CSCI 6708

ADVANCED TOPICS IN NETWORK SECURITY

ASSIGNMENT - 5

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https://git.cs.dal.ca/vvinod/csci6708_w24_b00955686_vishaka_vinod.git

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Exercise 1

Testcase 1: Example from lecture notes

Secret Key = "SECURITY"
Plaintext = "COME QUICKLY WE NEED HELP"

This is an example given in the lecture notes. However, the code uses the letter ‘Q’ instead of ‘X’ to separate a pair of same letters.

```
secretKey = "SECURITY";
plaintext = "COME QUICKLY WE NEED HELP";

char[][] playfairMatrix = generatePlayfairMatrix(secretKey);
```

```
Main
/Users/vishakavinod/Library/Java/JavaVirtualMachines/openjdk-21.0.1/Contents/Home/b
 .jar=53232:/Applications/IntelliJ IDEA.app/Contents/bin -Dfile.encoding=UTF-8 -Dsu
 /Users/vishakavinod/Desktop/Network Security/csci6708_w24_b00955686_vishaka_vinod/
S E C U R
I T Y A B
D F G H K
L M N O P
Q V W X Z
--------------------------
PairList: {0=CO, 1=ME, 2=QU, 3=IC, 4=KL, 5=YW, 6=EN, 7=EQ, 8=ED, 9=HE, 10=LP}
--------------------------
Ciphertext: UNVTXSYSDPGCCMSVSFFUML
--------------------------
PairList: {0=UN, 1=VT, 2=XS, 3=YS, 4=DP, 5=GC, 6=CM, 7=SV, 8=SF, 9=FU, 10=ML}
--------------------------
Plaintext: COMEQUICKLYWENEQEDHELP
```

ENCRYPTION PROCEDURE IN PLAYFAIR (cont’d.)

Plaintext:	CO	ME	QU	IC	KL	YW	EN	EX	ED	HE	LP
Ciphertext:	UN	VT	XS	YS	DP	GC	CM	UV	SF	FU	ML

S	E	C	U	R
I	T	Y	A	B
D	F	G	H	K
L	M	N	O	P
Q	V	W	X	Z

Testcase 2: Example for repeated characters in a pair

Secret Key = "REPEAT"
Plaintext = " TT IS REPEATED LETTERS"

```
        secretKey = "REPEAT";
        plaintext = "TT IS REPEATED LETTERS";

        char[][] playfairMatrix = generatePlayfairMatrix(secretKey);
```

```
n   Main ×
/Users/vishakavinod/Library/Java/JavaVirtualMachines/openjdk-21.0.1/Contents
 .jar=53250:/Applications/IntelliJ IDEA.app/Contents/bin -Dfile.encoding=UTF
 /Users/vishakavinod/Desktop/Network Security/csci6708_w24_b00955686_vishaka
R E P A T
B C D F G
H I K L M
N O Q S U
V W X Y Z
--------------------------
PairList: {0=TQ, 1=TI, 2=SR, 3=EP, 4=EA, 5=TE, 6=DL, 7=ET, 8=TE, 9=RS}
--------------------------
Ciphertext: PUEMNAPAPTRPFKPRRPAN
--------------------------
PairList: {0=PU, 1=EM, 2=NA, 3=PA, 4=PT, 5=RP, 6=FK, 7=PR, 8=RP, 9=AN}
--------------------------
Plaintext: TQTISREPEATEDLETTERS

Process finished with exit code 0
```

Testcase 3: Example for odd total number of characters

Secret Key = "ODDSECRET"
Plaintext = "THIS STRING HAS ODD NUMBER OF CHARACTERS"

```
        secretKey = "ODDSECRET";
        plaintext = "THIS STRING HAS ODD NUMBER OF CHARACTERS";

        char[][] playfairMatrix = generatePlayfairMatrix(secretKey);
```

