Packet Sniffing and Spoofing Lab

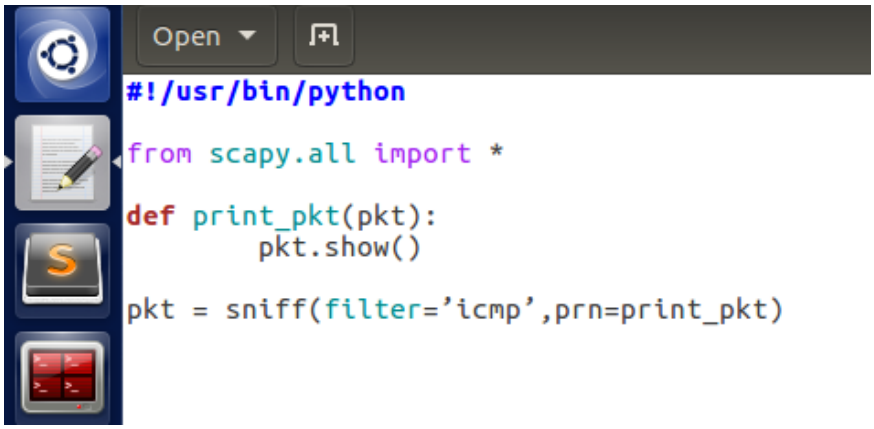
Lab Task Set 1: Using Tools to Sniff and Spoof Packets

