Using SNMP for Security Testing



The Simple Network Management Protocol (SNMP) is a network management protocol. On SNMP-enabled devices, an SNMP agent collects information from the device and stores it within a Management Information Base (MIB) where this data is stored so that it can be accessed whenever the SNMP manager polls the SNMP agent. Linux and Windows also supports other tools such as **snmpget** and **snmpset**.

Using **snmpwalk** we can specify the version of the SNMP protocol to use using the **-v** flag and the community string used for authentication purposes via the **-c** flag. Or we can use the Microsoft Windows SNMPWalk utility.

```
C:\> SnmpWalk.exe
SnmpWalk.exe [-q] -r:host [-p:port] [-t:timeout] [-v:version] [-c:community]
        [-ei:engine id] [-sn:sec name] [-ap:auth proto] [-aw:auth passwd]
        [-pp:priv_proto] [-pw:priv_passwd] [-ce:cont_engine] [-cn:cont_name]
        [-os:start oid] [-op:stop oid] [-csv]
                   Quiet mode (suppress header; print variable values only).
   -q
                  Name or network address (IPv4/IPv6) of remote host.
   -r:host
  -p:port
                 SNMP port number on remote host. Default: 161
                 SNMP timeout in seconds (1-600). Default: 5
   -t:timeout
   -v:version
                  SNMP version. Supported version: 1, 2c or 3. Default: 1
                 SNMP community string for SNMP v1/v2c. Default: public
   -c:community
   -sn:sec name
                 SNMP security name for SNMPv3.
   -ap:auth_proto Authentication protocol. Supported: MD5, SHA (SNMPv3).
   -aw:auth_passwd Authentication password (SNMPv3).
   -pp:priv_proto
                   Privacy protocol. Supported: DES, IDEA, AES128, AES192,
                  AES256, 3DES (SNMPv3).
  -pw:priv_passwd Privacy password (SNMPv3).
   -cn:cont_name
                  Context name. (SNMPv3)
   -ce:cont_engine Context engine. Format: hexadecimal string. (SNMPv3)
   -os:start_oid
                   Object ID (OID) of first SNMP variable to walk. Default:.1
                  Object ID (OID) of last SNMP variable to walk.
   -op:stop oid
                   Default: walk to the very last variable.
   -csv
                   Output in CSV (Comma Separated Values) format.
C:\>
```