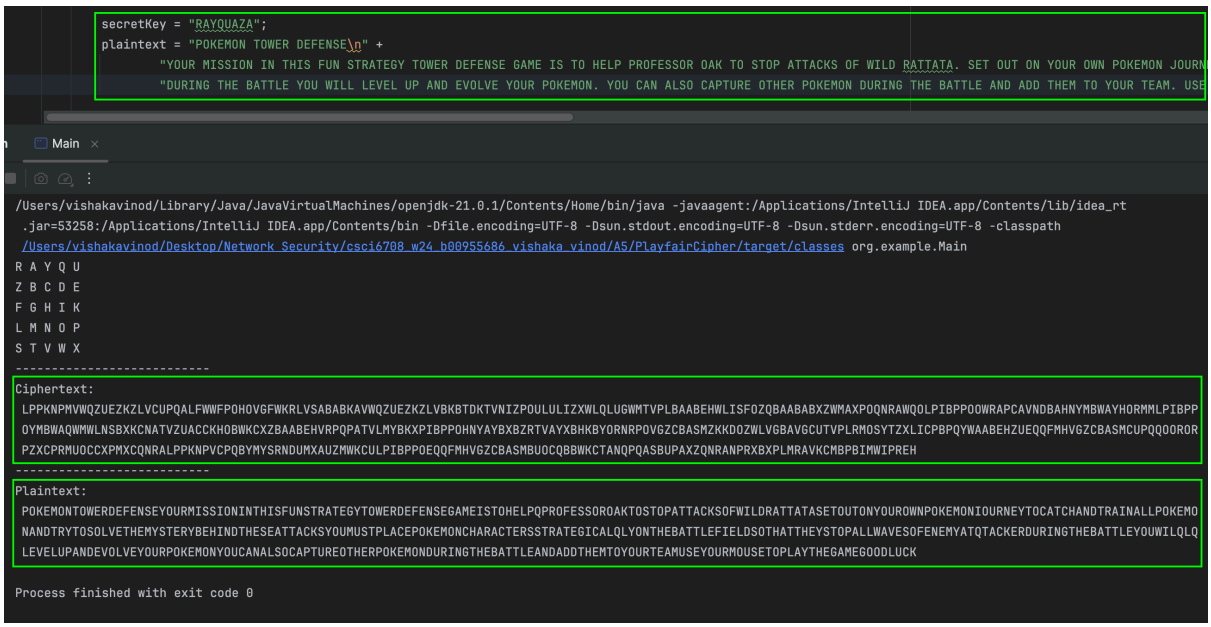
```
n   Main ×
/Users/vishakavinod/Library/Java/JavaVirtualMachines/openjdk-21.0.1/Contents/Home/bin/java -javaagent:/Applications/IntelliJ ID
 .jar=53253:/Applications/IntelliJ IDEA.app/Contents/bin -Dfile.encoding=UTF-8 -Dsun.stdout.encoding=UTF-8 -Dsun.stderr.encodin
 /Users/vishakavinod/Desktop/Network Security/csci6708_w24_b00955686_vishaka_vinod/A5/PlayfairCipher/target/classes org.example
O D S E C
R T A B F
G H I K L
M N P Q U
V W X Y Z
--------------------------
PairList: {0=TH, 1=IS, 2=ST, 3=RI, 4=NG, 5=HA, 6=SO, 7=DQ, 8=DN, 9=UM, 10=BE, 11=RO, 12=FC, 13=HA, 14=RA, 15=CT, 16=ER, 17=SZ}
--------------------------
Ciphertext: HNPADAAGMHITEDENTWMNKBGRLFITTBDFOBCX
--------------------------
PairList: {0=HN, 1=PA, 2=DA, 3=AG, 4=MH, 5=IT, 6=ED, 7=EN, 8=TW, 9=MN, 10=KB, 11=GR, 12=LF, 13=IT, 14=TB, 15=DF, 16=OB, 17=CX}
--------------------------
Plaintext: THISSTRINGHASODQDNUMBEROFCHARACTERSZ

Process finished with exit code 0
```

Testcase 4: Example in assignment document

Secret Key = " RAYQUAZA"
Plaintext = " POKEMON TOWER DEFENSE

YOUR MISSION IN THIS FUN STRATEGY TOWER DEFENSE GAME IS TO HELP PROFESSOR OAK TO STOP ATTACKS OF WILD RATTATA. SET OUT ON YOUR OWN POKEMON JOURNEY, TO CATCH AND TRAIN ALL POKEMON AND TRY TO SOLVE THE MYSTERY BEHIND THESE ATTACKS. YOU MUST PLACE POKEMON CHARACTERS STRATEGICALLY ON THE BATTLEFIELD SO THAT THEY STOP ALL WAVES OF ENEMY ATTACKER
DURING THE BATTLE YOU WILL LEVEL UP AND EVOLVE YOUR POKEMON. YOU CAN ALSO CAPTURE OTHER POKEMON DURING THE BATTLE AND ADD THEM TO YOUR TEAM. USE YOUR MOUSE TO PLAY THE GAME. GOOD LUCK"