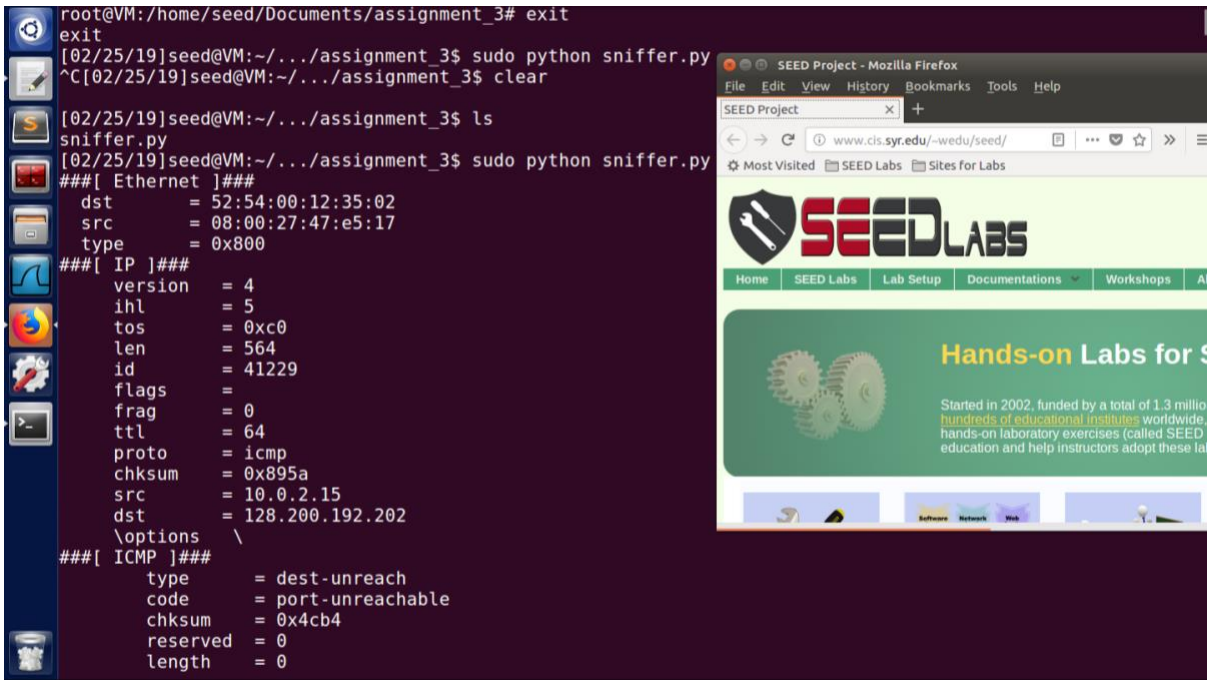
Task 1.1: Sniffing Packets

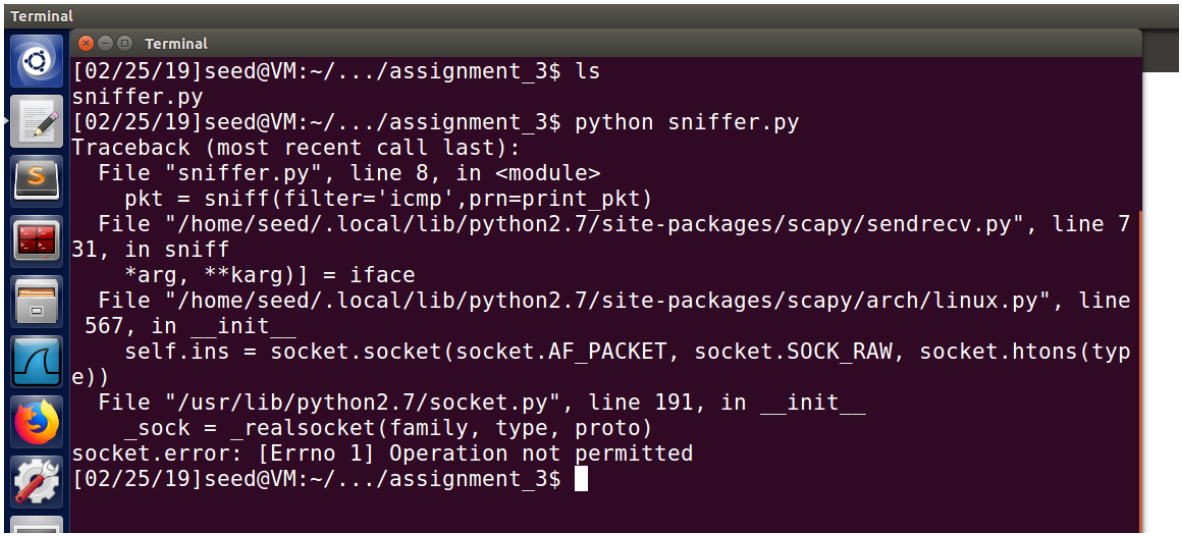
Task 1.1A Sniff Packets

Procedure:

i) The program shown below to sniff packets is run.
ii) First with root privilege and then without root privilege
iii) The difference in output in the two runs is noted







Observations and Explanation:

i. When the program is run with root privilege and a webpage is requested via a browser, then we observe that the packets are captured successfully

ii. When the program is run without root privilege then, an error is thrown. From the traceback we can see that the sniff operation in line 8 requires the use of the socket.py python2.7 library which requires root privilege for execution.

