

**WELCOME TO CLASS 3!**

**BLACK HAT PYTHON3**

**RALEIGH ISSA**

# GITHUB REPO

[https://github.com/tiarno/bhp3\\_class](https://github.com/tiarno/bhp3_class)

# SUMMARY FROM LAST CLASS

- mapping an app
- word lists for enumeration
- word lists for password bruteforce
- browser tools
- lxml for web parsing

# POLL

<https://linkto.run/p/OTWCR171>

# WRAPPING UP BHP CHAPTER 5

Web Hacking

# A NOTE ON ITERATING A QUEUE

You can't do it that way :-)

# CLEAN UP `mapper.py`

- `contextlib/ context manager`
- `thread.join()`

<https://pymotw.com/3/contextlib/index.html#from-generator-to-context-manager>

# A NOTE ON `1xm1`

General notes and demo



```
from lxml import etree
url = 'http://www.textfiles.com/hacking/INTERNET'
parser = etree.HTMLParser()
tree = etree.parse(url, parser=parser)
headelem = tree.find('//h1')
print(headelem.text)
```

# EXCEPTION HANDLING

<https://www.pythonforthelab.com/blog/learning-not-to-handle-exceptions/>

# BLACK HAT PYTHON, CHAPTER 3

# SOCKETS

<https://github.com/crazyguitar/pysheet/blob/master/docs/socket.rst>

# SOCKET SERVER

Required:

- create
- bind

Maybe, depends on type:

- listen
- accept

```
sock_obj = socket.socket(socket_family, # AF_INET
                          socket_type,   # SOCK_STREAM, SOCK_D
                          socket_protocol # IPPROTO_ICMP, IPPRO
                          )
```

