ECEN 665- Packet Sniffing
Assignment 1
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This document contains implementation details for the source code, screenshots of the packets captured at the output and analysis of the different protocols used for transfer of information over the network.

Makefile: g++ -std=c++0x finalcode.cpp -lpcap -o output
./output httpsession.pcap 1
or
./output tfsession.pcap 2
or
./output tfsession.pcap 3

Here, finalcode is my cpp code which I built on CodeBlocks- Ubuntu 16.04.03 64 bit and run on the terminal. -lpcap is to associate the library files of libpcap with our program and output is the name of the object file created.

The second line is to run the program i.e. the object file, with first argument as the file from which we need to reassemble http, telnet and ftp sessions. The second argument is for the type of packets you want to capture: 1 for http, 2 for telnet and 3 for ftp.

In this program we will be reading packets till we encounter an error message.

Program Flow/Design:

I first just implemented the packet level implementation to understand the data transfer (which was pretty easy). Then with the help of many open source projects online I was able to reassemble the packets for different sessions. (I have analyzed the screenshots for the packet level implementation in detail and posted screenshots for the application level sessions).

1. We take the filename as input from the user whose packets are to be captured, we also mention the type of packets we want to capture: http, telnet or ftp.

2. We then use pcap_open_offline to open a saved capture file for reading:

```
pcap_t *pcap_open_offline(const char *fname, char *errbuf);
```

3. We know which packets to look for and we search for these packets in a loop till we reach the cnt limit specified or till infinity. The first argument is our session handle, next is cnt (if set to -1 or 0, the processing goes on until an error condition occurs), then is the name of the callback funtcion, the last argument is just in case we have some additional arguments to send.

```
int pcap_loop(pcap_t *p, int cnt,pcap_handler callback, u_char *user);
```

4. Now, we go to the callback function, where header contains the timestamp and length of the packet, the last argument is a pointer to the serialized version of the Ethernet, IP and TCP headers initialized before.

```
void got_packet(u_char *args,const struct pcap_pkthdr *header,const u_char
*packet);
```

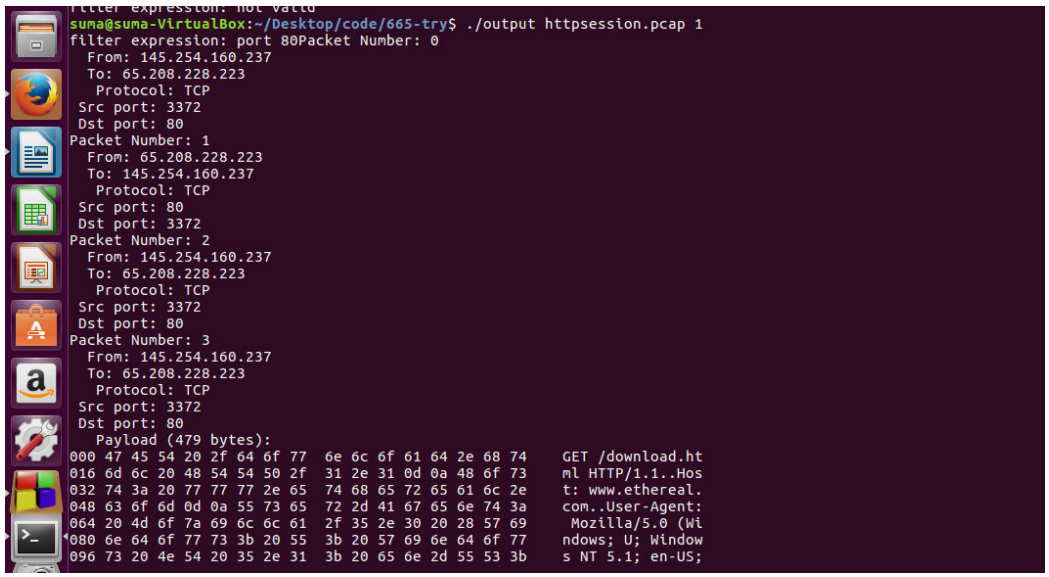
5. In the callback function, we do some calculations to find the exact location where the payload starts, by extracting information from the headers (Ethernet is fixed, but IP and TCP headers can have variable lengths). Then comes the difficult part, we have to reassemble the TCP, FTP and TELNET sessions. We first check if the input type of packets and port numbers is a match. If yes, we search a record with the same {ip,port} pair. If there is no match, we insert a new record, else we get the iterator and place our new record there. This process is repeated dynamically for both request and response.

6.We return back to main, iterate for the whole session and display the reassembled application level data.

Screenshots (The italicized data is my interpretation) – Application Level data screenshots at the end.

1. Compiling the program with the given httpsession.pcap file. First we check for telnet, no packets are captured, then for ftp, no packets are captured. Then we try with some random numbers and we get the output as invalid expression. We can see that the filter is working correctly.

This screenshot shows the captured HTTP packets form the httpsession.pcap.



Analysing the information captured packet by packet:

//TCP SYN packet (TCP three way handshake)

Packet Number: 1
From: 145.254.160.237 *//source IP address*
To: 65.208.228.223 *//destination IP address (IP address of the http server)*
Protocol: TCP
Src port: 3372 *//source port, dynamic port selected for this connection*
Dst port: 80 *//destination port, for http it will be 80*
(all the packets for this connection will have matching MAC addresses, IP addresses and port numbers)

//TCP SYN/ACK packet (TCP three way handshake)
Packet Number: 2
From: 65.208.228.223
To: 145.254.160.237
Protocol: TCP
Src port: 80
Dst port: 3372

//TCP ACK packet (TCP three way handshake)
Packet Number: 3
From: 145.254.160.237
To: 65.208.228.223
Protocol: TCP
Src port: 3372
Dst port: 80

//First HTTP packet – GET/
Packet Number: 4
From: 145.254.160.237
To: 65.208.228.223
Protocol: TCP
Src port: 3372
Dst port: 80

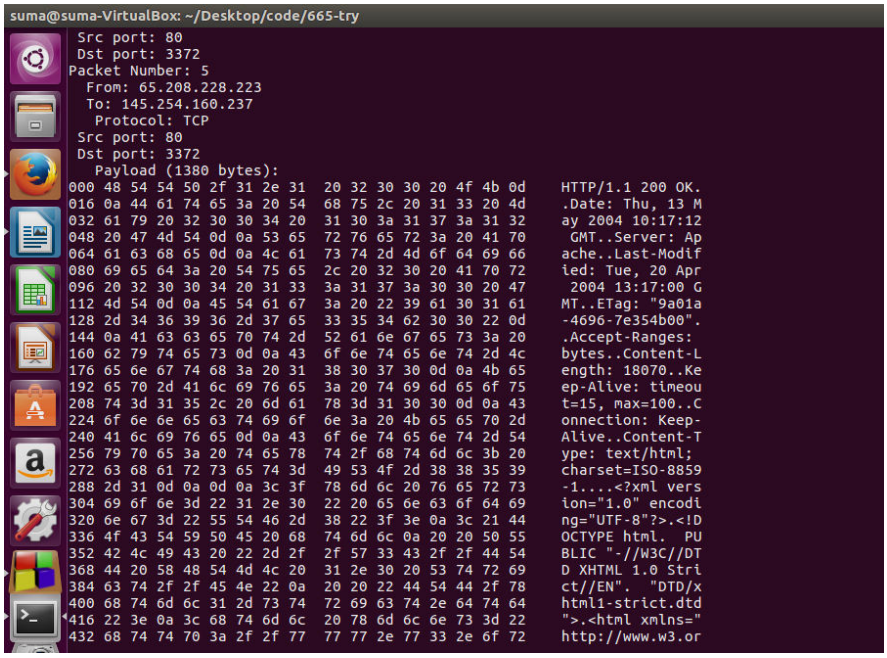
Payload (479 bytes):