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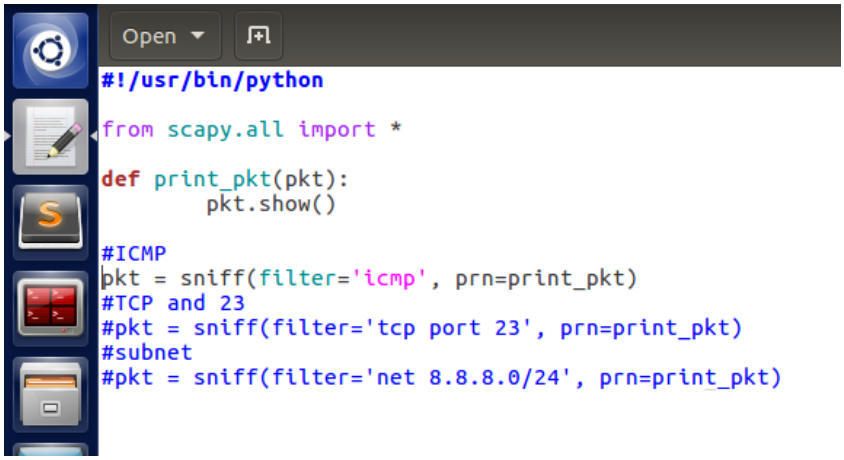
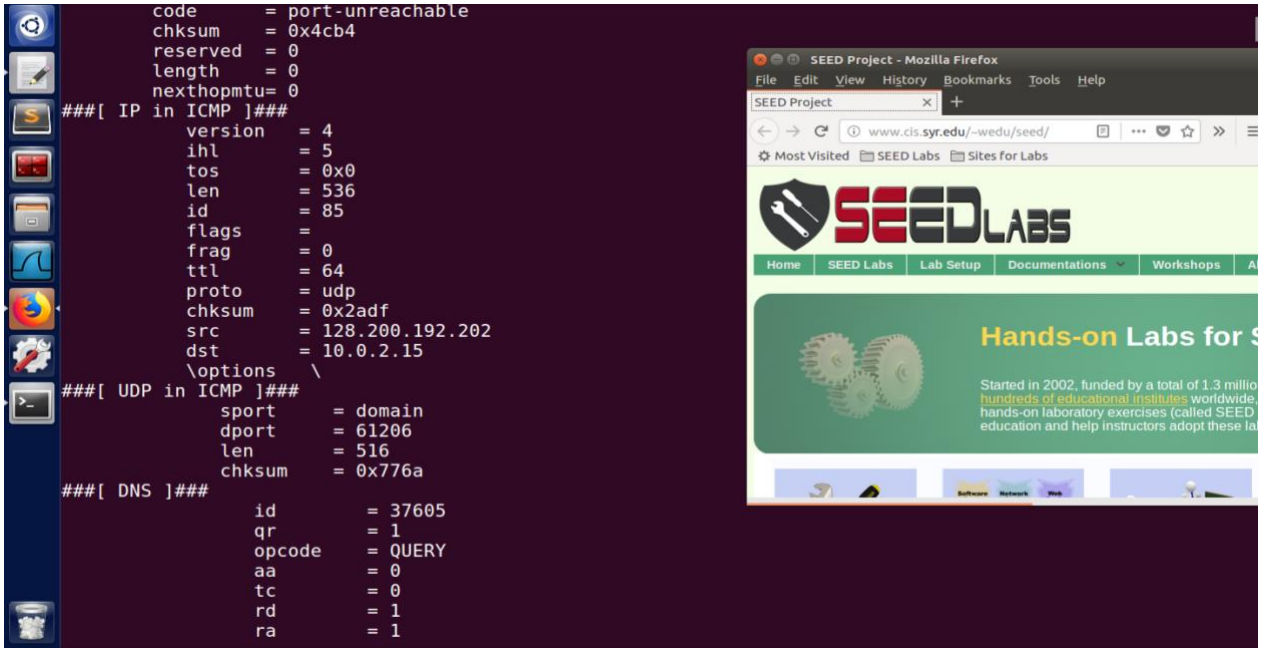
Task 1.1B Sniff Packets with Filters

Procedure:

i. Filters are added to the sniffing to sniff only certain kinds of packets using the BPF (Berkely packet filter) syntax as shown below in the program:
   a. Capture only the ICMP packet





Observations and Explanation:
We note that when the ICMP only filter is used, pinging any web page captures packets.