# SOCKET CLIENT

- connect

# SOCKET COMMUNICATION

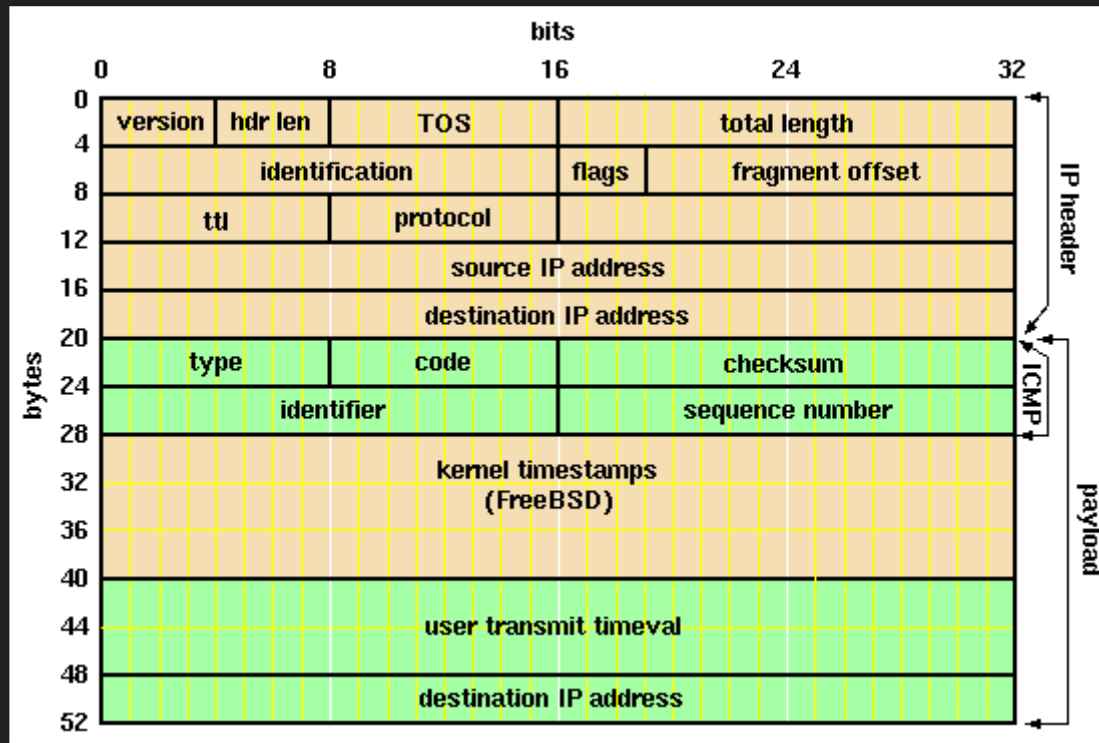
- send
- recv
- sendto
- recvfrom



# LET'S CODE!

`sniffone.py`

# IP PACKET



# IP HEADER

Internet Protocol					
Bit Offset	0-3	4-7	8-15	16-18	19-31
0	Version	HDR Length	Type of Service	Total Length	
32	Identification			Flags	Fragment Offset
64	Time to Live		Protocol	Header Checksum	
96	Source IP Address				
128	Destination IP Address				
160	Options				

# CODE

- `c_ip.py`
- `struct_ip.code`
- `c_icmp.py`
- `struct_icmp.py`

# **struct PACKAGE**

<https://docs.python.org/3/library/struct.html>

# HEADER PARTS

1. B (ver, hdrlen)
2. B tos
3. H total len
4. H identification
5. H flags + frag offset
6. B ttl
7. B protocol
8. H checksum
9. 4s src ip
10. 4s dst ip

# HIGH NYBBLE

We have one byte and want the high-order nybble:

$$\begin{array}{cccccccc} 0 & 1 & 0 & 1 & 0 & 1 & 1 & 0 & >> 4 \\ \hline 0 & 0 & 0 & 0 & 0 & 1 & 0 & 1 & \end{array}$$

# LOW NYBBLE

We have one byte and want the low-order nybble:

0	1	0	1	0	1	1	0	&F
0	0	0	0	1	1	1	1	
0	0	0	0	0	1	1	0	



# PYTHON CODE

```
>>> m = 66
>>> m
66
>>> bin(m)
'0b1000010' # or 0100 0010
>>> bin(m>>4)
'0b100'      # or 0100
>>> bin(m&0xF)
'0b10'       # or      0010
```

```
"{0:016b}".format(0x1234)
f"{0x1234:016b}"
```

```
>>> '{0:08b}'.format(0x45)
'01000101'
>>> '{0:04b}'.format(0x45>>4)
'0100'
>>> '{0:04b}'.format(0x45&0xF)
'0101'
```

# TEST IT OUT:

- `ipheader0.py`

# ICMP HEADER

Destination Unreachable Message		
0-7	8-15	16-31
Type = 3	Code	Header Checksum
Unused		Next-hop MTU
IP Header and First 8 Bytes of Original Datagram's Data		

# ICMP HEADERS

- ping
- traceroute

<https://www.erg.abdn.ac.uk/users/gorry/course/inet-pages/icmp-code.html>

# TEST IT OUT:

- `ipheader1.py`

# IPADDRESS PACKAGE

<https://docs.python.org/3/library/ipaddress.html>

# UDP SCANNER

- how it works
- UDP packet to unused port
  - network unreachable (from router)
  - host unreachable (from router)
  - port unreachable !



# TEST IT OUT

- `scanner.py`

# READING 1

<https://docs.python.org/3/library/struct.html#format-characters>

<https://docs.python.org/3.5/library/ctypes.html#ctypes>

<http://www.firewall.cx/networking-topics/protocols/icmp-protocol/153-icmp-destination-unreachable.html>

# YOUR JOB

- Pick your favorite method to define headers
- Add an IP and ICMP class to your `bhp3_class/packets/__init__.py` file
- Create your own network UDP scanner in your `bhp3_class/packets` module

# FEEDBACK PLEASE!

- tim@reachtim.com
- discord: <https://discord.gg/WR23qUj>