Ciphertext:
LPPKNPMVWQZUEZKZLVCUPQALFWWFPOHOVGFWKRLVSABABKAVWQZUEZKZLVB
KBTDKTVNIZPOULULIZXWLQLUGWMTVPLBAABEHWLISFOZQBAABABXZWMAXPOQ
NRAWQOLPIBPPOOWRAPCAVNDBAHNYMBWAYHORMMLPIBPPOYMBWAQWMWLNS
BXKCNATVZUACCKHOBWKCXZBAABEHVRPQPATVLMYBKXPIBPPOHNYAYBXBZRTV
AYXBHKBYORNRPOVGZCBASMZKKDOZWLVGBAVGCUTVPLRMOSYTZXLICPBPQYW
AABEHZUEQQFMHVGZCBASMCUPQQOORORPZXCPRMUOCCXPMXCQNRALPPKNPVCP
QBYMYSRNDUMXAUZMWKCULPIBPPOEQQFMHVGZCBASMBUOCQBBWKCTANQPQAS
BUPAXZQNRANPRXBXPLMRAVKCMBPBIMWIPREH

Plaintext after decryption:
POKEMONTOWERDEFENSEYOURMISSIONINTHISFUNSTRATEGYTOWERDEFENSEGAM
EISTOHELPQPROFESSOROAKTOSTOPATTACKSOFWILDRATTATASETOUTONYOUROW
NPOKEMONIOURNEYTOCATCHANDTRAINALLPOKEMONANDTRYTOSOLVETHEMYST
ERYBEHINDTHESEATTACKSYOUMUSTPLACEPOKEMONCHARACTERSSTRATEGICALQ
LYONTHEBATTLEFIELDSOTHATTHEYSTOPALLWAVESOFENEMYATQTACKERDURING
THEBATTLEYOUWILQLQLEVELUPANDEVOLVEYOURPOKEMONYOUCANALSOCAPTU
REOTHERPOKEMONDURINGTHEBATTLEANDADDTHEMTOYOURTEAMUSEYOURMOUS
ETOPLAYTHEGAMEGOODLUCK

Exercise 2

Type ‘setoolkit’ in the command line.

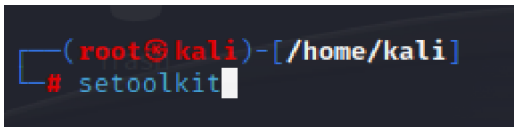


Figure 1: “setoolkit” command in Kali Linux terminal [1]

Choose an appropriate type for social engineering attack that depicts “Website Attack Vectors”.

Figure 2: Selecting social engineering attacks [1]

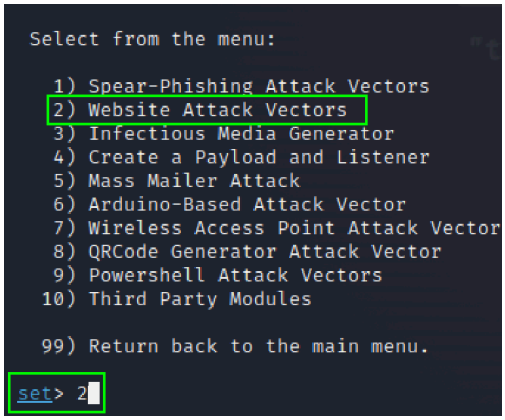


Figure 3: Selecting website attack vendors [1]

Enter the appropriate option to select ‘Credential Harvester Attack Method’ as the aim is to obtain user credentials by creating a fake page that will have certain form fields.