GET /download.html HTTP/1.1.. *//GET -Access Control Request Method*
Host: www.ethereal.com.. *//Host- The domain name of the server*
User-Agent: Mozilla/5.0 (Windows; U; Windows NT 5.1; en-US; rv:1.6) Gecko/20040113.. *//User-Agent //HTTP identifies the client software originating the request using the user-agent header*

Accept:ext/xml,application/xml,application/xhtml+xml,text/html;q=0.9,ext/plain;q=0.8,image/png,image/jpeg,image/gif; q=0.2,*/*;q=0.1.. *//Accept*
//Media type that is acceptable for the response (Content negotiation)

Accept-Language: en-us,en;q=0.5.. *//Accept-Language*
//list of acceptable human languages for response
Accept-Encoding: gzip,deflate.. *//list of acceptable encodings, HTTP compression*
Accept-Charset: ISO-8859-1,utf-8;q=0.7,*;q=0.7.. *//Character sets that are acceptable*

Keep-Alive: 300.. *//Keep-Alive*
Connection: keep-alive.. *//Connection*
Referer: http://www.ethereal.com/development.html…. *//Referrer*
//This is the address of the previous web page from which a link to the currently requested page has followed.



//TCP ACK (Server TCP acknowledgement of receiving the GET request)
Packet Number: 5
From: 65.208.228.223
To: 145.254.160.237
Protocol: TCP
Src port: 80
Dst port: 3372

Packet Number: 6
From: 65.208.228.223
To: 145.254.160.237
Protocol: TCP
Src port: 80
Dst port: 3372

Payload (1380 bytes):

HTTP/1.1 200 OK.. *//the request has succeeded, the information returned with the response is dependent on the method used in the request – Status Line*

Date: Thu, 13 May 2004 10:17:12 GMT..\ *//General Headers*

Server: Apache.. *//Response Headers and Entity Headers*
Last-Modified: Tue, 20 Apr 2004 13:17:00 GMT..

ETag: "9a01a-4696-7e354b00"..
Accept-Ranges: bytes..
Content-Length: 18070..
Keep-Alive: timeout=15, max=100..
Connection: Keep-Alive..
Content-Type: text/html;

charset=ISO-8859-1…. download *//Style details of a HTML page for ethereal*
<?xml version="1.0" encoding="UTF-8"?>.
<!DOCTYPE html. PUBLIC "-//W3C//DTD XHTML 1.0 Strict//EN". "DTD/xhtml1-strict.dtd">.
<html xmlns="http://www.w3.org/1999/xhtml" xml:lang="en" lang="en">. <head>.
  <title>Ethereal: Download</title>.
 <style type="text/css" media="all">..@import url("mm/css/ethereal-3-0.css");.
</style>.</head>. <body>. . <table width="100%" cellspacing="0"
cellpadding="0" border="0" summary="">. <tr>.
<td valign="middle" width="1">.. <img class="logo" title="Ethereal home"
src="mm/image\elogo-64-trans.gif" alt="" width="64" height="64"></img>.
 </td>. <td align="left" valign="middle">. <h2>Ethereal</h2>. <h5 style="white-space:
nowrap;">Download</h5>. </td>. <td align="right">..
<table style="margin-right: 10px;" cellspacing="0" cellpadding="0" border="0" summary="">.
 <form name="search" method="post" action="http://www.ethereal.com/cgi-bin/htsearch">.
  *<tr>.. <td>.. *.

(This packet capture is basically in reference to downloading ethereal (network troubleshooting and alnalysis software from www.ethereal.com) //href contains the URL (actual link) and the clickable text on the page.

//TCP packet sent with FIN bit sent (the connection is no longer needed and request for it to be closed)
Packet Number: 39
From: 145.254.160.237
To: 65.208.228.223
Protocol: TCP
Src port: 3372
Dst port: 80

//The server sends an ACK for the client's FIN and also the FIN
Packet Number: 40
From: 145.254.160.237
To: 65.208.228.223
Protocol: TCP
Src port: 3372
Dst port: 80

//The client sends and ACK for the server's FIN
Packet Number: 41
From: 65.208.228.223
To: 145.254.160.237
Protocol: TCP
Src port: 80

Dst port: 3372

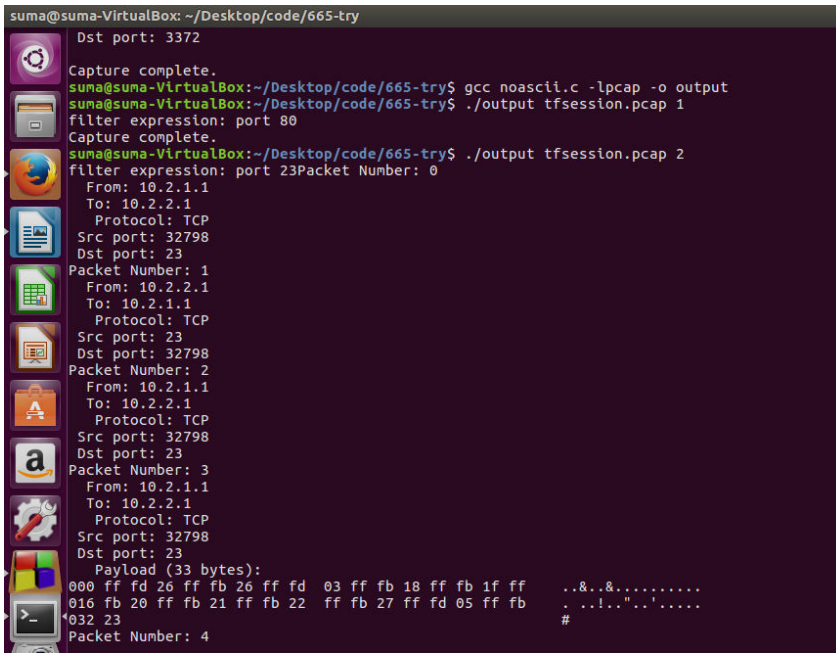
Capture complete. In the similar way we can analyse all the packets obtained for HTTP.

2. We now capture telnet packets from the tfsession.pcap file given.

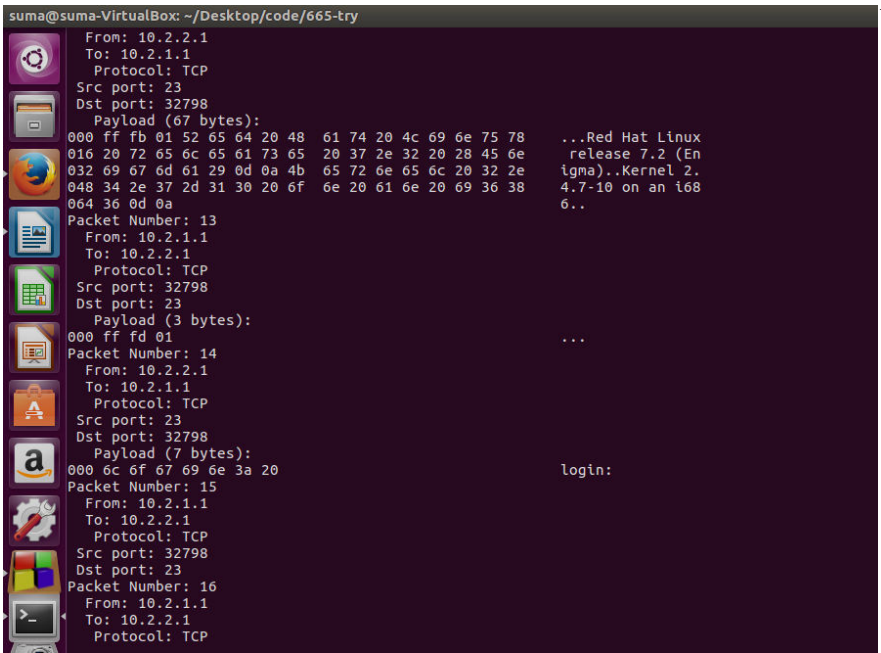
TELNET is an interactive data transfer protocol. For each character typed, we send 3 packets:

1. client → server : Send typed character
2. server → client : echo of character and acknowledgement of 1st packet
3. client → server : acknowledgement of second packet

Filter expression: port 23



The initial 3 packets are for the TCP three way handshake as mentioned earlier in the HTTP session. Using the information mentioned above, we decoded the login id and passwords attempted over the TELNET connection.



1. *login : cs6262*
   password: welkfjwe

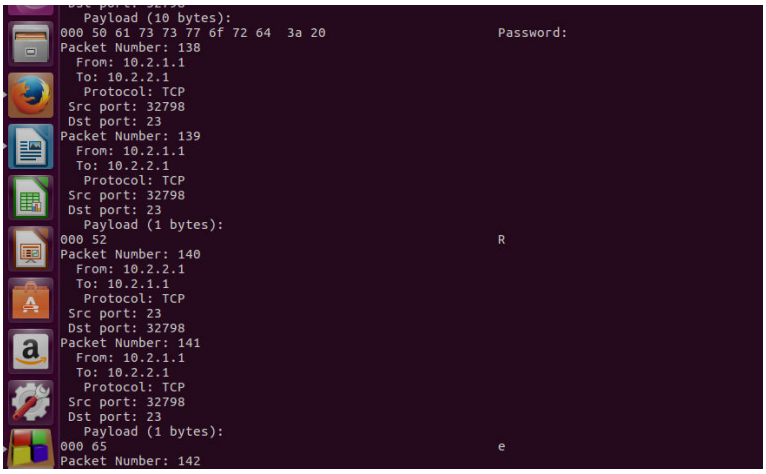
   Login incorrect

2. *login: cs6262*
   password: w;lerkwel;f

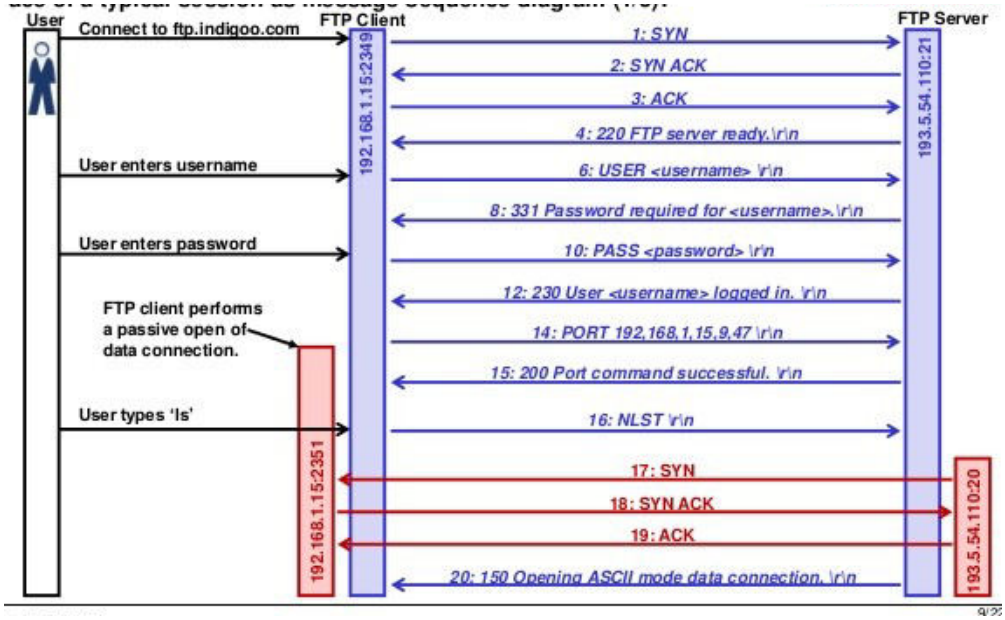
   Login incorrect

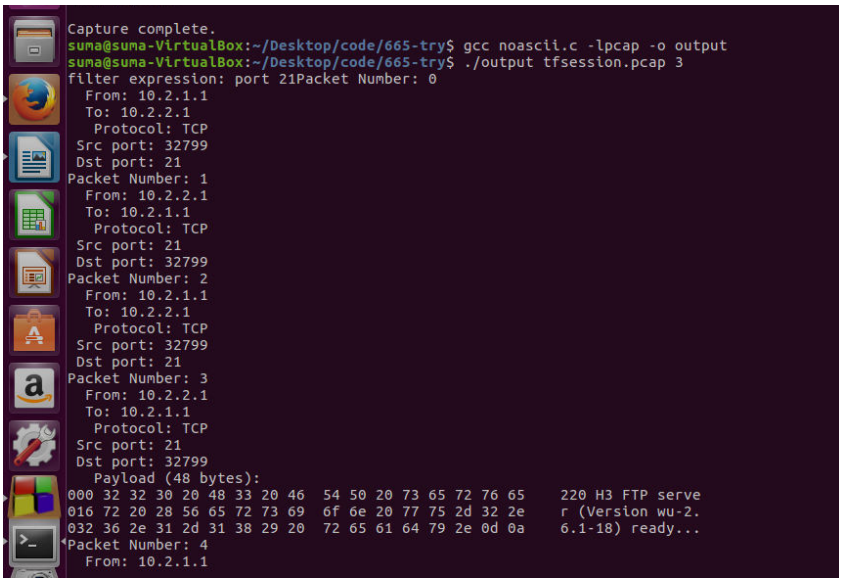
3. *login: cs6262*
   password: Re=mi3vE4

   This time we have a successful login, and last login's details are mentioned on the terminal

