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Wireshark

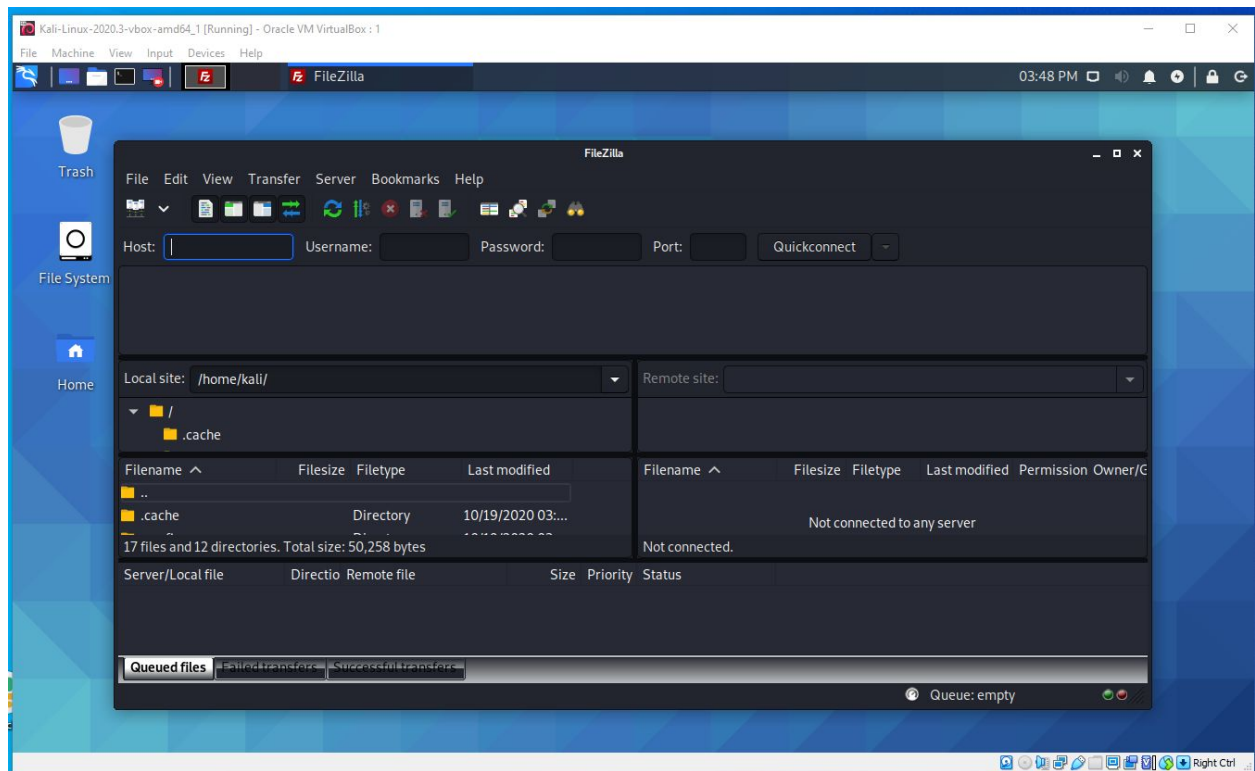
## Overview

Perform network packet analysis using Wireshark.

### Part 1: Staging

- Install Filezilla on your Kali Linux

#### Filezilla Install



## Part 2: Analyzing web server traffic with Wireshark

Step 1- Perform an HTTP GET request

Step 2- Sniff the packets with Wireshark.

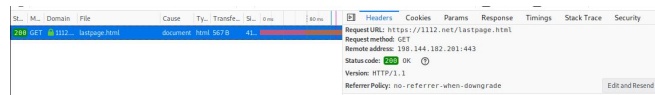
Step 3- Analyze the packets to locate the HTML text and tag contents of the page.

When I first performed a GET request for the specified URL I did not receive an HTTP OK packet I received a TLS packet, I did not receive an HTTP ok packet until navigating to another URL with more activity, my assumption was that because the first page was a static site that Wireshark did not detect or have anything to fetch for the GET although it did provide an ok status in the inspection tool.

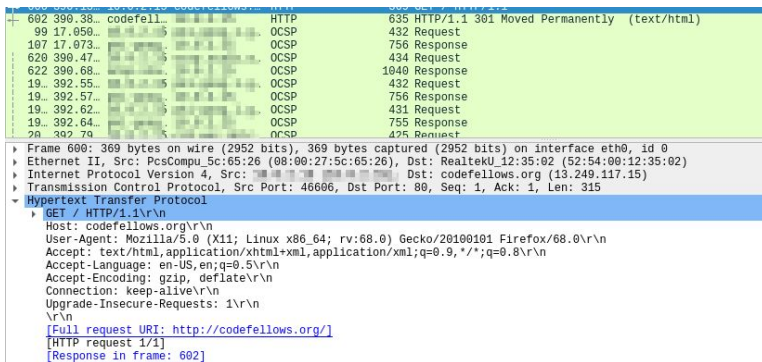
### Handshake

Destination	Protocol	Length	Info
1112.net	TCP	74	57944 → 443 [SYN] Seq=0 Win=64
1112.net	TCP	60	443 → 57944 [SYN, ACK] Seq=1
1112.net	TCP	54	57944 → 443 [ACK] Seq=1 Ack=1
1112.net	TLSv1.2	571	Client Hello