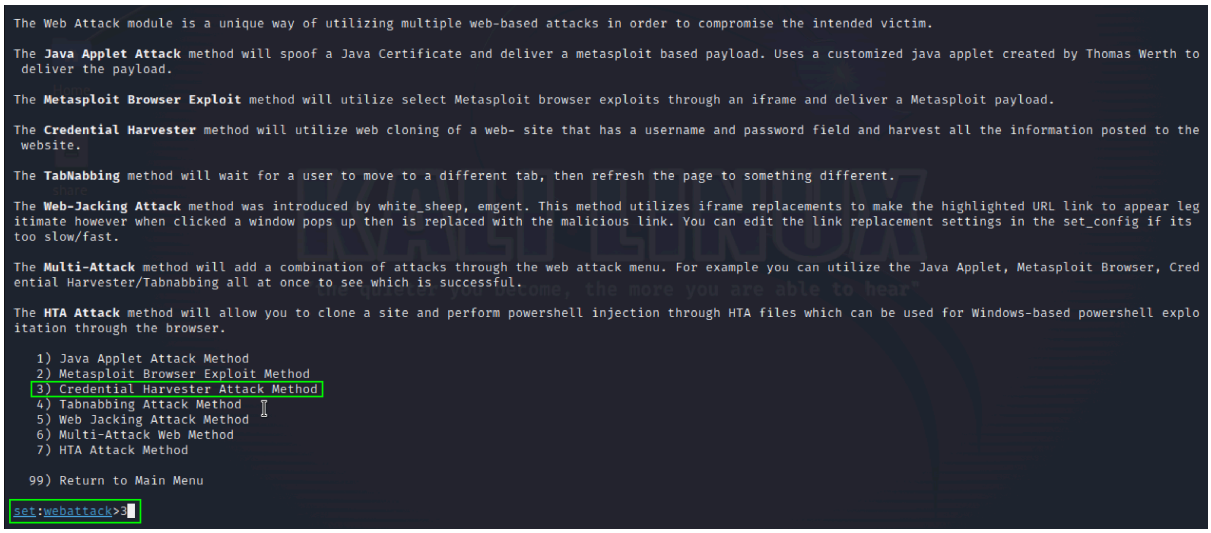


Figure 4: Selecting credential harvester attack method [1]

Choose the option for “Web templates” to craft a malicious web page.

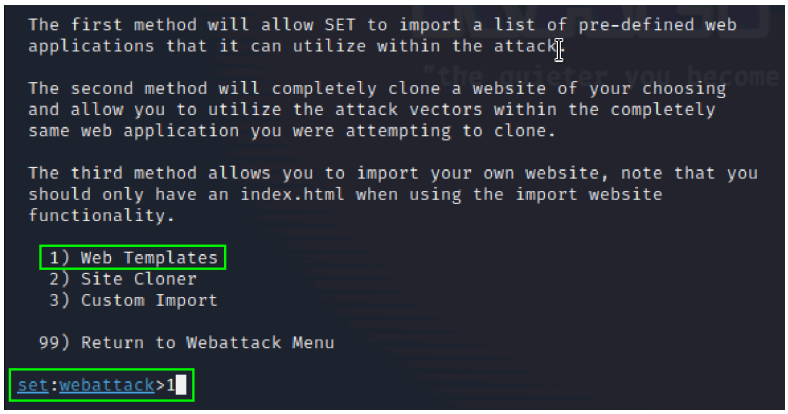


Figure 5: Selecting web templates [1]

Next, it will ask you to provide an IP where the credentials captured will be stored. Paste the address of your Kali Linux virtual Machine. And hit enter. You can find out IP Address of kali Linux using ifconfig command.

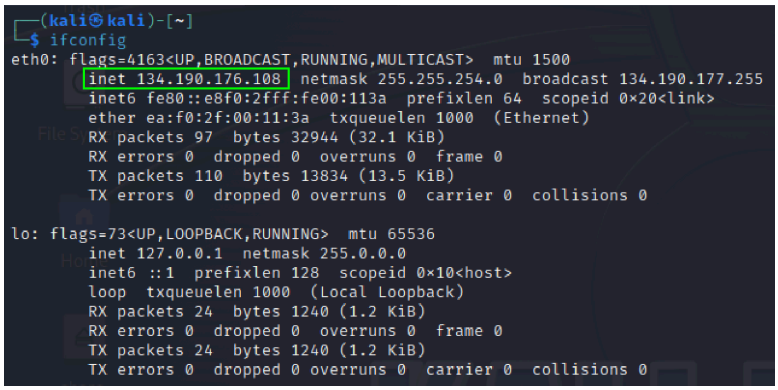


Figure 6: IP address of Kali Linux [1]