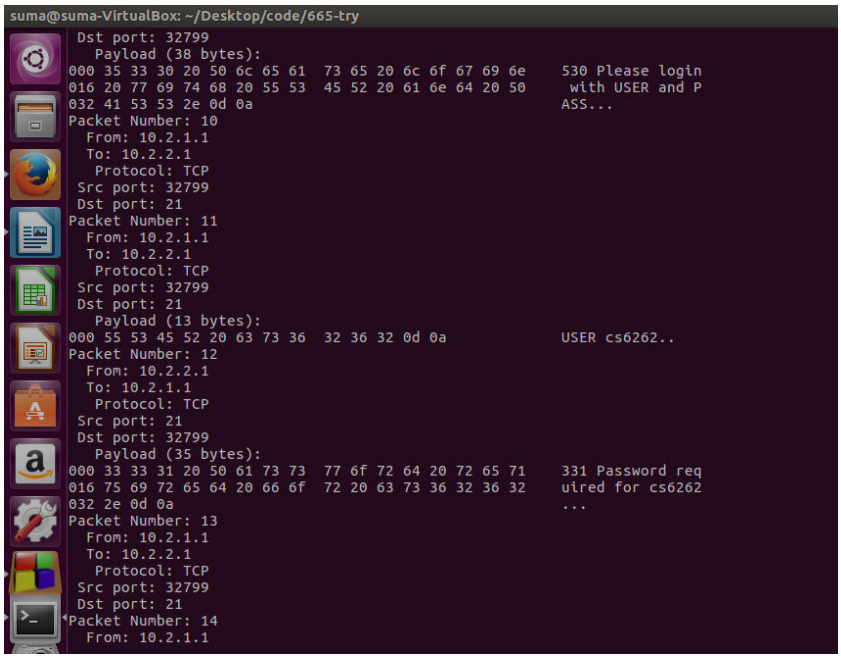


3. Tracing FTP packets: (Blue- Control Connection, Red- Data Connection)



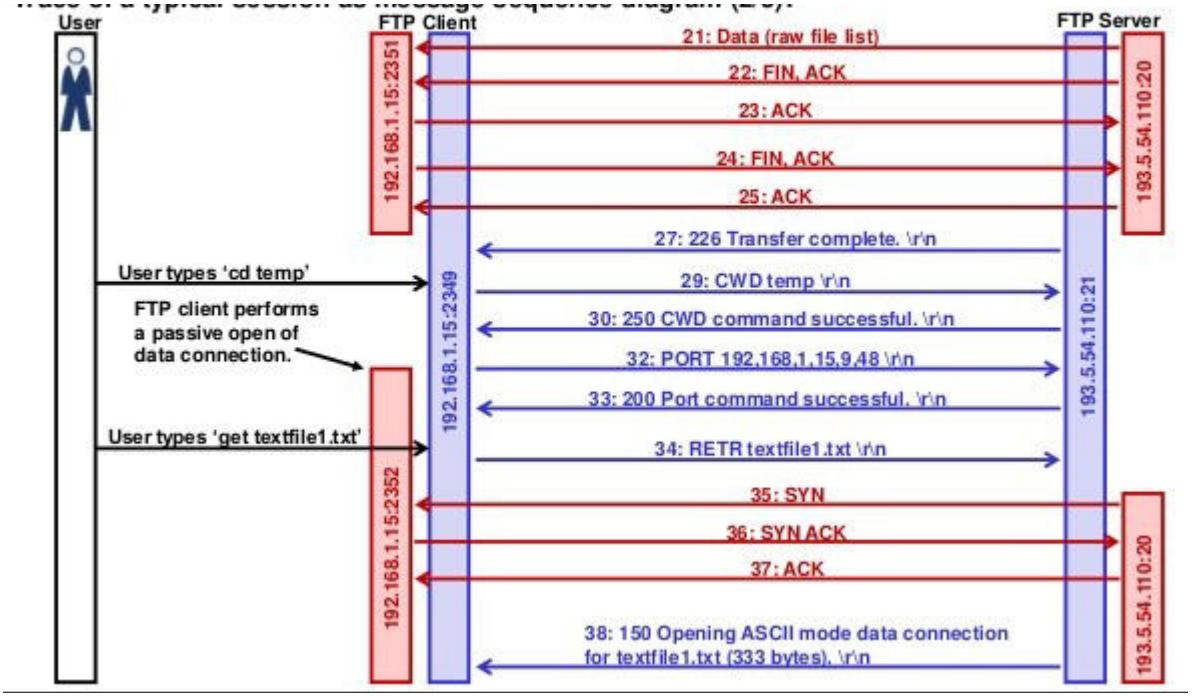


//220 – Service ready for new user



//530 – Not logged in
//331 – User name okay, Password needed
//230 – User logged in, appropriate
//SYST - requesting information about the server's operating system

```
suma@suma-VirtualBox: ~/Desktop/code/665-try
  Dst port: 21
    Payload (16 bytes):
000 50 41 53 53 20 52 65 3d  6d 69 33 76 45 34 0d 0a    PASS Re=mi3vE4..
Packet Number: 15
  From: 10.2.2.1
  To: 10.2.1.1
    Protocol: TCP
  Src port: 21
  Dst port: 32799
    Payload (28 bytes):
000 32 33 30 20 55 73 65 72  20 63 73 36 32 36 32 20    230 User cs6262
016 6c 6f 67 67 65 64 20 69  6e 2e 0d 0a                logged in...
Packet Number: 16
  From: 10.2.1.1
  To: 10.2.2.1
    Protocol: TCP
  Src port: 32799
  Dst port: 21
Packet Number: 17
  From: 10.2.1.1
  To: 10.2.2.1
    Protocol: TCP
  Src port: 32799
  Dst port: 21
    Payload (6 bytes):
000 53 59 53 54 0d 0a                                   SYST..
Packet Number: 18
  From: 10.2.2.1
  To: 10.2.1.1
    Protocol: TCP
  Src port: 21
  Dst port: 32799
    Payload (19 bytes):
000 32 31 35 20 55 4e 49 58  20 54 79 70 65 3a 20 4c    215 UNIX Type: L
016 38 0d 0a                                            8..
Packet Number: 19
  From: 10.2.1.1
```



Some relevant captured packets:

Packet Number: 21
Payload (8 bytes):
TYPE I.. *// TYPE I – image (binary data), Type E – EBCDIC text, Type L- Local Format*

Packet Number: 24

Payload (8 bytes):
TYPE A.. *// Type A – ASCII text*
Packet Number: 27
Payload (6 bytes):
PASV.. *//The passive FTP command involves a more secure form of data transfer initiated by the client rather than the FTP server program. Any corporate firewall recognizes input from the outside only in response to user requests, hence the PASV command. If not used, the connection from server will not be accepted when it accepts the request and sends to ephemeral port + 1.*

Packet Number: 28
Payload (45 bytes):
227 Entering Passive Mode (10,2,2,1,23,145).. *//227- Entering Passive Mode (h1,h2,h3,h4,p1,p2)*

Packet Number: 29
Payload (6 bytes):
LIST.. *//If remote-filespec refers to a directory, sends information about each file in that directory*

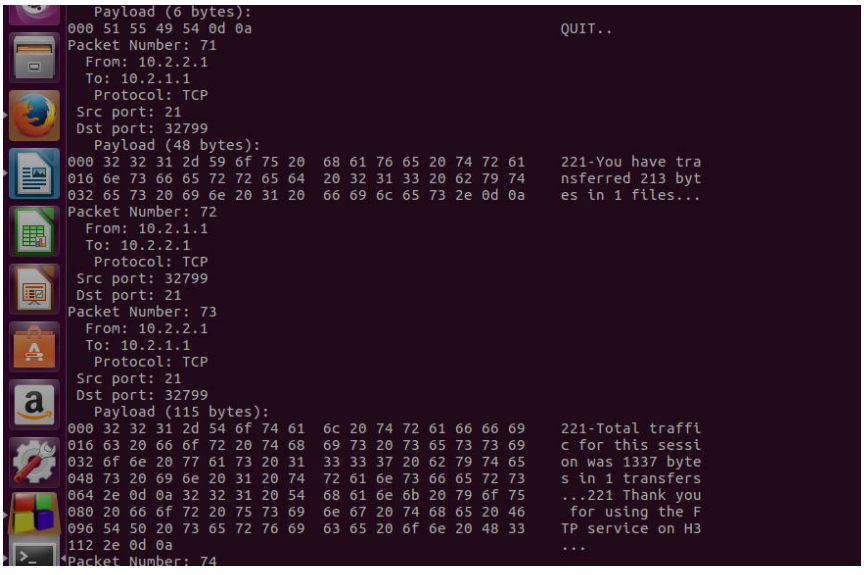
Packet Number: 30
Payload (63 bytes):
150 Opening ASCII mode data connection for directory listing…
//150 - File status okay; about to open data connection.

