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<u>"TCP PORT SCANNING USING NETCAT AND OTHER FUNCTIONAL APPLICATIONS":</u>

ABSTRACT:

This project details many of the techniques used to determine what ports (or similar protocol abstraction) of a host are listening for connections. These ports represent potential communication channels. Netcat is a command-line network tool used to open ports, associate a shell to a port, establish TCP/UDP connections, and more. This Project shows how to use Netcat to scan ports on remote targets. Examples include explaination on individual port scan, scanning several ports, scanning port ranges, and Netcat can also be used directly with other programs and scripts to send files from a client to a server and back, It can be used to relay information from one port on a specific machine to another port on a different machine

PROJECT EXPLANATION:

In the below project, we have implemented TCP Port scanner, using Nmap.

Initially all of 1000 ports (0 to 999) will be closed, we used Netcat to

manually open a port, note that port will be opened only when an application is being run i.e, it needs to respond upon client's requests which occurs only when the port will be open and then upon the completion of the transaction, the port will be closed, in our case the Transaction is just to manually open the port for scanning, we have implemented other functions under Netcat,

- 1) File transfer: here we specify receiver's IP and specific port number by which we can send the files across the 2 systems, hence supporting multi-clients.
- 2) Message Passing: Here we can send the messages/text information between 2 systems dynamically and retrieve the same on the receiver's side.

PORT SCANNING USING NMAP:

CODE:

SERVER SIDE:

from socket import *
from datetime import *
from datetime import datetime
import pytz
import nmap

begin = 1
end = 900
serverPort = 12000
serverSocket = socket(AF_INET,SOCK_STREAM)
serverSocket.bind(("10.0.2.8",serverPort))
print("The server is ready to receive")

```
while 1:
   if m == '1':
   while 1:
        print("Select Option :")
        serverSocket.listen(1)
        connectionSocket, addr = serverSocket.accept()
        sentence = connectionSocket.recv(1024)
        print ("")
        client1='10.0.2.13'
        client2="
        client3="
        if client1 in connectionSocket.getpeername():
               print ("Client 1 :",client1)
              target=client1
        #elif client2 in connectionSocket.getpeername():
               print ("Client 2:")
              target=client2
        #elif client3 in connectionSocket.getpeername():
               print ("Client 3:")
              target=client3
        #
        scanner = nmap.PortScanner()
        for i in range(20,440):
               res = scanner.scan(target,str(i))
              res = res['scan'][target]['tcp'][i]['state']
               print("port ",i," is "+res)
        print ('Server Responding To Client IP Address
   :\n',connectionSocket.getpeername())
```

```
#now = datetime.now()
            #current_time = now.strftime("%H:%M:%S")
            #current_time1 = now.strftime("%D")
            #current time2 = now.strftime("%c")
            #date="Time:"+current_time+" on Date:"+current_time1+"
       Extra Data: "+ current_time2
            #connectionSocket.send(date.encode())
            #print(current_time)
       connectionSocket.close()
       elif m=='2':
       print("i")
       j=input("Enter the IP: ")
       scanner = nmap.PortScanner()
       low=int(input("Enter the lower port range: "))
       high=int(input("Enter the higer port ranger: "))
       for i in range(low,high):
            res = scanner.scan(j,str(i))
            res = res['scan'][j]['tcp'][i]['state']
                  print("port ",i," is "+res)
       CLIENT CODE:
from socket import *
serverName = "10.0.2.8"
serverPort = 12000while True:
      clientSocket = socket(AF_INET, SOCK_STREAM)
      clientSocket.connect((serverName,serverPort))
      sentence = input("Request for time ? (Y/y or any key to exit) :")
      if sentence == "Y" or sentence == "y":
```