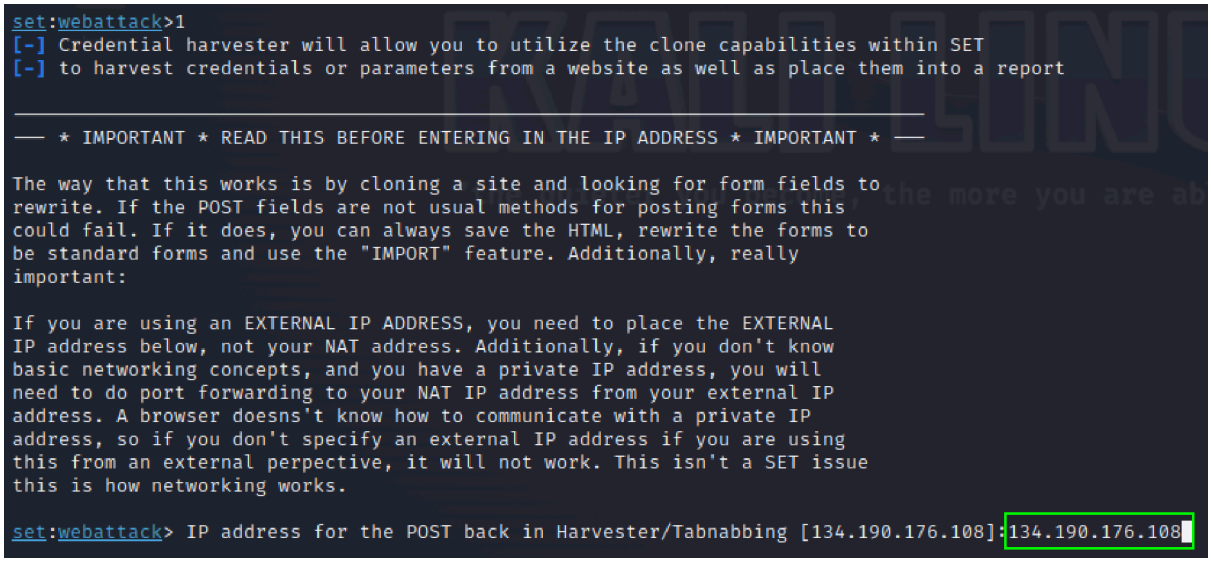


Figure 7: Adding Kali Linux IP address in the prompt [1]

Choose a “Google template” to clone the website

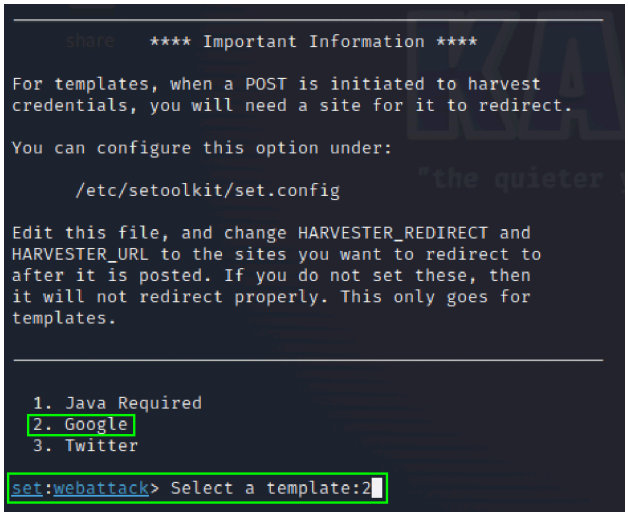


Figure 8: Selecting Google template [1]

The setup for a **phishing attack** is complete, you have cloned the login page of Google and hosted it on the server.