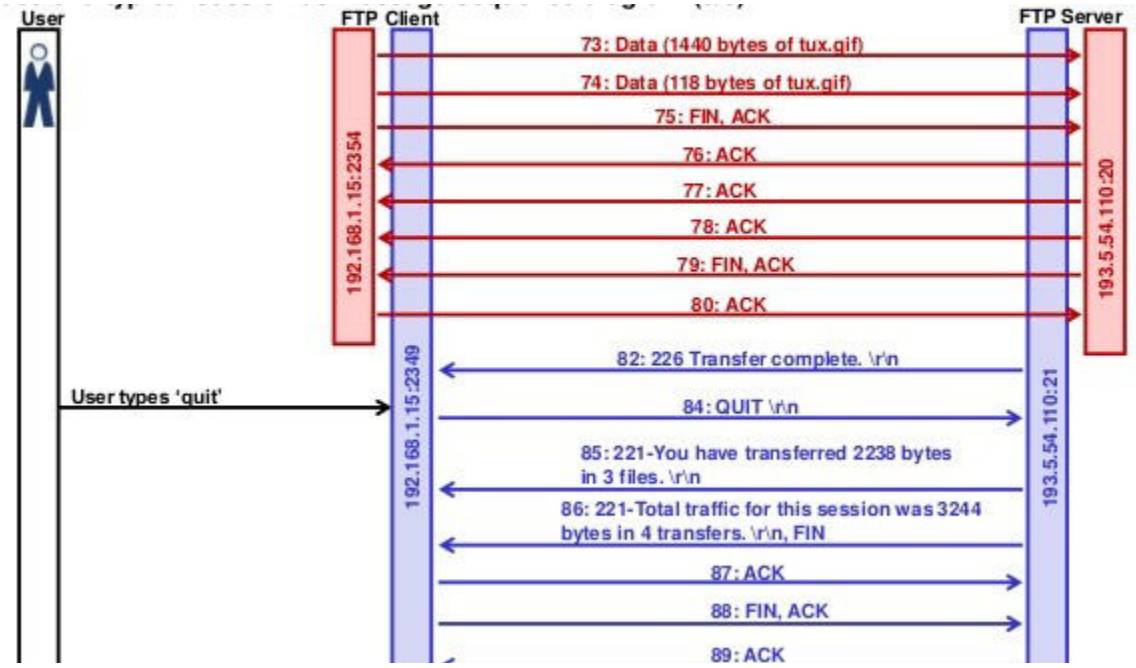
Packet Number: 42
Payload (10 bytes):
CWD /tmp.. *//change working directory*

Packet Number: 66
Payload (12 bytes):
RETR hosts.. *// retrieve a remote file*

Packet Number: 67
Payload (64 bytes):
150 Opening BINARY mode data connection for hosts (213 bytes)…

//221- Service Closing Control Connection





Takeaways from packet level data:

I had never never known how easy it is to tap into passwords sent over applications such as TELNET and FTP (As they have plain-text authentication- login and passwords are sent in clear)using lipcap. The code was very easy to implement through minor changes, something that can be done by a novice programmer).

I realized that not only are the login credentials sent in plain-text, but also the payload. Hence, the replacement of TELNET and FTP must be done by SSH and SFTP as a necessity.

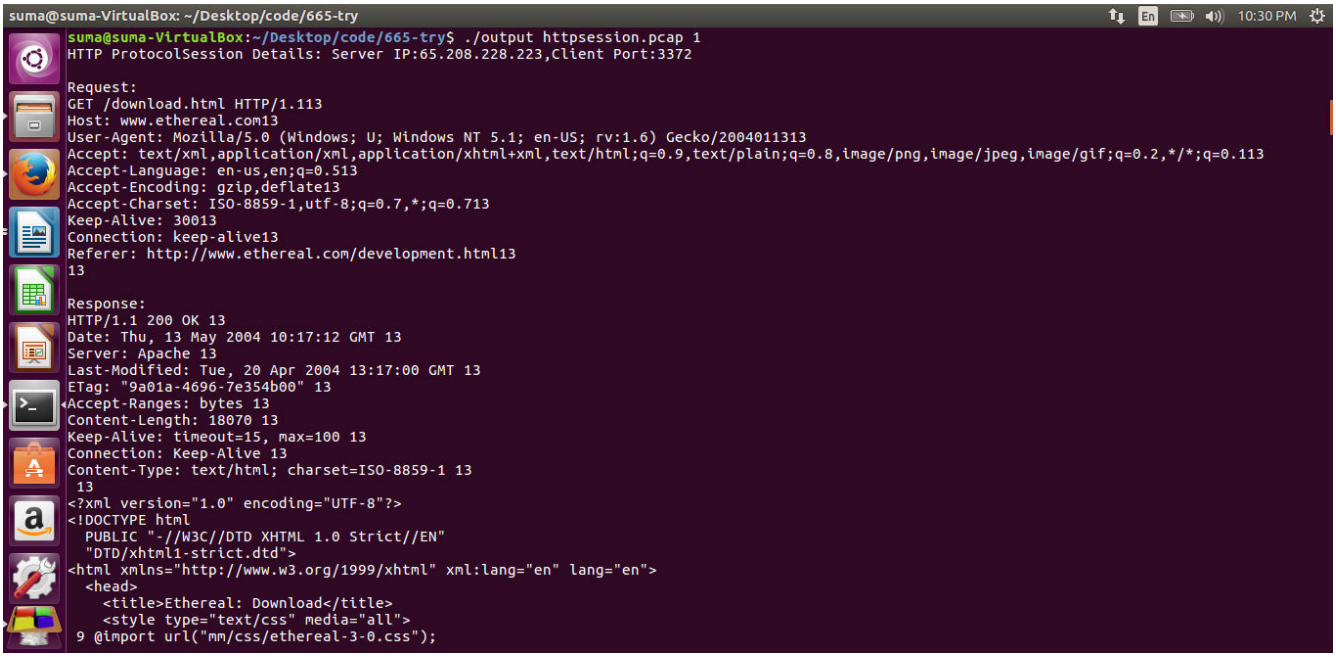
Moreover, by using the promiscuous mode we can capture the traffic not only passing through the router, but the traffic in the whole network.