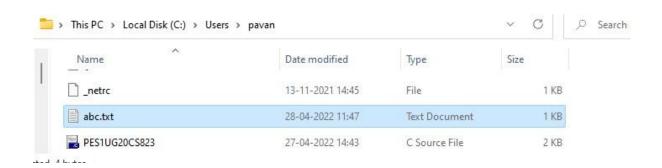
#('Time Sent From Server')

```
print (" ")
clientSocket.sendto(sentence.encode(),(serverName, serverPort))
modifiedSentence = clientSocket.recv(1024)
print("From Server:", modifiedSentence)
clientSocket.close()
```

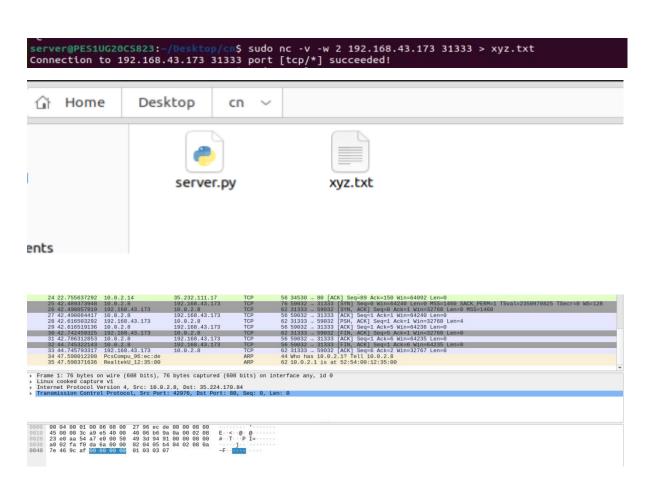
else:

break;

File Transfer Using Netcat,



```
C:\Users\pavan>ncat -v -n -w 30 -p 31333 -l < abc.txt.txt
Ncat: Version 7.92 ( https://nmap.org/ncat )
Ncat: Listening on :::31333
Ncat: Listening on 0.0.0.0:31333
Ncat: Connection from 192.168.43.173.
Ncat: Connection from 192.168.43.173.
```



Message Passing Using Netcat

```
pavankumar@PES1UG20CS823:~/Desktop/cn$ sudo nc 10.0.2.8 3260
hello
hi
```

```
59 225.581886817 | 10.0 2.8 | 10.0 2.13 | 10.0 2.8 | 10.0 2.13 | 10.0 2.8 | 10.0 2.13 | 10.0 2.8 | 10.0 2.13 | 10.0 2.8 | 10.0 2.13 | 10.0 2.8 | 10.0 2.13 | 10.0 2.8 | 10.0 2.13 | 10.0 2.8 | 10.0 2.13 | 10.0 2.8 | 10.0 2.13 | 10.0 2.8 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13 | 10.0 2.13
```

