntu.com/ubuntu jammy-updates/main amd64 libip4tc2 amd64 1.8.7-1ubuntu5
Fetched 527 kB in 2s (276 kB/s)
(Reading database ... 310344 files and directories currently installed.)
Preparing to unpack .../iptables_1.8.7-1ubuntu5.2_amd64.deb ...
Unpacking iptables (1.8.7-1ubuntu5.2) over (1.8.7-1ubuntu5.1) ...
Preparing to unpack .../libxtables12_1.8.7-1ubuntu5.2_amd64.deb ...
Unpacking libxtables12:amd64 (1.8.7-1ubuntu5.2) over (1.8.7-1ubuntu5.1) ...
Preparing to unpack .../libip6tc2_1.8.7-1ubuntu5.2_amd64.deb ...
Unpacking libip6tc2:amd64 (1.8.7-1ubuntu5.2) over (1.8.7-1ubuntu5.1) ...
Preparing to unpack .../libip4tc2_1.8.7-1ubuntu5.2_amd64.deb ...
Unpacking libip4tc2:amd64 (1.8.7-1ubuntu5.2) over (1.8.7-1ubuntu5.1) ...
Setting up libip4tc2:amd64 (1.8.7-1ubuntu5.2) ...
Setting up libip6tc2:amd64 (1.8.7-1ubuntu5.2) ...
Setting up libxtables12:amd64 (1.8.7-1ubuntu5.2) ...
Setting up iptables (1.8.7-1ubuntu5.2) ...
Processing triggers for man-db (2.10.2-1) ...
Processing triggers for libc-bin (2.35-0ubuntu3.6) ...
root@admini-OptiPlex-3050:/home/admini# ipconfig
Command 'ipconfig' not found, did you mean:
  command 'ifconfig' from deb net-tools (1.60+git20181103.0eebece-1ubuntu5)
  command 'iwconfig' from deb wireless-tools (30-pre9-13.1ubuntu4)
  command 'iconfig' from deb ipmiutil (3.1.8-1)
Try: apt install <deb name>
root@admini-OptiPlex-3050:/home/admini# ifconfig
enp2s0: flags=4163<UP,BROADCAST,RUNNING,MULTICAST> mtu 1500
      inet 192.168.1.161 netmask 255.255.252.0 broadcast 192.168.3.255
        brd 192.168.3.255 scope link
          link-layer ...
enp2s0: flags=4163<UP,BROADCAST,RUNNING,MULTICAST> mtu 1500
      inet 192.168.1.161 netmask 255.255.252.0 broadcast 192.168.3.255
      inet6 fe80::d60c:de4c:a36f:8c3b prefixlen 64 scopeid 0x20<link>
        ether d8:9e:f3:2b:0d:92 txqueuelen 1000 (Ethernet)
          RX packets 4563 bytes 5598144 (5.5 MB)
          RX errors 0 dropped 1 overruns 0 frame 0
          TX packets 2097 bytes 217870 (217.8 KB)
          TX errors 0 dropped 0 overruns 0 carrier 0 collisions 0
lo: flags=73<UP,LOOPBACK,RUNNING> mtu 65536
      inet 127.0.0.1 netmask 255.0.0.0
      inet6 ::1 prefixlen 128 scopeid 0x10<host>
        loop txqueuelen 1000 (Local Loopback)
          RX packets 339 bytes 45851 (45.8 KB)
          RX errors 0 dropped 0 overruns 0 frame 0
          TX packets 339 bytes 45851 (45.8 KB)
          TX errors 0 dropped 0 overruns 0 carrier 0 collisions 0
wlp3s0: flags=4099<UP,BROADCAST,MULTICAST> mtu 1500
      ether 00:21:6b:fe:69:24 txqueuelen 1000 (Ethernet)
        RX packets 0 bytes 0 (0.0 B)
        RX errors 0 dropped 0 overruns 0 frame 0
        TX packets 0 bytes 0 (0.0 B)
        TX errors 0 dropped 0 overruns 0 carrier 0 collisions 0
root@admini-OptiPlex-3050:/home/admini# ipaddress
Command 'ipaddress' not found, did you mean:
  command 'ip-address' from snap ip-address (1.0.0)