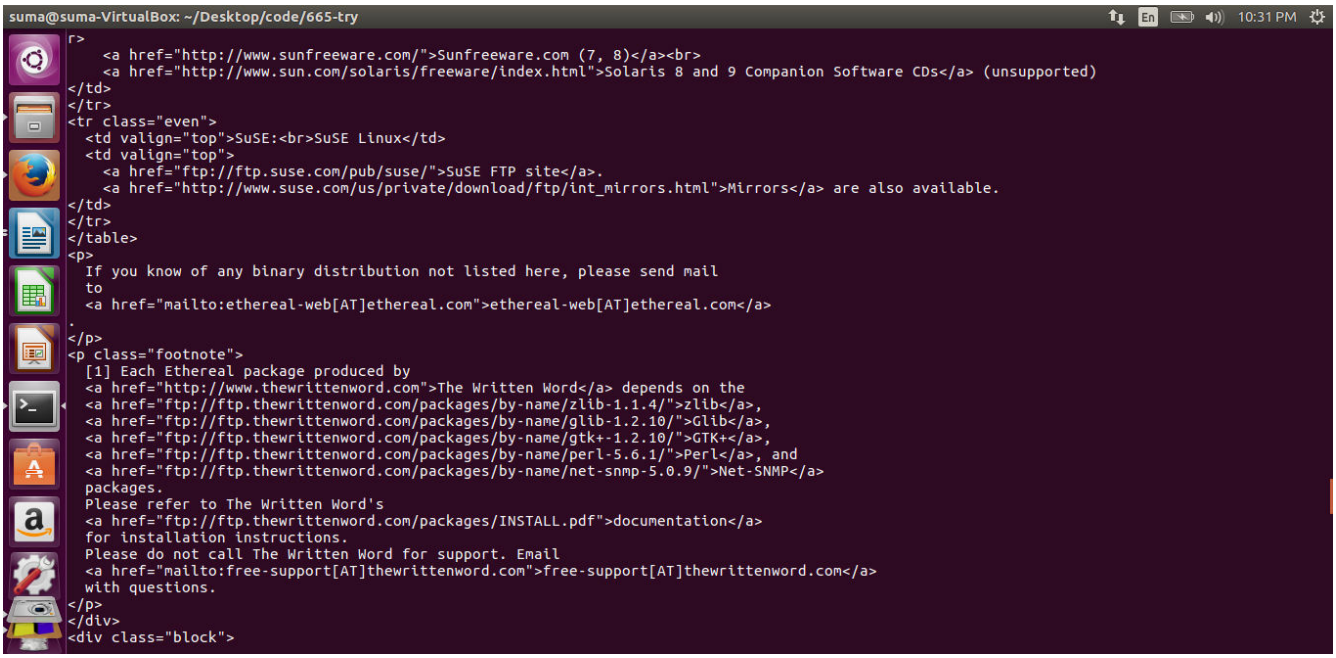
This plaintext or even encrypted in terms of SSH and SFTP can be replayed for attacks, these are vulnerable even for man-in-the-middle attacks.

Anti- Sniffing tools must be employed at all levels (not necessarily for home or switched networks). There are many of them already in practise such as Traffscrambler, Sniff Joke, Kitty-Litter, AciD (ARP change intrusion detector).

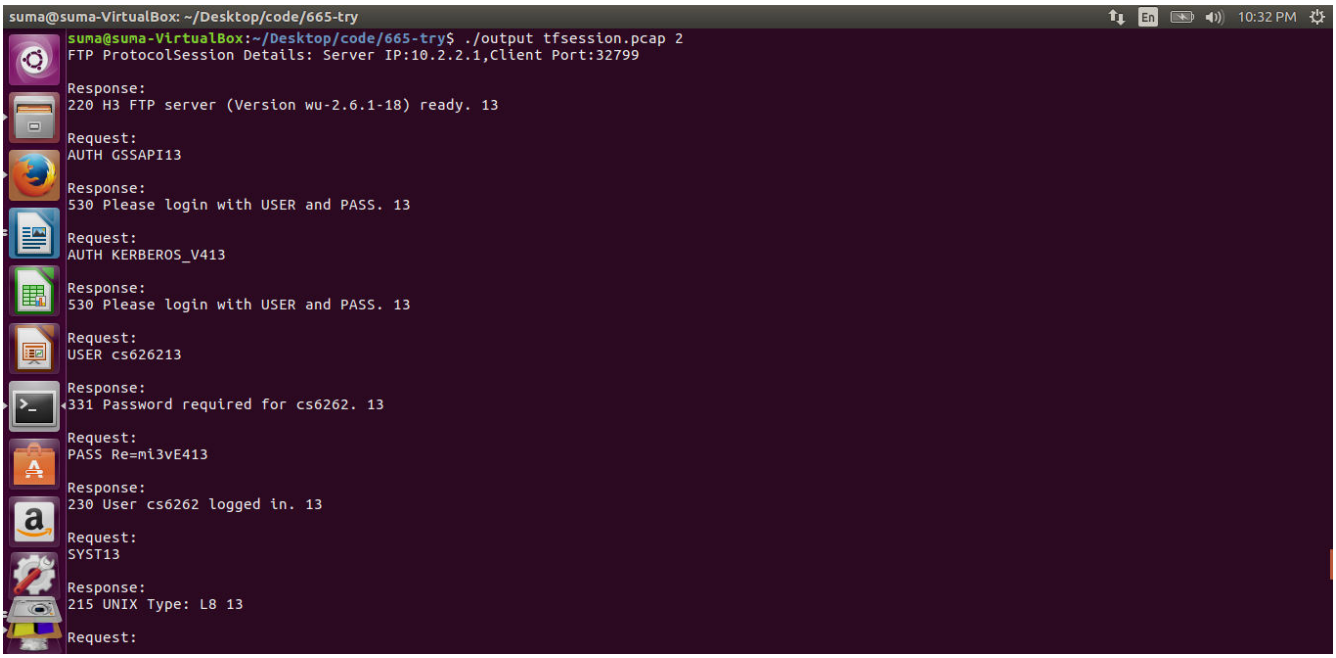
Next Page – Application Level Screenshots