### HTTP ok



### Html



## Part 3: Capturing FTP packets with Wireshark

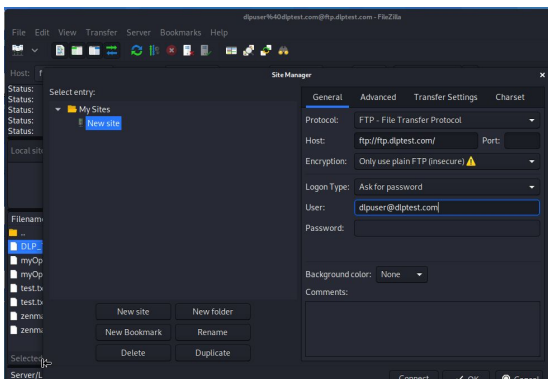
Step 1- Use Filezilla on your Kali Linux VM to access an FTP server

Step 2- Capture packets sent to and from the FTP server

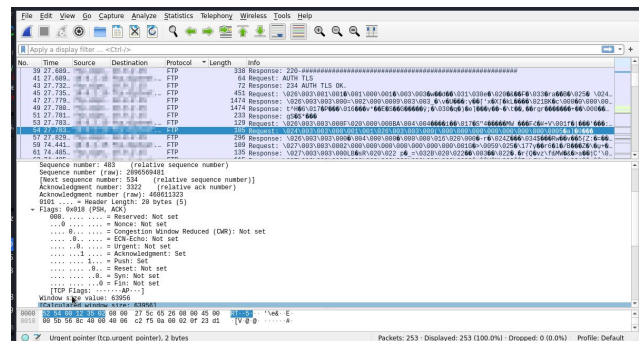
Step 3- Using Wireshark, demonstrate why FTP is not a secure protocol

During the FTP test, I received some mixed results the first time accessing and transferring the XML document from host to Filezilla server the information was encrypted and showed only minor details, but after making some configuration to the Filezilla setting and resending files across the network using FTP Wireshark was able to obtain username and passwords indicating that FTP protocol is not a secure way to transfer data.

### FTP setup



### FTP packets



### FTP non- secure

No.	Time	Source	Destination	Protocol	Length	Info
20	6.0892...	...	...	FTP	338	Response: 220-#*****
24	19.787...	...	...	FTP	80	Request: USER dlpuser@diptest.com
26	19.830...	...	...	FTP	106	Response: 331 User dlpuser@diptest.com OK. Password required
28	19.831...	...	...	FTP	86	Request: PASS eUj8GeW55SvYaswqUyD5m5v6N
30	19.891...	...	...	FTP	137	Response: 230-Your width usage is restricted

## Part 4: Sniffing hub traffic with Wireshark

Hubs behave a lot differently than switches! Now that we're getting hands-on with a network traffic sniffer, let's take a look at the difference between hubs and switches. In either GNS3, cloud, or physical lab:

Step 1- Deploy a hub, computer with Wireshark (A), and two other computers (B & C).

All computers are powered on and connected to the hub.

Step 2- Activate Wireshark sniffing on computer A.

Step 3 - On computer B, ping computer C.

Step 4 - Did you capture the ICMP packets? If so, include a screenshot.

Step 5- Halt and clear Wireshark. Replace the hub with a switch.

Step - Activate Wireshark sniffing on computer A.

Step 6- On computer B, ping computer C.

During testing of the ability for hubs to keep ICMP undetected from Wireshark it failed until I input a switch, the hub allows Wireshark to detect traffic although they were two other devices, that is because the network is the same and hubs act as dummy devices and to do not prevent packet collision.

## Ping ICMP packets

The screenshot displays two virtual machines side-by-side. The left VM is Ubuntu, showing a terminal window with the command `ip a` and its output, which includes the loopback interface `lo` and the ethernet interface `eth0`. Below the terminal, a Windows command prompt window shows the command `ping 10.0.2.255` being executed, with the output showing successful replies from 10.0.2.255. The right VM is Kali Linux, showing the Wireshark network protocol analyzer. The Wireshark interface is set to capture on `eth0`. The packet list shows several ICMP Echo (ping) requests and replies, including a request from 10.0.2.255 to 10.0.2.1 and a reply from 10.0.2.1 to 10.0.2.255. The packet details pane shows the structure of an ICMP Echo request, including the type, code, identifier, and sequence number.

## Part 5: Reporting

Answer the below discussion prompts in your own words as thoroughly as you can articulate:

- What kind of tool is Wireshark and what does it do?
  - Wireshark is a network sniffer, more specifically a protocol analyzer that can detect traffic over networks and provide insight on the traffic it detects.
- What other HTTP request methods can Wireshark capture and why would this be relevant to web app security?
  - Just to name a few, FTP, UDP, SMTP, TLS this would be relevant to app security because depending on what methods are being used to send the traffic if a person knows what they are looking for Wireshark can provide details about the traffic that could lead to vulnerabilities to an application.
- How can Wireshark help a cyber defender detect how a threat actor is abusing the three-way handshake?
  - Wireshark can read live data that has traveled across the network and allows you to monitor this information to detect patterns of traffic therefore being able to detect patterns in traffic that mimic threats.
- What are some ways to avoid the security flaws of FTP? Include examples of data at rest and data in motion.
  - Ensure that you are using SFTP as well as HTTPS or other secure protocols when transmitting data. Ensure that firewalls are in place as well as the network that the host device is using a secure or private connection.
- How can Wireshark be used offensively against a network topology that uses hubs?
  - This can take advantage of the limitation that comes with the hub as they are dummy devices they allow packets to be sent to other devices that are connected to that hub if a bad actor is able to gain access to a device on the hub they can see the traffic that is traveling on the network and gain access to that information using some feature of Wireshark that accepts all packets.
- What is the most technically correct term for the thing that hub ports share, but switch ports do not?
  - Hub ports share packets causing packet collision but switches do not share packets; they also function on layer two of the OSI model while hubs operate on the physical layer of the OSI model.