Manually opening Ports Using Netcat

```
pavankumar@PESIUG20CS823:-$ sudo nc -lk 68

GET / HTTP/1.0

OPTIONS / HTTP/1.0

OPTIONS / RTSP/1.0

ofcreweel/versionbind

HELP

SO?Geee.oe'-oeof(obseceec=oeon()
fedcba**%ocookie: mstshash=nmmp
telve-random2random2random3random4

,*qj=n0=kee

oe^*OloPee*Me0=oe

rbtqtm=197081018000082c=oR0eeSM80@oPC NETWORK PROGRAM 1.0MICROSOFT NETWORKS 1.03MICROSOFT NETWORKS 3.0LAN

MAN1.0LM1.2X002Sambant LANMAN 1.0NT LM 0.121

GET /niceX20ports%2C/Tri%GEity.txt%2ebak HTTP/1.0

default

default

default

objectClass0+0

via: SIP/2.0/TCP nm;branch=foo

From: scip:n0@nm;-tag=root
From: scip:n0@nm;-tag=root
From: scip:n0@nm;-tag=root
Foot: scip:n0.Tag=root
Foot: scip:n0.Tag=root
Foot: scip:n0.Tag=root
Foot:
```

```
No. Time Source Destination Protocol Length Info
189 94.49004433 10.0.2.8 10.0.2.13 TCP 68 66824 .68 [ACK] Seq-1 Ack=1 Win=64256 Len=0 TSval=1687191189 TSecr=2137596639
199 94.490269738 10.0.2.8 10.0.2.13 TCP 68 66822 .68 [ACK] Seq-1 Ack=1 Win=64256 Len=0 TSval=1687191189 TSecr=2137596639
191 94.490269738 10.0.2.8 10.0.2.13 TCP 68 66822 .68 [ACK] Seq-1 Ack=2 Win=64256 Len=1 Sval=1687191189 TSecr=2137596639
191 94.490360881 10.0.2.8 10.0.2.13 TCP 68 66822 .68 [ACK] Seq-1 Ack=2 Win=64256 Len=1 Sval=1687191189 TSecr=2137596639
192 94.490360881 10.0.2.8 10.0.2.13 TCP 68 66822 .68 [ACK] Seq-1 Ack=1 Win=64256 Len=1 Sval=1687191189 TSecr=2137596639
195 99.49367881 10.0.2.8 10.0.2.13 TCP 76 6826.6.8 [SVII] Seq-1 Ack=1 Win=64256 Len=1 Sval=1687191189 TSecr=2137596639
196 99.49367881 10.0.2.8 TCP 76 68 .6862 .68 [SVII] Seq-2 Win=64248 Len=0 MSS-1468 SACK PERM=1 TSVal=1687196192 TSecr=0 WS-128
196 99.494798943 10.0.2.13 10.0.2.8 TCP 76 68 .6862 .68 [SVII] Seq-2 Win=64248 Len=0 MSS-1468 SACK PERM=1 TSVal=1687196192 TSecr=0 WS-128
197 99.494798944 10.0.2.13 10.0.2.8 TCP 76 68 .6862 .68 [SVII] Seq-2 Win=64248 Len=0 MSS-1468 SACK PERM=1 TSVal=1687196192 TSecr=0 WS-128
198 99.498679645 10.0.2.8 10.0.2.13 TCP 68 6882 .68 (SVII) Seq-2 Ack=1 Win=65160 Len=0 TSVal=2137595642 TSecr=1687196192 TSecr=0 WS-128
200 99.498679649 10.0.2.8 10.0.2.13 TCP 68 6882 .68 (SVII) Seq-2 Ack=1 Win=65160 Len=0 TSVal=1687196194 TSecr=2137595642
200 99.49566499 10.0.2.8 10.0.2.13 TCP 68 6882 .68 (SVII) Seq-1 Ack=2 Win=64256 Len=0 TSVal=1687196194 TSecr=2137595642
200 99.49566499 10.0.2.8 10.0.2.13 TCP 68 6882 .68 (SVII) Seq-1 Ack=2 Win=64256 Len=0 TSVal=1687196194 TSecr=2137595642
200 99.49566499 10.0.2.8 10.0.2.13 TCP 76 68 6882 .68 [ACK] Seq-1 Ack=2 Win=64256 Len=0 TSVal=1687196194 TSecr=2137595642
200 99.49566499 10.0.2.8 10.0.2.13 TCP 76 68 6882 .68 [ACK] Seq-1 Ack=2 Win=64256 Len=0 TSVal=1687196194 TSecr=2137595642
200 99.49566499 10.0.2.8 10.0.2.13 TCP 76 68 6882 .68 [ACK] Seq-1 Ack=2 Win=64256 Len=0 TSVal=1687196194 TSecr=2137595642
200 99.4956
```

```
The server is ready to receive

1. Default Connected Client:

2. Enter Host :1
Select Option :

Client 1 : 10.0.2.13
Enter the lower port range: 65
Enter the higer port ranger: 70
port 65 is closed
port 66 is closed
port 67 is closed
port 68 is open
port 69 is closed
Server Responding To Client IP Address :
('10.0.2.13', 55054)
```