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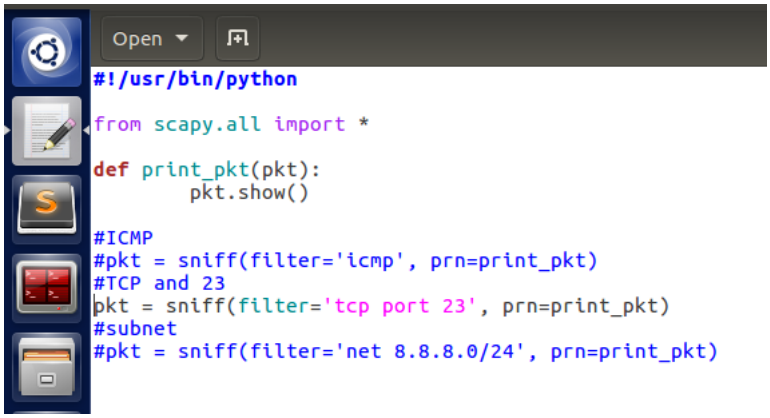
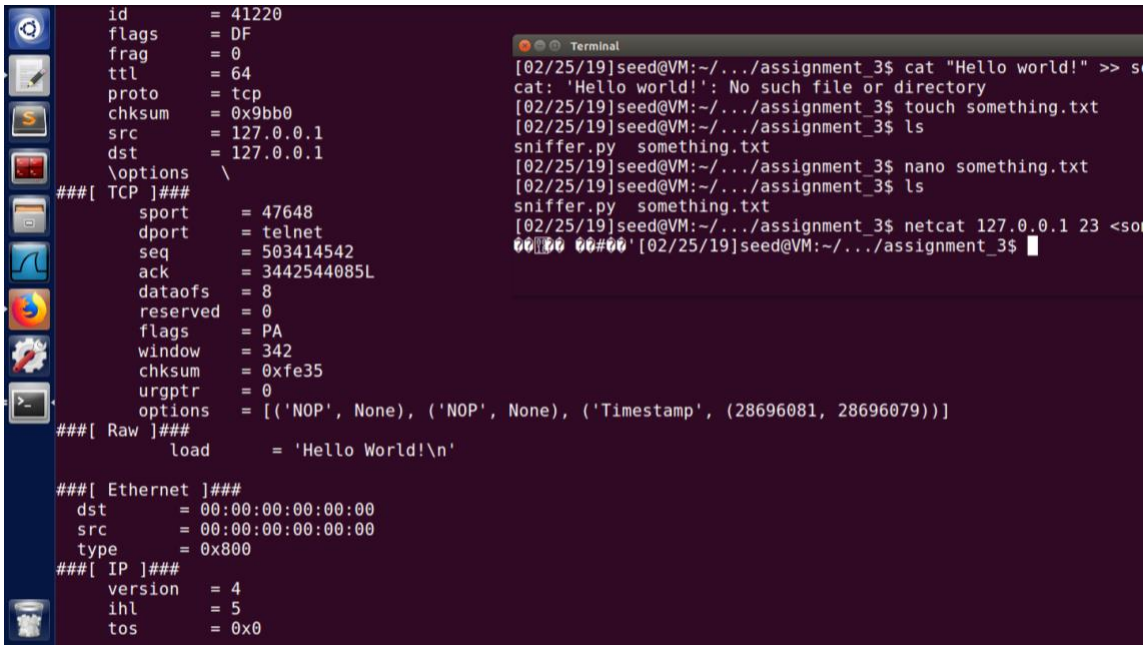
b. Capture any TCP packet that comes from a particular IP and with a destination port number 23.
A file something.txt with the text “Hello World!” is sent with the following command: *netcat 127.0.0.1 23 < something.txt*





Observations and Explanation:
When the filter for capturing a packet from port 23 is used, no packets are captured. Only when the command *netcat 127.0.0.1 23 < something.txt* is used to send packets from port 23, then the packet is captured. This can be seen from the Raw payload “Hello World!” sent in the packet that is captured.