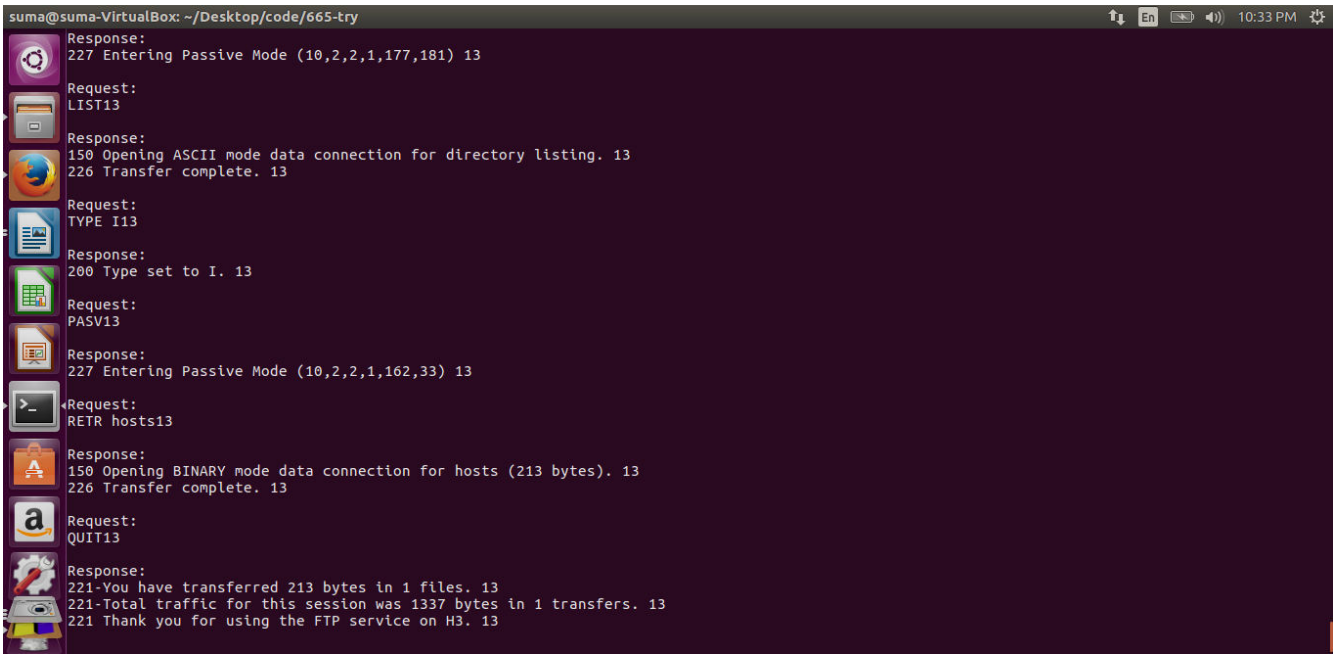
1. HTTP



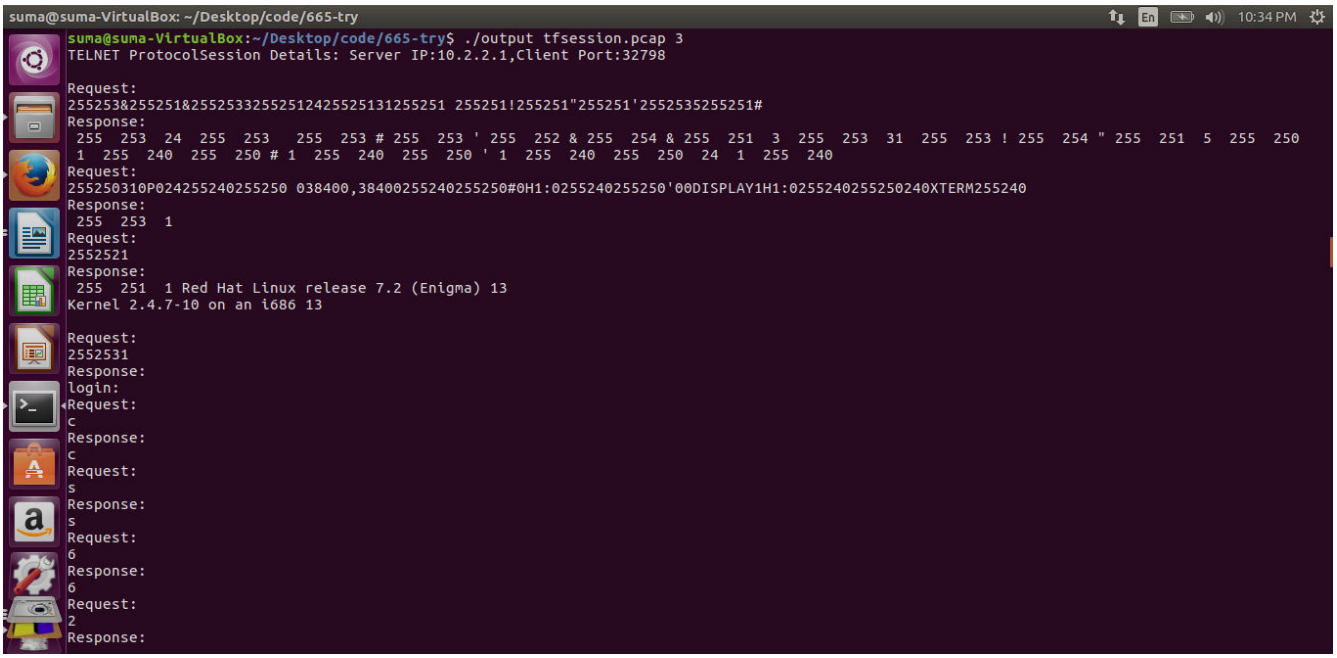


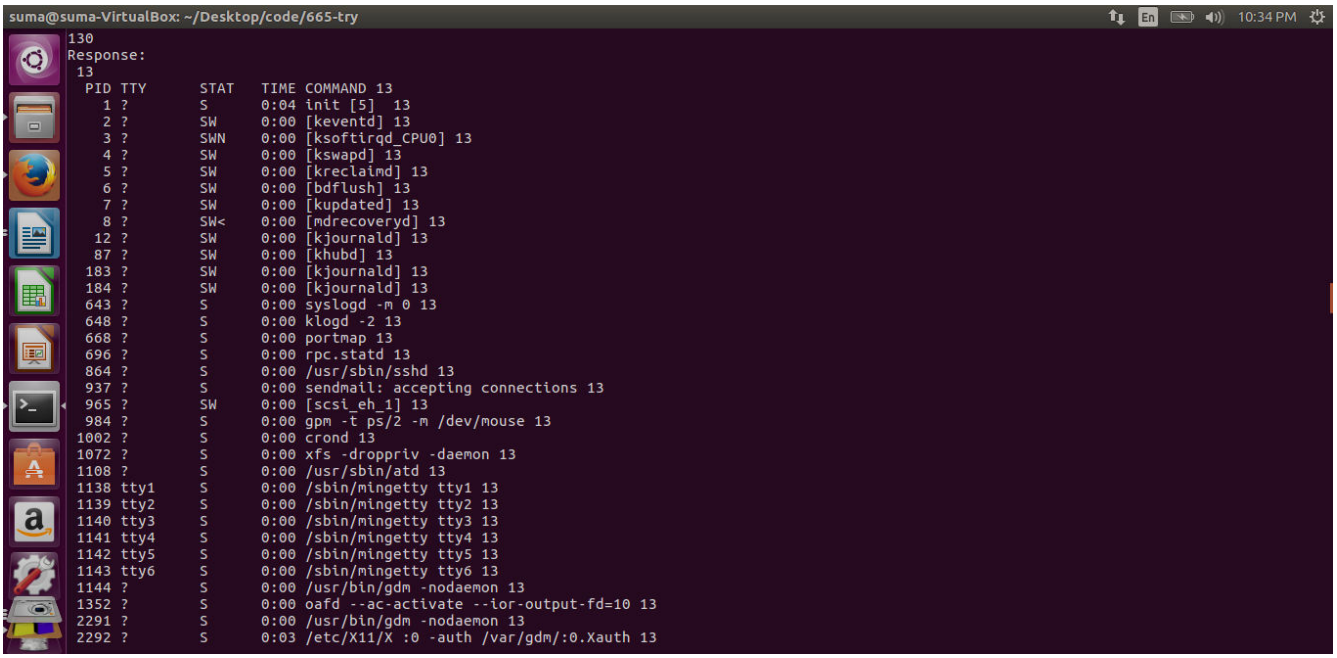
2. FTP

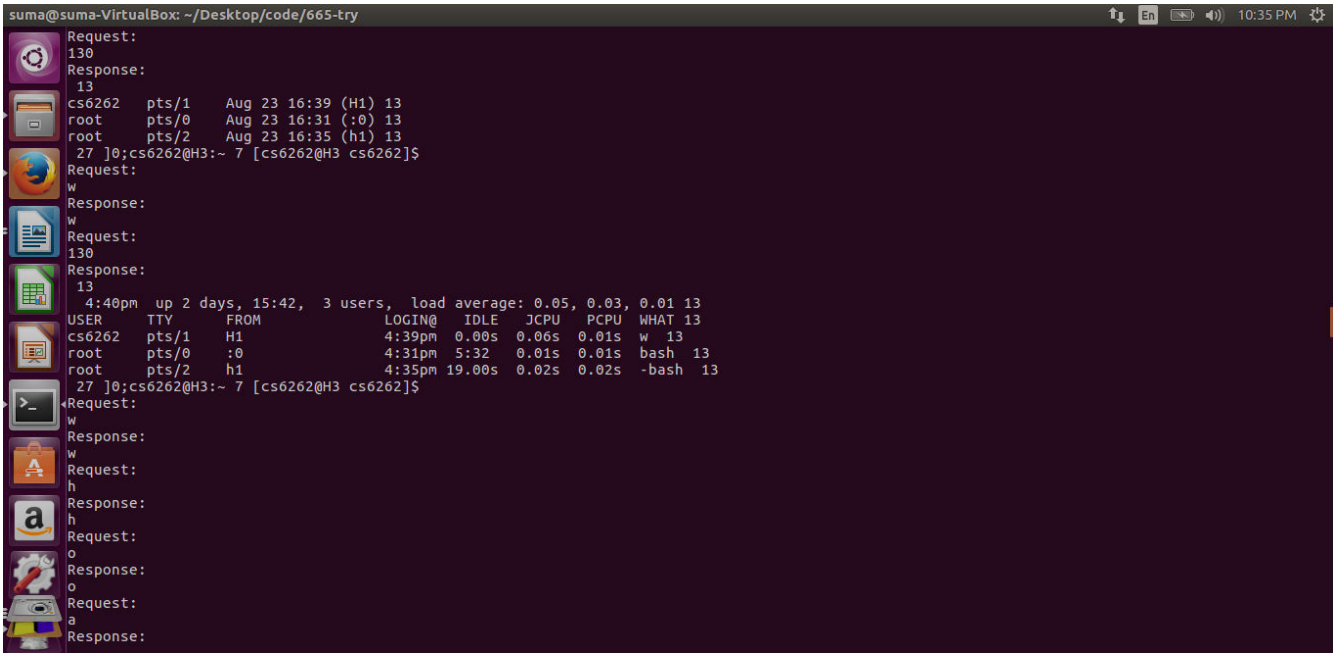

suma@suma-VirtualBox: ~/Desktop/code/665-try
10:32 PM
suma@suma-VirtualBox:~/Desktop/code/665-try$ ./output tfsession.pcap 2
FTP ProtocolSession Details: Server IP:10.2.2.1,Client Port:32799
Response:
220 H3 FTP server (Version wu-2.6.1-18) ready. 13
Request:
AUTH GSSAPI13
Response:
530 Please login with USER and PASS. 13
Request:
AUTH KERBEROS_V413
Response:
530 Please login with USER and PASS. 13
Request:
USER cs626213
Response:
331 Password required for cs6262. 13
Request:
PASS Re=mi3vE413
Response:
230 User cs6262 logged in. 13
Request:
SYST13
Response:
215 UNIX Type: L8 13
Request:


suma@suma-VirtualBox: ~/Desktop/code/665-try
10:33 PM
Response:
227 Entering Passive Mode (10,2,2,1,177,181) 13
Request:
LIST13
Response:
150 Opening ASCII mode data connection for directory listing. 13
226 Transfer complete. 13
Request:
TYPE I13
Response:
200 Type set to I. 13
Request:
PASV13
Response:
227 Entering Passive Mode (10,2,2,1,162,33) 13
Request:
RETR hosts13
Response:
150 Opening BINARY mode data connection for hosts (213 bytes). 13
226 Transfer complete. 13
Request:
QUIT13
Response:
221-You have transferred 213 bytes in 1 files. 13
221-Total traffic for this session was 1337 bytes in 1 transfers. 13
221 Thank you for using the FTP service on H3. 13

3. TELNET


suma@suma-VirtualBox: ~/Desktop/code/665-try
10:34 PM
suma@suma-VirtualBox:~/Desktop/code/665-try$ ./output tfsession.pcap 3
TELNET ProtocolSession Details: Server IP:10.2.2.1,Client Port:32798
Request:
255253&255251&255253325525124255251312552 55 255251!255251"255251'2552535255251#
Response:
255 253 24 255 253 255 253 # 255 253 ' 255 252 & 255 254 & 255 251 3 255 253 31 255 253 ! 255 254 " 255 251 5 255 250
1 255 240 255 250 # 1 255 240 255 250 ' 1 255 240 255 250 24 1 255 240
Request:
255250310P024255240255250 038400,38400255240255250#0H1:0255240255250'00DISPLAY1H1:025524025525024 0XTERM255240
Response:
255 253 1
