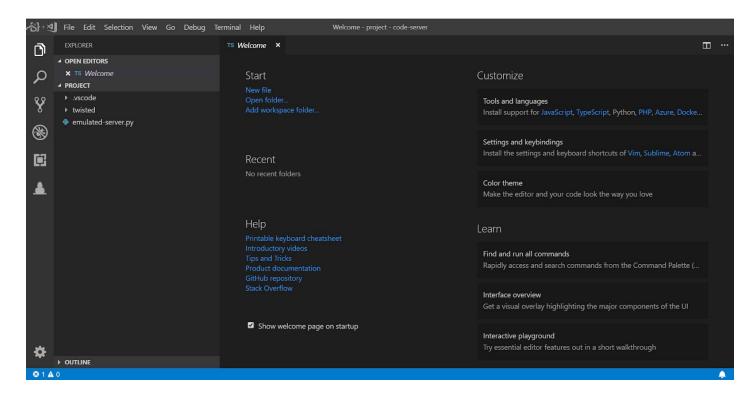


**Important Note:** This document illustrates all the important steps required to complete this lab. This is by no means a comprehensive step-by-step solution for this exercise. This is only provided as a reference to various commands needed to complete this exercise and for your further research on this topic. Also, note that the IP addresses and domain names might be different in your lab.

**Objective:** Modify the code, launch the server and use Kali Linux to interact/attack it.

## Solution:

## **Landing Page:**



Step 1: Select "emulated-server.py" from the Project Explorer.

```
File Edit Selection View
                                 Go Debug Terminal Help
                                                                      emulated-server.py - project - code-server
        EXPLORER
                                 🕏 emulated-server.py 🗙
 N
                                        ## Base code source: https://gist.github.com/michaellihs/d2070d7a6d3bb65be18c

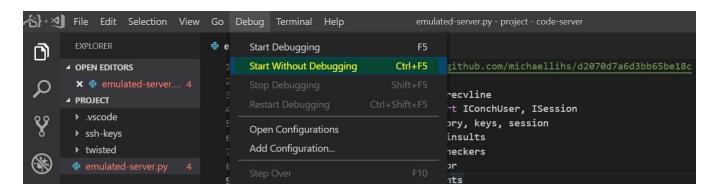
▲ OPEN EDITORS

         x emulated-server.... 4
                                        from twisted.conch import avatar, recvline

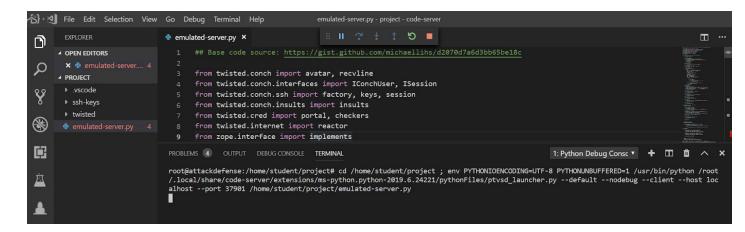
▲ PROJECT

                                        from twisted.conch.interfaces import IConchUser, ISession
        .vscode
                                        from twisted.conch.ssh import factory, keys, session
         ssh-keys
                                        from twisted.conch.insults import insults
         twisted
                                        from twisted.cred import portal, checkers
                                        from twisted.internet import reactor
        emulated-server.py
                                        from zope.interface import implements
                                        import datetime
 Ü
                                        class SSHDemoProtocol(recvline.HistoricRecvLine):
                                            def __init__(self, user):
 卫
                                               self.user = user
                                            def connectionMade(self):
                                                recvline.HistoricRecvLine.connectionMade(self)
                                                 self.terminal.write("Ubuntu Linux 4.9.58 OpenSSH Server")
                                                 self.terminal.nextLine()
                                                 self.do_help()
                                                self.showPrompt()
                                            def showPrompt(self):
                                                 self.terminal.write(self.user.username+"# ")
                                            def getCommandFunc(self, cmd):
                                                 return getattr(self, 'do_' + cmd, None)
       OUTLINE
```

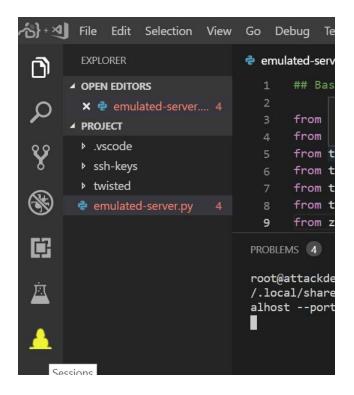
**Step 2:** Navigate to Debug Menu and click on "Start Without Debugging option" to run the program.



The python script will run and start an SSH Server on port 22.