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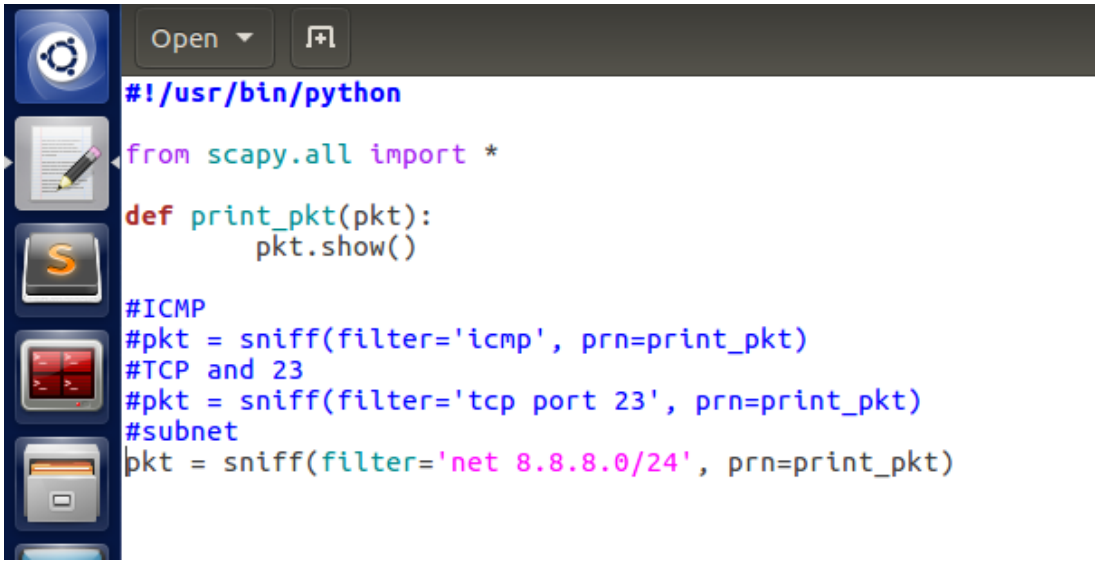
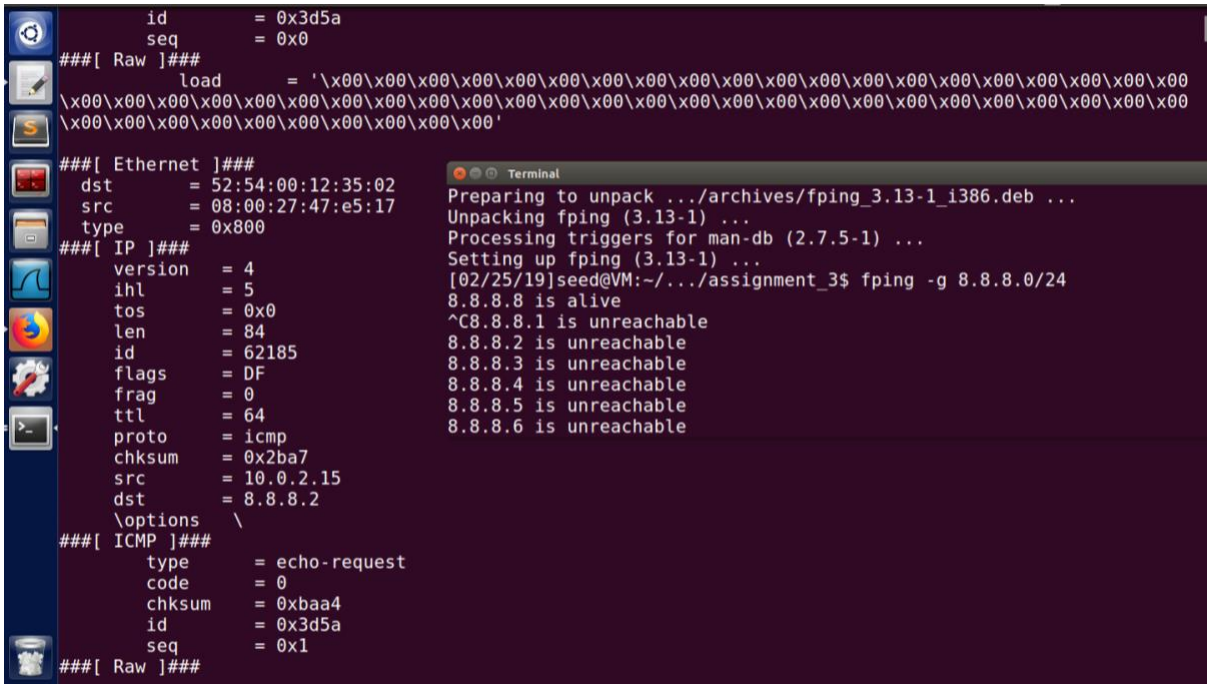
c. Capture packets comes from or to go to a particular subnet. You can pick any subnet, such as 128.230.0.0/16; you should not pick the subnet that your VM is attached to.
The subnet 8.8.8.0/24 is used in the filter as shown in the program below.
The following command is used: *fping –g 8.8.8.0/24*





Observations and Explanation:
When the filter for capturing packets to or from a particular subnet is used, then again, no packets are captured. Only when the command *fping –g 8.8.8.0/24* is used to send packets to IPs in the subnet 8.8.8.0/24 then the packets are captured. As can be seen in the destination IP: 8.8.8.2 in the screenshot shown in the image.