See 'snap info <snapname>' for additional versions.
root@admini-OptiPlex-3050:/home/admini# ip-address
Command 'ip-address' not found, but can be installed with:
  snap install ip-address
root@admini-OptiPlex-3050:/home/admini# sudo-apt install ip-address
sudo-apt: command not found
root@admini-OptiPlex-3050:/home/admini# snap install ip-address
ip-address 1.0.0 from Daniel Dewberry (dwd-daniel) installed
root@admini-OptiPlex-3050:/home/admini# ip-address
ip       : 203.212.24.36
```

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```
admini@admini-OptiPlex-3050:~$ sudo su root
[sudo] password for admini:
root@admini-OptiPlex-3050:/home/admini# apt-get update
Hit:1 https://packages.microsoft.com/repos/code stable InRelease
Ign:2 https://cloud.r-project.org/bin/linux/ubuntu jammy InRelease
Hit:3 http://security.ubuntu.com/ubuntu jammy-security InRelease
Hit:4 http://in.archive.ubuntu.com/ubuntu jammy InRelease
Hit:5 https://ppa.launchpadcontent.net/wireshark-dev/stable/ubuntu jammy InRelease
Hit:6 http://in.archive.ubuntu.com/ubuntu jammy-updates InRelease
Err:7 https://cloud.r-project.org/bin/linux/ubuntu jammy Release
  404  Not Found [IP: 108.158.61.26 443]
Hit:8 http://in.archive.ubuntu.com/ubuntu jammy-backports InRelease
Reading package lists... Done
E: The repository 'https://cloud.r-project.org/bin/linux/ubuntu jammy Release' does not have a Release file.
N: Updating from such a repository can't be done securely, and is therefore disabled by default.
N: See apt-secure(8) manpage for repository creation and user configuration details.
root@admini-OptiPlex-3050:/home/admini# apt-get iptables
E: Invalid operation iptables
root@admini-OptiPlex-3050:/home/admini# apt-get install iptables
Reading package lists... Done
Building dependency tree... Done
Reading state information... Done
The following packages were automatically installed and are no longer required:
  chromium-codecs-ffmpeg-extra gstreamer1.0-vaapi i965-va-driver
  intel-media-va-driver libbaacs0 libbaom3 libbass9 libavcodec58 libavformat58
  libavutil56 libbdplus0 libbluray2 libbs2b0 libchromaprint1 libcodec2-1.0
  libdav1ds libflashrom1 libflite1 libftdi1-2 libgme0 libgsml
  libgstreamer-plugins-bad1.0-0 libigdgmm12 liblilv-0-0 libllvm13 libmfx1
  libmysofa1 libnorm1 libopenmpt0 libpgm-5.3-0 libpostproc55 librabbitmq4
  librubberband2 libserd-0-0 libshine3 libsord-0-0 libsratom-0-0
  libsrts1.4-gnutls libswresample3 libwscale5 libudfread0 libva-drm2
  libva-wayland2 libva-x11-2 libva2 libvdpau1 libvidstab1.1 libx265-199
  libxvidcore4 libzimg2 libzmq5 libzvbi-common libzvbi0 mesa-va-drivers
  mesa-vdpau-drivers pocketsphinx-en-us va-driver-all vdpau-driver-all
Use 'sudo apt autoremove' to remove them.
The following additional packages will be installed:
  libip4tc2 libip6tc2 libxtables12
Suggested packages:
  firewalld
```

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Batch: C32

Name: Om Shete

```
root@admini-OptiPlex-3050:/home/admini# ip-address
ip          : 203.212.24.36
country     : India
country_iso: IN
country_eu  : False
region_name: Maharashtra
zip_code   : 400070
city        : Mumbai
latitude    : 19.0748
longitude   : 72.8856
time_zone   : Asia/Kolkata
asn         : AS45243
asn_org     : FX Wireless Technology Solutions Pvt. Ltd.
root@admini-OptiPlex-3050:/home/admini# ^C
root@admini-OptiPlex-3050:/home/admini# iptables -L
Chain INPUT (policy ACCEPT)
target    prot opt source          destination
Chain FORWARD (policy ACCEPT)
target    prot opt source          destination
Chain OUTPUT (policy ACCEPT)
target    prot opt source          destination
root@admini-OptiPlex-3050:/home/admini# iptables -I OUTPUT -s 203.212.24.36
root@admini-OptiPlex-3050:/home/admini# iptables -I OUTPUT -s 203.212.24.36 -d 203.212.24
root@admini-OptiPlex-3050:/home/admini# ifconfig
enp2s0: flags=4163<UP,BROADCAST,RUNNING,MULTICAST> mtu 1500
        inet 192.168.1.161 netmask 255.255.252.0 broadcast 192.168.3.255
        inet6 fe80::d60c:de4c:a36f:8c3b/64 scopeid 0x20<link>
          ether d8:9e:f3:2b:0d:92 txqueuelen 1000 (Ethernet)
            RX packets 8657 bytes 11518308 (11.5 MB)
            RX errors 0 dropped 1 overruns 0 frame 0
            TX packets 4196 bytes 406880 (406.8 KB)
            TX errors 0 dropped 0 overruns 0 carrier 0 collisions 0

lo: flags=73<UP,LOOPBACK,RUNNING> mtu 65536
        inet 127.0.0.1 netmask 255.0.0.0
        inet6 ::1 prefixlen 128 scopeid 0x10<host>
          loop txqueuelen 1000 (Localhost)
            RX errors 0 dropped 0 overruns 0 frame 0
            TX packets 359 bytes 48217 (48.2 KB)
            TX errors 0 dropped 0 overruns 0 carrier 0 collisions 0

wlp3s0: flags=4099<UP,BROADCAST,MULTICAST> mtu 1500
        ether 00:21:6b:fe:69:24 txqueuelen 1000 (Ethernet)
          RX packets 0 bytes 0 (0.0 B)
          RX errors 0 dropped 0 overruns 0 frame 0
          TX packets 0 bytes 0 (0.0 B)
          TX errors 0 dropped 0 overruns 0 carrier 0 collisions 0

root@admini-OptiPlex-3050:/home/admini# ^C
root@admini-OptiPlex-3050:/home/admini# iptables -I OUTPUT -s 192.168.1.161 -d 192.168.1.193
root@admini-OptiPlex-3050:/home/admini# iptables -I OUTPUT -s 192.168.1.161 -d 192.168.1.193 -p icmp -j DROP
root@admini-OptiPlex-3050:/home/admini# ping 192.168.1.193
PING 192.168.1.193 (192.168.1.193) 56(84) bytes of data.
^C
--- 192.168.1.193 ping statistics ---
121 packets transmitted, 0 received, 100% packet loss, time 122887ms

root@admini-OptiPlex-3050:/home/admini# iptables -I OUTPUT -s 192.168.1.161 -d 192.168.1.193 -p icmp -j ACCEPT
root@admini-OptiPlex-3050:/home/admini# iptables -I OUTPUT -s 192.168.1.161 -d 192.168.1.193 -p icmp -j REJECT
root@admini-OptiPlex-3050:/home/admini# iptables -I OUTPUT -s 192.168.1.161 -d 192.168.1.193 -p icmp -j ACCEPT
root@admini-OptiPlex-3050:/home/admini# iptables -F
root@admini-OptiPlex-3050:/home/admini# iptables -t filter -I OUTPUT -m string --string whatsapp.com
iptables v1.8.7 (nf_tables): string: option "--algo" must be specified

Try `iptables -h` or `iptables --help` for more information.
root@admini-OptiPlex-3050:/home/admini# iptables -t filter -I OUTPUT -m string --string whatsapp.com -j REJECT
iptables v1.8.7 (nf_tables): string: option "--algo" must be specified

Try `iptables -h` or `iptables --help` for more information.
root@admini-OptiPlex-3050:/home/admini# iptables -t filter -I OUTPUT -m string --string google.com -j REJECT --algo kmp
root@admini-OptiPlex-3050:/home/admini# iptables -t filter -I OUTPUT -m string --string google.com -j ACCEPT --algo kmp
root@admini-OptiPlex-3050:/home/admini# iptables -I OUTPUT -s 192.168.1.161 -d 192.168.1.193 -p icmp -j ACCEPT
```

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Experiment No 10

Aim: Simulate Buffer overflow attack using Splint

Description:

Buffer overflow is a mistake that exist in some C implementations. These classes of bugs are dangerous as they write past the end of a buffer or array and hence corrupt the process stack. They often change the return address of a process after a function call to a secret memory location where a malicious code is planted.

There are main two types

- Stack based attacks
- Heap based attacks

Heap-based attacks flood the memory space reserved for a program, but the difficulty involved with performing such an attack makes them rare. Stack-based buffer overflows are by far the most common.

Splint is a tool for statically checking C programs for security vulnerabilities and programming mistakes. Splint does many of the traditional lint checks including unused declarations, type inconsistencies, use before definition, unreachable code, ignored return values, execution paths with no return, likely infinite loops, and fall through cases. More powerful checks are made possible by additional information given in source code annotations. Annotations are stylized comments that document assumptions about functions, variables, parameters and types. In addition to the checks specifically enabled by annotations, many of the traditional lint checks are improved by exploiting this additional information. Splint is designed to be flexible and allow programmers to select appropriate points on the effort benefit curve for particular projects. As different checks are turned on and more information is given in code annotations the number of bugs that can be detected increases dramatically.

Problems detected by Splint include:

- Dereferencing a possibly null pointer
- Using possibly undefined storage or returning storage that is not properly defined
- Type mismatches, with greater precision and flexibility than provided by C compilers
- Violations of information hiding
- Memory management errors including uses of dangling references and memory leaks

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Batch: C32

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- Dangerous aliasing
- Modifications and global variable uses that are inconsistent with specified interfaces
- Problematic control flow such as likely infinite loops, fall through cases or incomplete switches and suspicious statements
- Buffer overflow vulnerabilities
- Dangerous macro implementations or invocations
- Violations of customized naming conventions

Steps :

1. Installation

```
$ sudo apt-get install splint
```

2. Checking Vulnerability

```
$ splint program1.c
```

Implementation:

Program 1:

```
#include <stdio.h>
#include <string.h>

void vulnerableFunction(char *str) {
    char buffer[10];
```

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```
strcpy(buffer, str); // Copies the input str to buffer without checking its length
```

```
}
```

```
int main() {
```

```
    char largeString[] = "This string is way too long for the buffer";
```

```
    vulnerableFunction(largeString);
```

```
    printf("Returned normally from vulnerableFunction\n");
```

```
    return 0;
```

```
}
```

Output:

```
root@admini-OptiPlex-3050:/home/admini# splint a.c +bounds
Splint 3.1.2 --- 21 Feb 2021

a.c: (in function vulnerableFunction)
a.c:6:5: Possible out-of-bounds store: strcpy(buffer, str)
  Unable to resolve constraint:
    requires maxRead(str @ a.c:6:20) <= 9
      needed to satisfy precondition:
        requires maxSet(buffer @ a.c:6:12) >= maxRead(str @ a.c:6:20)
          derived from strcpy precondition: requires maxSet(<parameter 1>) >=
            maxRead(<parameter 2>)
  A memory write may write to an address beyond the allocated buffer. (Use
  -boundswrite to inhibit warning)

Finished checking --- 1 code warning
```

Program 2:

```
#include <stdio.h>
```

```
#include <string.h>
```

```
char password[] = "password";
```

```
int get_password()
```

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{

```
int auth_ok = 0;
```

```
char buff[16];
```

```
printf("Enter password: ");
```

```
scanf("%s", buff);
```

```
if (strncmp(buff, password, sizeof(password)) == 0)
```

```
auth_ok = 1;
```

```
return auth_ok;
```

}

```
void success()
```

{

```
printf("Success!\n");
```

}

```
int main(int argc, char **argv)
```

{

```
int res = get_password();
```

```
if (res == 0)
```

{

```
printf("Failure \n");
```

```
return 0;
```

}

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```
success();  
return 0;  
}
```

Output:

```
*c  
root@admini-OptiPlex-3050:/home/admini# splint a.c  
Splint 3.1.2 --- 21 Feb 2021  
  
a.c: (in function get_password)  
a.c:8:2: Return value (type int) ignored: scanf("%s", buff)  
    Result returned by function call is not used. If this is intended, can cast  
    result to (void) to eliminate message. (Use -retvalint to inhibit warning)  
a.c: (in function main)  
a.c:16:14: Parameter argc not used  
    A function parameter is not used in the body of the function. If the argument  
    is needed for type compatibility or future plans, use /*@unused@*/ in the  
    argument declaration. (Use -paramuse to inhibit warning)  
a.c:16:27: Parameter argv not used  
a.c:3:6: Variable exported but not used outside a: password  
    A declaration is exported, but not used outside this module. Declaration can  
    use static qualifier. (Use -exportlocal to inhibit warning)  
a.c:4:5: Function exported but not used outside a: get_password  
    a.c:11:18: Definition of get_password  
a.c:12:6: Function exported but not used outside a: success  
    a.c:15:1: Definition of success  
  
Finished checking --- 6 code warnings
```

Program 3:

```
#include<stdio.h>  
  
main()  
{  
    char buff[5];  
  
    printf("My stack looks  
like:\n%p\n%p\n%p\n%p\n%p\n%p\n%p\n%p\n%p\n");  
  
    buff[5]='abcdefghijklmnopqrstuvwxyz';  
  
    printf("%c\n",buff[5]);  
  
    printf("My new stack looks
```

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like:\n%p\n%p\n%p\n%p\n%p\n%p\n%p\n%p\n%p\n");

}

Output:

```
Cannot continue.
abhi@MegaBlaziken:/mnt/c/Users/User/Downloads$ splint file.c
Splint 3.1.2 --- 21 Feb 2021

file.c:1:9: Parse Error: Non-function declaration: include :
    int. (For help on parse errors, see splint -help parseerrors.)
*** Cannot continue.
```

Assignment No : 1

Q.1 Explain different services and mechanisms of security.

⇒ servizio chiavi e sbloccaggio dei laboratori

- Security services are placed at various controls recommended to be well-placed at the various OSI layers.
⇒ Security services are safeguard controls
 - The various security services are listed as shown in below figure:

Security Services		Protocol Layer			
		Authentication	Access control	Data confidentiality	Data integrity
- 1) Peer entity authentication				<ul style="list-style-type: none"> -> Connection based - 2) Connectionless - 3) Selective field - 4) Traffic 	<ul style="list-style-type: none"> -> Connection integrity with recovery - 2) Connectionless without integrity -> Selective delivery
- 2) Data origin authentication					<ul style="list-style-type: none"> -> Non-repudiation with proof of origin - 2) Non-repudiation with proof of delivery

Lesson 10: Security Mechanisms

- Security Mechanisms
- ⇒ Security mechanisms are various techniques recommended to provide security services at the various OS layers.
- The various security mechanisms that can be applied are as follows:

1) Encryption

- ⇒
 - Symmetric key used in most cases
 - Asymmetric

2) Digital signatures

- ⇒
 - Signing a data unit
 - Verifying a data unit

3) Access Control

- ⇒
 - Passwords
 - Lifetime of access
 - Duration of access
 - Access routes

4) Data Integrity

- ⇒
 - Ident quantity of data received / quantity of data
 - Sequencing of data units

Time stamping

B) Authentication

- ⇒ **Handshaking** or initial session setup
- i) Cryptographic techniques
- ii) Traffic padding
- iii) Routing control
- iv) Notarization
- v) Pervasive security
- vi) Security labels
- vii) Event detection
- viii) Security audit
- ix) Security recovery

Q. 2. What are various types of attacks? Explain with examples.

⇒ At high level, there are two broad categories of security attacks carried over the network - active attacks, and passive attacks

Types of Attacks

- 1) Active Attacks

- a) Replay Attack
- b) DOS Attack
- c) Fabrication Attack

- 2) Passive Attacks

- a) Traffic Analysis
- b) Eavesdropping

1) Active Attacks

→ An active attack is defined as ~~both~~ an attack where the attacker actively participates in the communication or the attack mechanism and disrupts the system by sending several manipulated inputs.