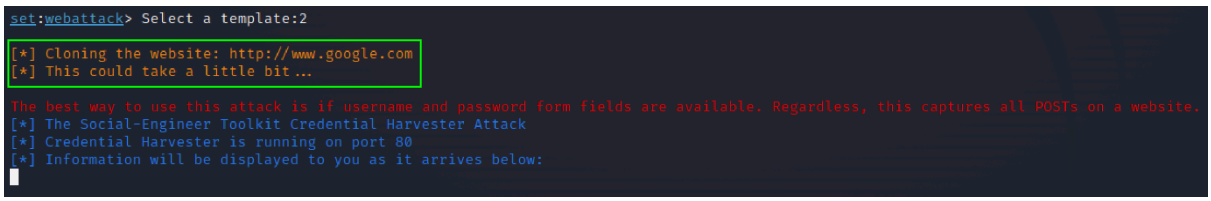


Figure 9: Phishing attack setup completed [1]

Now, generate a phishing link by creating a test.html file in your Kali virtual machine as follows:

```
<html>
<body>
<a href="http://IP_ADDRESS"> Login to google Page </a>
</body>
</html>
```

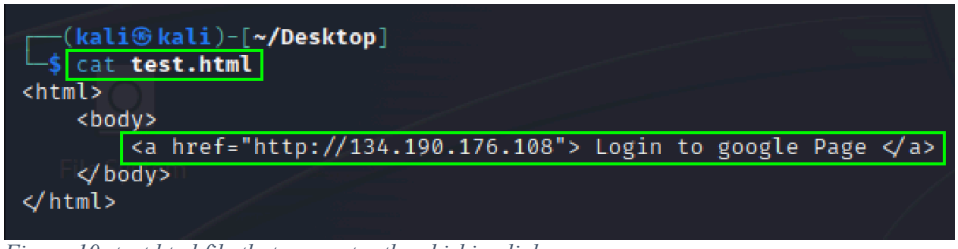


Figure 10: text.html file that generates the phishing link

Now, go to the browser and open the test.html file. You will find phishing URL on the page as follows: Login to google Page.

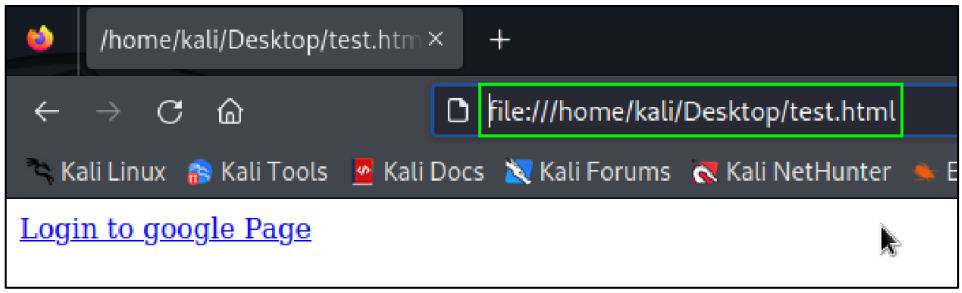


Figure 11: Opening text.html on the browser

Click on "Login to google Page". This will redirect you to the fake Google page. Enter username and password and click on login.

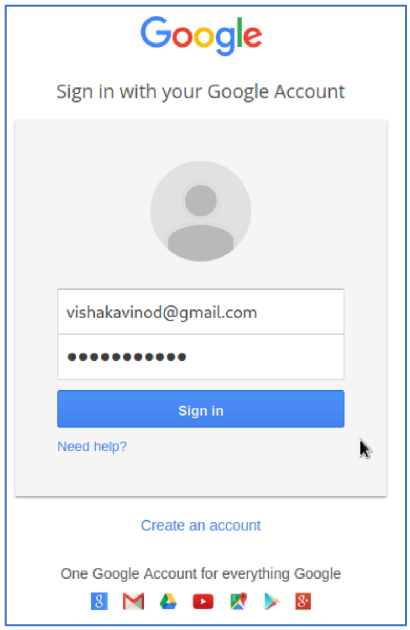


Figure 12: UI of the fake Google login page

In the background, your setoolkit has recorded your credential information.