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Task 1.2 Spoofing ICMP Packets

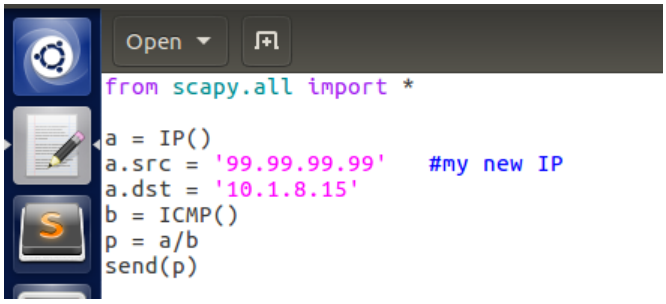
Procedure:

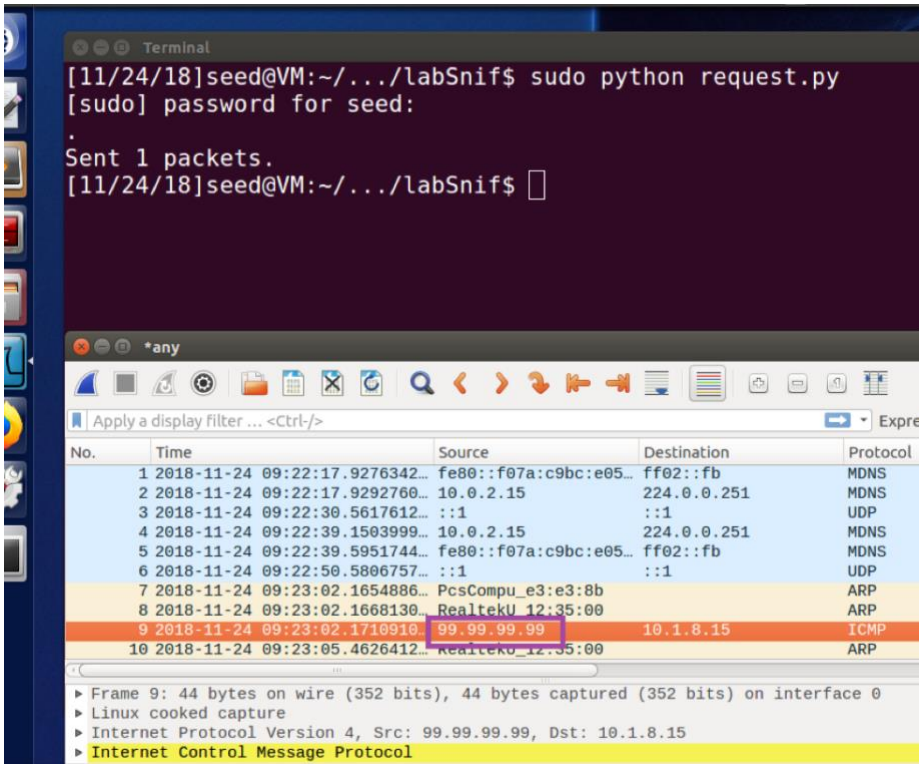
i. We set the source IP address of the packet to some arbitrary value such as 99.99.99.99 using scapy.

ii. Then, the ICMP echo request packets are spoofed and sent to another VM on the network.

iii. Wireshark is then used to observe whether the request is accepted by the receiver.

iv. If the request is accepted then an echo reply packet will be sent to the spoofed IP address which is observed.





Observations and Explanation:

i. The ICMP echo request packet is spoofed with arbitrary source IP 99.99.99.99 and sent.

ii. We observe that the packet is captured in wireshark, by noting the source and destination IP addresses and protocal when the program is run as root.