2) Replay Attack

→ This is like a replaying a song! The attacker captures the real and specific communication packets and stores them with herself and then sends it at a later point in time as ~~max~~ though she is sending the information for the first time like an authentic information.

For being out on website level and to
obtain info and gain additional information to
log in to a website **Username, Password**

User
Access granted

Website

Replay attack init. → Get a copy

→ **Attacker** → **Website**

Replay attack init. → **Username, Password**

Replay attack init. → **Website**

Replay attack init. → **Username, Password**

send the copy

Replay attack init. → **Website**

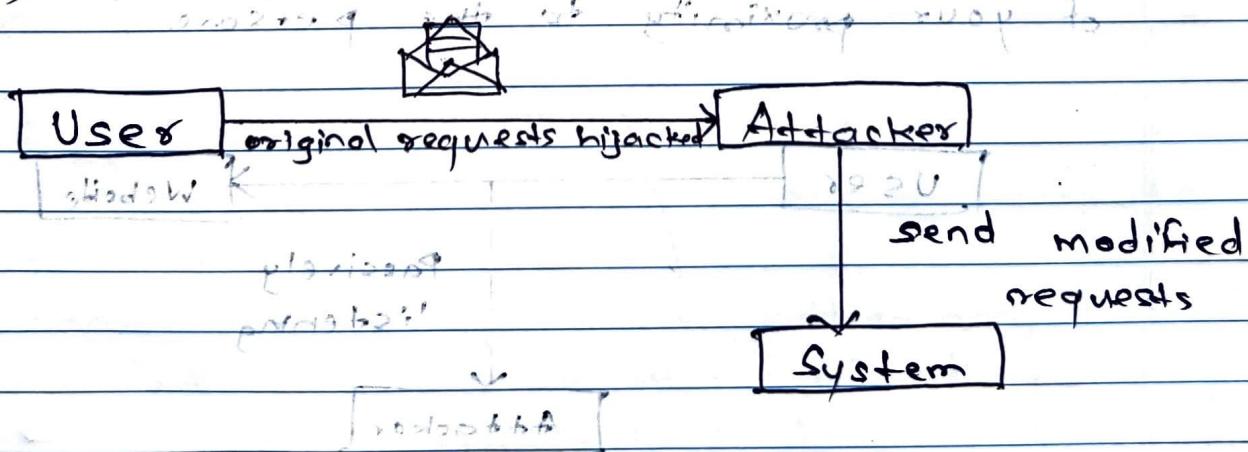
b) Denial of Service (DoS) Attack

⇒ DoS or DDoS variation in Distributed DoS refers to a category of attacks that can be aimed at various layers of network, operating system, application or other parts of information systems.

- For e.g., An application might be capable of processing a maximum of 100 requests per second. Attackers would typically send over ≥ 100 requests per second such that the application fails to cope up with it and crashes.

c) Fabrication Attacks

⇒ Fabrication attack is again a broad category of active attacks where the attacker deliberately modifies messages, parameters, properties, etc. of information system components and try to alter the behaviour of the system often by passing security controls.