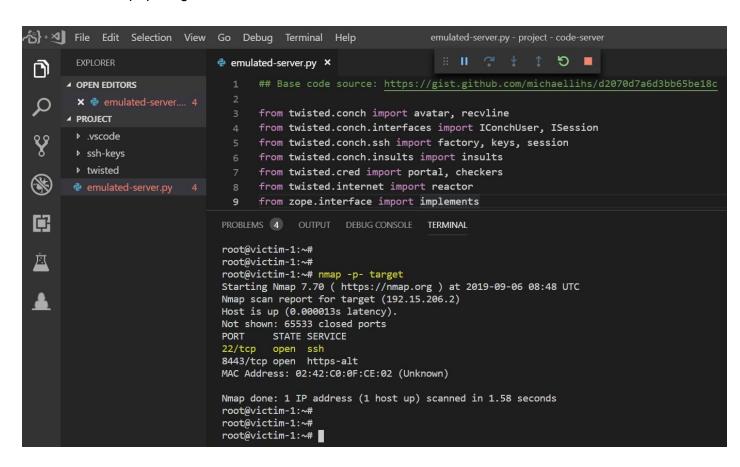
Step 3: Click on the "Sessions" icon on the activity bar to gain access to Kali machine.



This will spawn a new Terminal "Session 1" which will provide a bash shell on a remote Kali machine.

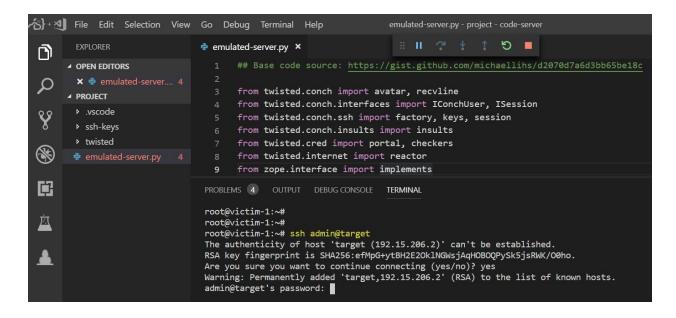
**Step 4:** Perform Nmap scan from the Kali machine. Identify the services running on the machine on which the IDE (and code) is running. The IDE machine is mapped to "target" hostname. So, "target" can be used while launching scans or tools on this machine. Alternatively, the IP address of the both machines can be found by running "ip addr" command on respective machine. The IDE machine should be on 192.x.y.2 and Kali machine should be on 192.x.y.3.

Command: nmap -p- target

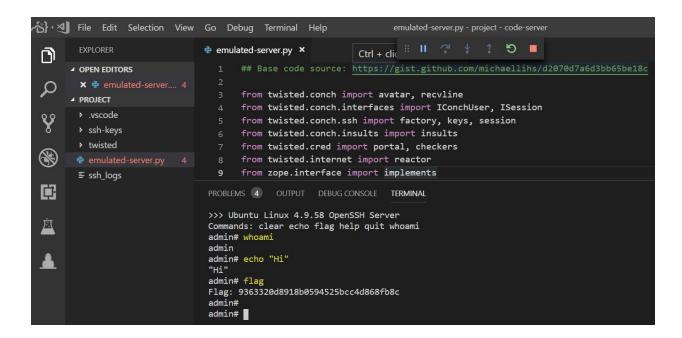


SSH server is running on port 22 on the target machine.

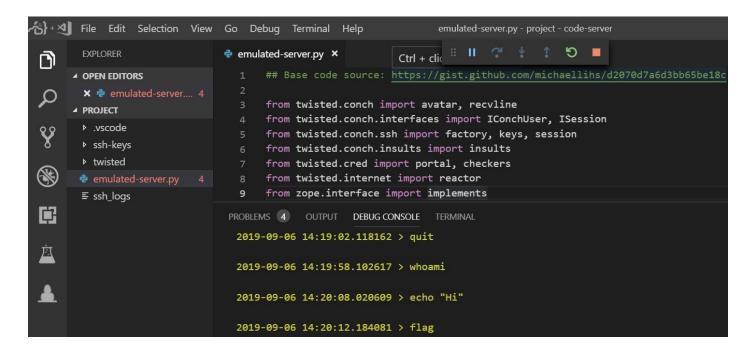
Command: ssh admin@target



After successful authentication, a custom shell will be provided to the user on which custom commands can be executed.



**Step 6:** On debug console, the interactions with SSH server can be viewed.



## References:

- 1. Visual Studio Code (https://code.visualstudio.com/)
- 2. VS Code Basic Editing (<a href="https://code.visualstudio.com/docs/editor/codebasics">https://code.visualstudio.com/docs/editor/codebasics</a>)
- 3. Twisted (<a href="https://www.twistedmatrix.com/trac/">https://www.twistedmatrix.com/trac/</a>)