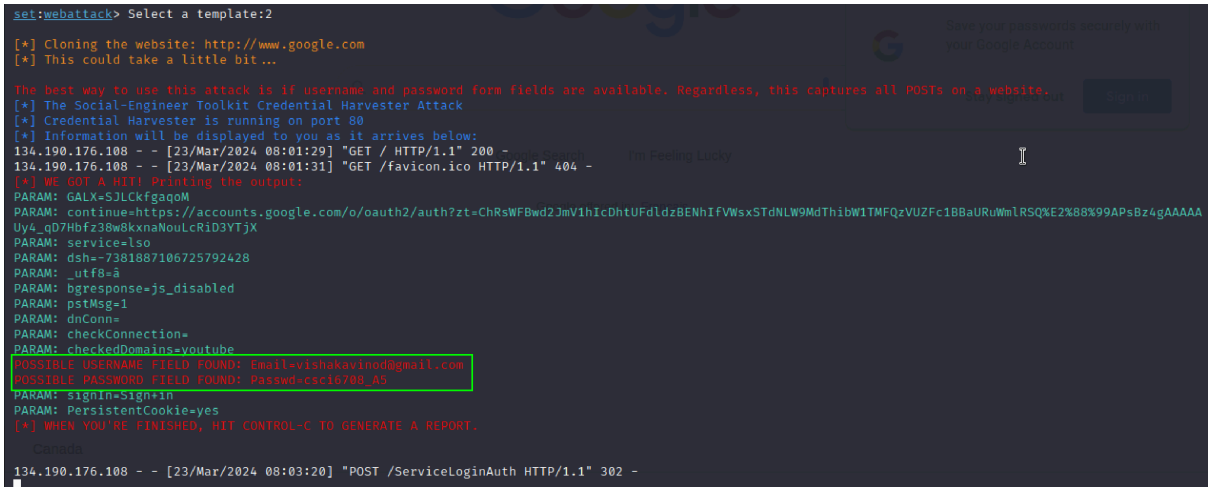


Figure 13: The setoolkit has recorded the user credentials [1]

Find out the location where you can check the credentials, that have been recorded in XML file.

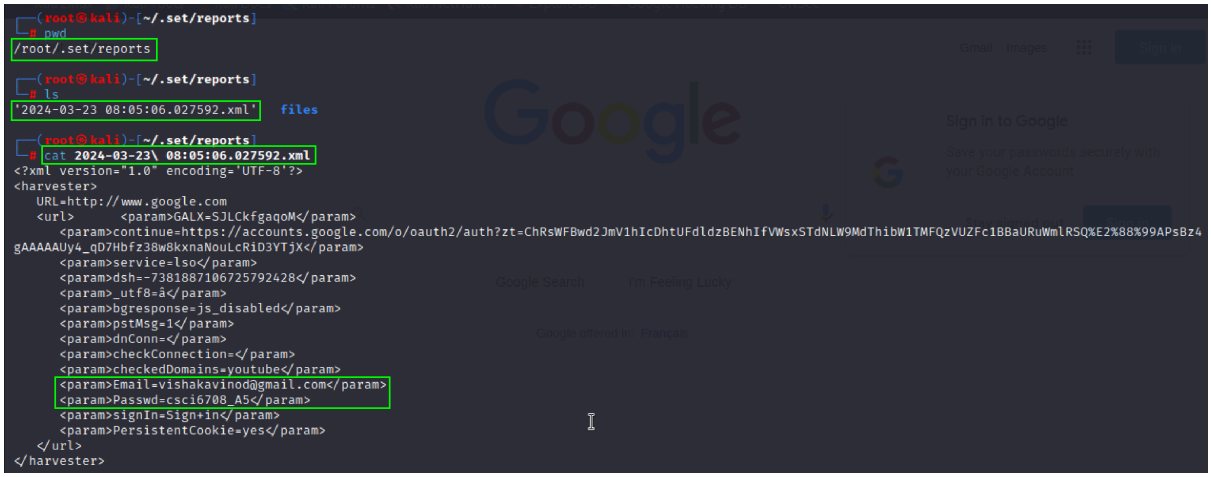


Figure 14: The recorded credentials XML file location and contents [1]

The file is located in the **/root/.set/reports** directory.

Login information recorded:

Username: *vishakavinod@gmail.com*

Password: *csci6708_A5*

References

[1] B. F. RAMADHAN, “Kali Linux: Social Engineering Toolkit,” *Linuxhint*. [Online]. Available: https://linuxhint.com/kali-linux-set/. [Accessed: March 23, 2024].