2) Passive Attacks

⇒ A passive attack is defined as an attack where the attacker does not alter the behaviour of the information system and silently performs other malicious activities.

a) Traffic Analysis

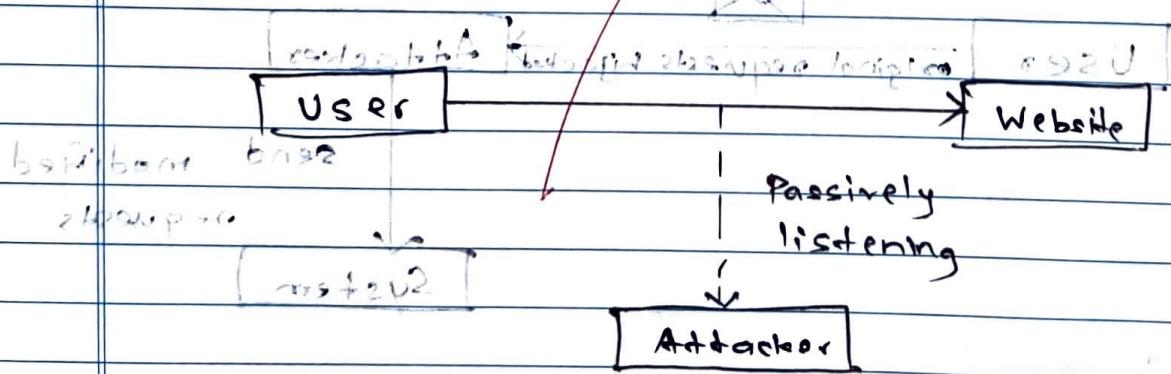
⇒ In traffic analysis, the network traffic and changes in patterns are monitored over a period of time to infer important information and guess possible activities.

- For e.g.,

Long communication between denote some preparation, emergency, si stations monitored to establish contacts with nearby stations when in also, advertising, retransmitting, propagation, collaboration.

b) Eavesdropping

⇒ Eavesdropping is very similar to over-hearing someone's telephonic conversation taking advantages of your proximity to the person.



Q.3 List few latest viruses on net and explain.

⇒ ~~Indicates a step or group of steps to follow~~

Latest viruses on net and their details

↳ How malware is present in memory

1) Malware is a program that is unwanted.

2) Ransomware is to ask ransom.

3) Trojans are programs that are

a) AdBust

b) Jokemo

↳ ~~Indicates a step or group of steps to follow~~

1) Malware is a general term that includes

↳ Malware is a combined term that includes more than computer viruses.

→ Worms, Trojans, adware and even ransomware may all be considered malware.

→ This is any computer code intentionally created to do damage to computer

→ ~~systems, gain unauthorized access to computers, or to steal information~~

1) Ransomware is a type of malware

→ Ransomware disables access to computer files by encrypting data.

→ Demands for payment or other requests must be met before the offending software will be unlocked to restore access to servers or business files.

3) Trojans as a virus label with 2.7

- Trojans typically require the recipient to take some form of action, such as running a program or accessing a malicious website through a link passed by email.
- A common use of a Trojan attack is first to notify a computer user a virus has infected them.

4) Cobalt

- Cobalt is a virus that is one of the most recent viruses to be unleashed by hackers.
- It is not terribly sophisticated in its technology, but it can break into just the same known trojan, exploit, and random businesses as the virus.

5) Joker as a virus type 2.7

- Joker is a serious piece of malware in the form of ransomware that is offered on underground hacking sites for proliferation by other cyberthieves.

- It can be distributed through social media sites, including ~~Facebook~~ and others.

~~Facebook~~ and other social media sites, such as Twitter and LinkedIn, contain a virus called ~~Facebook~~ that can spread to your contacts and compromise their accounts.

Assignment No: 2

Q.1 Write short notes on digital signatures and digital certificates.

⇒

- Digital signatures

⇒ A digital signature is a hash value that has been encrypted with the sender's private key.

- The act of signing means encrypting the message's hash value with the sender's private key.

○ So the sender computes and encrypts the hash value with her private key.

⇒ At the receiving end, you decrypt the hash value with sender's public key. Now, because no one knows the private key of the sender, altering the hash value and re-signing with the private key of the sender is not possible.

Processing applied

○ on message

(A) Encryption → Confidentiality

Hashing → Integrity

Digitally signing

Security Property

confidentiality

Integrity

Integrity, authentication, non-repudiation.

Encryption and digitally signing

Confidentiality, integrity, authentication, non-repudiation.

- Applications:

- 1) sending and receiving secure emails.
- 2) Signing documents.

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S: On Information

- Properties of digital signature :-

- 1) Integrity
- 2) Authentication
- 3) Non-repudiation
- 4) Sender cannot deny sending the message because she used her private key to encrypt the hash.
- 5) Digital certificate
- 6) Digital certificates is issued by a trusted third party which proves sender's identity to the receiver and receiver's identity to the sender.
- 7) A digital certificate is a certificate issued by a Certificate Authority (CA) to verify the identity of the certificate holder.
- 8) Digital certificates is used to attach the public key with individual's identity.

Information :-
Information principle from principle of
transmittal principle

- Digital Certificate Contains :-

- 1) Name of certificate holder
- 2) Serial number which used to uniquely identify a certificate
- 3) Expiration dates
- 4) Copy of certificate holder's public key.
- 5) Digital signature of certificate issuing authority.

(163)

Assignment No : 3

Q. 1 List software vulnerabilities. How they are exploited to launch an attack? (Ans)

→ Software vulnerabilities are exploited to launch an attack.

- Software vulnerability is also known as:

1) Buffer overflow, or writing beyond the

2) SQL injection, or sending queries to the

3) Cross-site scripting (XSS) to web

4) Code injection, or to inject

5) Zero-day vulnerability

6) Privilege escalation

7) Denial-of-service (DoS)

8) Man-in-the-middle attack

and so on. It's a common problem in software development.

Today it is hard to imagine any software without any vulnerabilities. Some vulnerabilities are found during software testing, and others are found in the field.

- Software vulnerabilities that are found after

the software has been released are →

1) Mitigated by giving out software patches

or updates with known flaws

- You would have seen your browser, operating system and app's updating multiple times

in its course of lifetime. ↗

- These updates include both feature updates and also security updates. ↗

and also no standard update strategy ↗

Let's discuss what are the best ↗

and what are the major types of them ↗

Exploit In冒化 A

- Software developing companies have security vulnerabilities in their programs and teams that regularly investigate all reported security vulnerabilities from the field.
- As you learnt in these companies also run bug bounty programs that help them find security vulnerabilities in their products and mitigate them before these vulnerabilities could be misused/exploited.
- Let's see an example, depending on the type of vulnerability, it can be exploited either manually or using scripts or tools.
- Attackers has deep understanding of how humans search for vulnerability, they sign in the log files and search for the required sequence to exploit vulnerability.

Q-2 What is SQL injection?

- - SQL Injection (SQLi) is a vulnerability exploiting which an attacker can inject malicious SQL commands and cause the database server to execute them.
- Using SQLi, either attacker can do:
- 1) Read sensitive and unauthorized data from the database.
 - 2) Modify data.
 - 3) Execute admin commands on the database.
 - 4) And can also issue commands to the operating system running the database.

- Note that here the presence of SQLi attack does not mean that the SQL databases are inherently vulnerable or exploitable directly.
- This exploit only works if the application developer has programmed the application in such a way that the attack is possible.
- SQL databases just behaves as they should. So, even if the attack is called SQLi the fix for this exploit is not in the SQL databases.
- SQL is proven to be one of the most dangerous and impactful exploits on database based applications.

(63)

Application

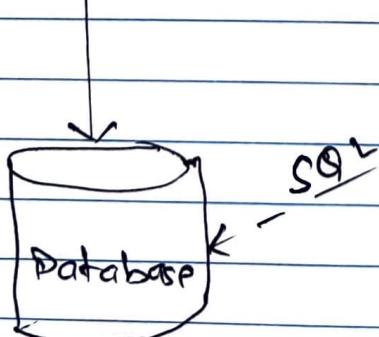
Login page

User: _____

Pass: _____

← Malicious Inputs

Attacker



→ There could be several non-malicious programming errors such as buffer overflow, SQL injection, cross-site scripting etc. that can be exploited by a hacker.

→ SQL can be exploited where the user input is directly used to form SQL database queries.

→ Below is a screenshot of a terminal showing a connection to a MySQL database named db122.

→ Login to the root user at port 122 of db122.

→ The password is not mentioned.

appn nips!

→ Port 122 is open.