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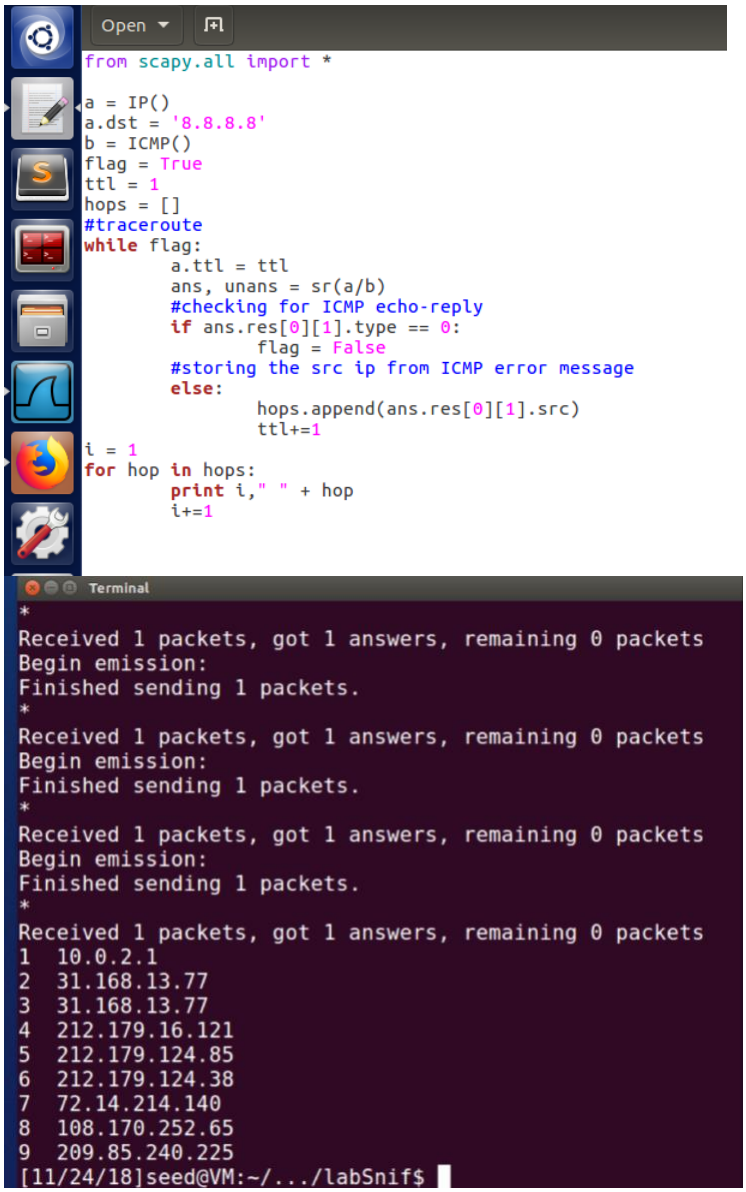
Task 1.3 Traceroute

Procedure:

i. To estimate the distance between the VM and some destination, in terms of the no. of routers between them, the program shown below is used.

ii. A packet with TTL with progressively increasing TTLs starting from 1 is sent to the destination, which fails with an error message that the TTL was exceeded and gives the IP addresses of each successive router. Until the packet finally reaches the destination and returns a success code.



Observations and Explanation:

i. We observe that packets are sent in a loop continuously while it keeps failing with an error message due to the TTL being exceeded, giving us the router IP which is stored in an array and outputted at the end

ii. We get the IPs of 9 routers listed at the end on the way to the destination IP 8.8.8.8. The loop breaks when the TTL is big enough for the packet to reach the destination successfully and list the router IPs.

Please Turn Over…

Task 1.4 Sniffing and-then Spoofing

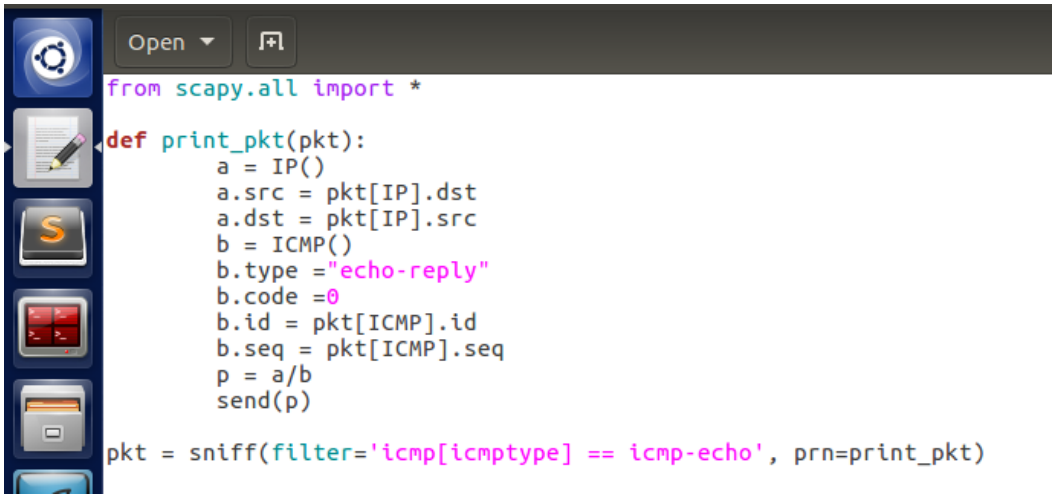
Procedure:

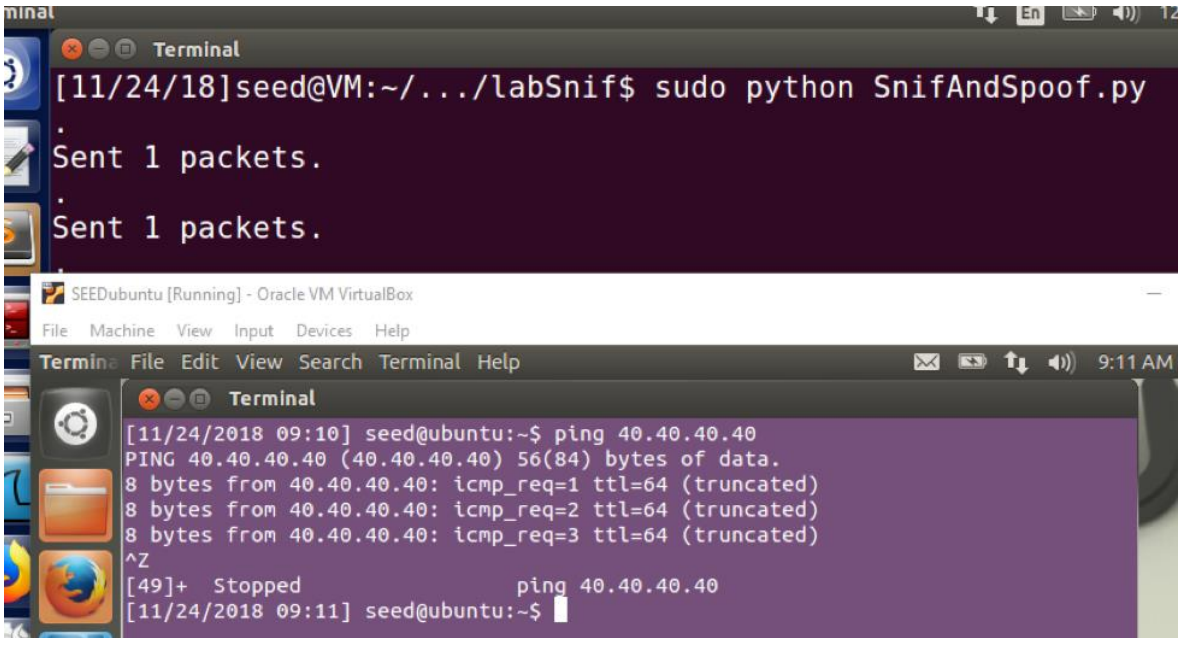
i. We setup two VMs. From the first VM A we ping an IP X, this will generate an ICMP echo request packet. The ping program prints out the response if X is alive and it receives an echo reply.

ii. The program shown below runs on the other VM B that is monitoring the LAN via packet sniffing.

iii. Whenever the program notices an ICMP echo request packet, irrespective of the target IP, it sends an echo reply via the packet spoofing technique.

iv. The observations are then noted.





Please Turn Over…

Observations and Explanation:

i. We observe that when a ping is made to a host on the network from VM A, 40.40.40.40, the ICMP request is sniffed by the attacker (on VM B) who spoofs the reply back to the source. And thus, the user (on VM A) ends up receiving the ICMP reply from the attacker (on VM B).

ii. When the ping is made from VM A by user, the attacker on VM B receives the ICMP packet via pcap packet capture that listens to traffic (in the promiscuous mode). The attacker then spoofs an ICMP reply via raw socket by swapping the source IP as the destination and the destination IP as the source. Furthermore, the other fields in the IP header and ICMP header are also spoofed by the attacker. Thus, to the user on VM A, it appears that he/she received a normal reply from the host the original packet was sent to.