

¶ EASY (Q1–Q10)

Q1. A Denial of Service (DoS) attack primarily affects:

- A. Confidentiality
- B. Integrity
- C. Availability
- D. Authentication

Q2. Distributed Denial of Service (DDoS) differs from DoS because it:

- A. Uses encryption
- B. Uses multiple attacking systems
- C. Targets databases only
- D. Requires user interaction

Q3. A botnet consists of:

- A. Firewalls
- B. Compromised machines under attacker control
- C. IDS sensors
- D. Honeypots

Q4. Smurf attacks exploit:

- A. TCP three-way handshake
- B. ICMP echo requests
- C. ARP protocol
- D. DNS queries

Q5. SYN flooding targets which protocol mechanism?

- A. DNS resolution
- B. TCP connection establishment
- C. UDP transmission
- D. ICMP replies

Q6. Session hijacking aims to:

- A. Encrypt sessions
- B. Take over an active user session
- C. Block network traffic
- D. Scan ports

Q7. Cookies are commonly used for:

- A. Encryption
- B. Session management
- C. Firewall rules
- D. Port scanning

Q8. Spoofing involves:

- A. Encrypting packets
- B. Forging identity information
- C. Blocking connections
- D. Monitoring traffic

Q9. Hijacking differs from spoofing because hijacking:

- A. Uses encryption
- B. Takes over an existing session
- C. Occurs only offline
- D. Is always passive

Q10. Botnets are commonly controlled using:

- A. BIOS
 - B. Command and Control (C2) servers
 - C. IDS
 - D. VPNs
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MEDIUM (Q11–Q25)

Q11. Volumetric DDoS attacks overwhelm:

- A. CPU only
- B. Network bandwidth
- C. Databases
- D. Authentication services

Q12. Protocol-level DDoS attacks exploit:

- A. Application bugs
- B. Weaknesses in protocol design
- C. User credentials
- D. Encryption keys

Q13. Application-layer DoS attacks target:

- A. Network links
- B. Firewalls
- C. Web applications
- D. Routers

Q14. Botnet command channels may use:

- A. HTTP or IRC
- B. BIOS
- C. FTP only
- D. ICMP only

Q15. Smurf attacks are effective because:

- A. ICMP broadcasts amplify traffic
- B. TCP is unreliable
- C. DNS is slow
- D. Encryption is weak

Q16. SYN flooding causes servers to:

- A. Drop packets
- B. Exhaust connection resources
- C. Crash instantly
- D. Encrypt traffic

Q17. Session hijacking can occur due to:

- A. Strong encryption
- B. Weak session IDs
- C. Multi-factor authentication
- D. Secure cookies

Q18. HTTP session hijacking often exploits:

- A. TLS
- B. Unencrypted cookies
- C. VPN tunnels
- D. IDS rules

Q19. Network-level hijacking usually involves:

- A. SQL injection
- B. Man-in-the-middle attacks
- C. Buffer overflow
- D. XSS only

Q20. Botnets are difficult to dismantle because:

- A. They use a single server
- B. They are distributed globally
- C. They are visible
- D. They are centralized

Q21. SYN cookies mitigate SYN floods by:

- A. Encrypting traffic
- B. Avoiding half-open connections
- C. Blocking ICMP
- D. Using UDP

Q22. Session fixation attacks manipulate:

- A. Passwords
- B. Session identifiers
- C. Encryption keys
- D. Ports

Q23. DDoS detection often relies on:

- A. User complaints only
- B. Traffic pattern analysis
- C. File integrity checks
- D. OS updates

Q24. Application-layer DoS is harder to detect because:

- A. Traffic looks legitimate
- B. Volume is high
- C. Uses ICMP
- D. Uses spoofing

Q25. Secure session management includes:

- A. Long-lived cookies
 - B. Random session IDs
 - C. Plaintext transmission
 - D. Disabled HTTPS
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HARD (Q26–Q40)

Q26. Botnet resilience is increased through:

- A. Single C2 server
- B. Peer-to-peer control models
- C. Fixed IP addresses
- D. Manual updates

Q27. Reflection attacks amplify traffic by:

- A. Sending direct requests
- B. Using third-party servers to reply to victim
- C. Blocking responses
- D. Encrypting packets

Q28. Smurf attack mitigation involves:

- A. Allowing broadcasts
- B. Disabling ICMP broadcast replies
- C. Increasing bandwidth
- D. Using FTP

Q29. SYN flooding is effective because TCP:

- A. Is connectionless
- B. Maintains state during handshake
- C. Uses encryption
- D. Uses UDP

Q30. Session hijacking risk increases when:

- A. HTTPS is enforced
- B. Cookies lack secure flags
- C. Tokens are rotated
- D. MFA is enabled

Q31. Botnet-based DDoS differs from flash crowds because:

- A. Traffic patterns differ
- B. Both are identical
- C. Flash crowds are malicious
- D. Botnets are legitimate

Q32. Application-layer DDoS attacks require:

- A. High bandwidth
- B. Understanding of application logic
- C. ICMP floods
- D. ARP spoofing

Q33. TCP hijacking requires prediction of:

- A. MAC addresses
- B. Sequence numbers
- C. IP addresses only
- D. Ports only

Q34. Session hijacking via XSS occurs when:

- A. Cookies are HttpOnly
- B. Scripts steal session tokens
- C. TLS is used
- D. IDS is active

Q35. Botnet detection can leverage:

- A. Signature-only analysis
- B. Behavioral and traffic analysis
- C. File hashing
- D. User training

Q36. DDoS mitigation strategies include:

- A. Rate limiting and traffic scrubbing
- B. Password changes
- C. OS reinstallation
- D. Disk encryption

Q37. Spoofing vs hijacking difference is best described as:

- A. Identity forging vs session takeover
- B. Same concept
- C. Encryption vs decryption
- D. Passive vs active

Q38. SYN cookies reduce impact by:

- A. Dropping SYN packets
- B. Delaying resource allocation
- C. Encrypting headers
- D. Blocking ports

Q39. Session hijacking violates which security objective most directly?

- A. Availability
- B. Confidentiality
- C. Integrity
- D. Authentication

Q40. Effective defense against DDoS requires:

- A. Single firewall
- B. Multi-layered network defenses
- C. Antivirus only
- D. Password policies