Request:
2552521
Response:
255 251 1 Red Hat Linux release 7.2 (Enigma) 13
Kernel 2.4.7-10 on an i686 13
Request:
2552531
Response:
login:
Request:
c
Response:
c
Request:
s
Response:
s
Request:
6
Response:
6
Request:
2
Response:


suma@suma-VirtualBox: ~/Desktop/code/665-try
10:34 PM
130
Response:
13
PID TTY STAT TIME COMMAND 13
1 ? S 0:04 init [5] 13
2 ? SW 0:00 [keventd] 13
3 ? SWN 0:00 [ksoftirqd_CPU0] 13
4 ? SW 0:00 [kswapd] 13
5 ? SW 0:00 [kreclaimd] 13
6 ? SW 0:00 [bdflush] 13
7 ? SW 0:00 [kupdated] 13
8 ? SW< 0:00 [mdrecoveryd] 13
12 ? SW 0:00 [kjournald] 13
87 ? SW 0:00 [khubd] 13
183 ? SW 0:00 [kjournald] 13
184 ? SW 0:00 [kjournald] 13
643 ? S 0:00 syslogd -m 0 13
648 ? S 0:00 klogd -2 13
668 ? S 0:00 portmap 13
696 ? S 0:00 rpc.statd 13
864 ? S 0:00 /usr/sbin/sshd 13
937 ? S 0:00 sendmail: accepting connections 13
965 ? SW 0:00 [scsi_eh_1] 13
984 ? S 0:00 gpm -t ps/2 -m /dev/mouse 13
1002 ? S 0:00 crond 13
1072 ? S 0:00 xfs -droppriv -daemon 13
1108 ? S 0:00 /usr/sbin/atd 13
1138 tty1 S 0:00 /sbin/mingetty tty1 13
1139 tty2 S 0:00 /sbin/mingetty tty2 13
1140 tty3 S 0:00 /sbin/mingetty tty3 13
1141 tty4 S 0:00 /sbin/mingetty tty4 13
1142 tty5 S 0:00 /sbin/mingetty tty5 13
1143 tty6 S 0:00 /sbin/mingetty tty6 13
1144 ? S 0:00 /usr/bin/gdm -nodaemon 13
1352 ? S 0:00 oafd --ac-activate --ior-output-fd=10 13
2291 ? S 0:00 /usr/bin/gdm -nodaemon 13
2292 ? S 0:03 /etc/X11/X :0 -auth /var/gdm/:0.Xauth 13


suma@suma-VirtualBox: ~/Desktop/code/665-try
10:35 PM
Request:
130
Response:
13
cs6262 pts/1 Aug 23 16:39 (H1) 13
root pts/0 Aug 23 16:31 (:0) 13
root pts/2 Aug 23 16:35 (h1) 13
27]0;cs6262@H3:~ 7 [cs6262@H3 cs6262]$
Request:
w
Response:
w
Request:
130
Response:
13
4:40pm up 2 days, 15:42, 3 users, load average: 0.05, 0.03, 0.01 13
USER TTY FROM LOGIN@ IDLE JCPU PCPU WHAT 13
cs6262 pts/1 H1 4:39pm 0.00s 0.06s 0.01s w 13
root pts/0 :0 4:31pm 5:32 0.01s 0.01s bash 13
root pts/2 h1 4:35pm 19.00s 0.02s 0.02s -bash 13
27]0;cs6262@H3:~ 7 [cs6262@H3 cs6262]$
Request:
w
Response:
w
Request:
h
Response:
h
Request:
o
Response:
o
Request:
a
Response: