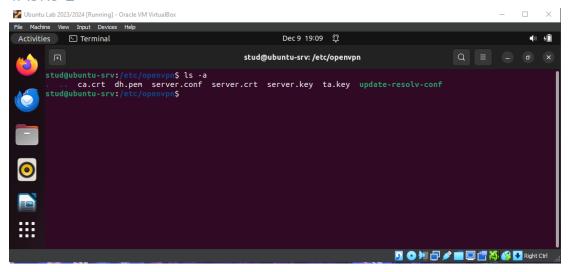
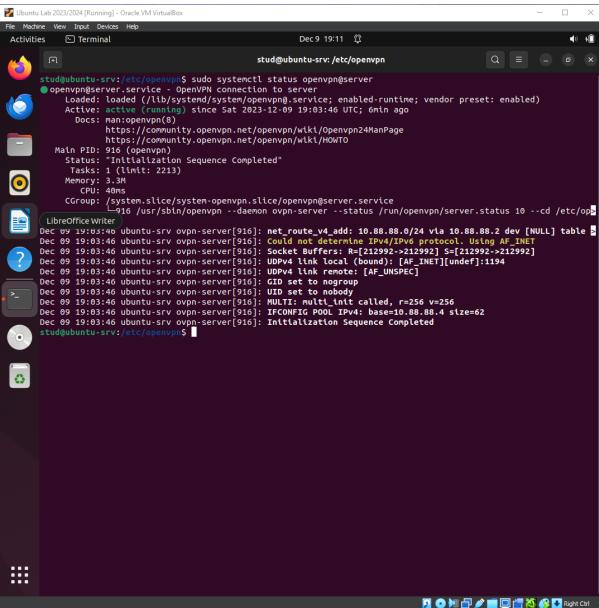
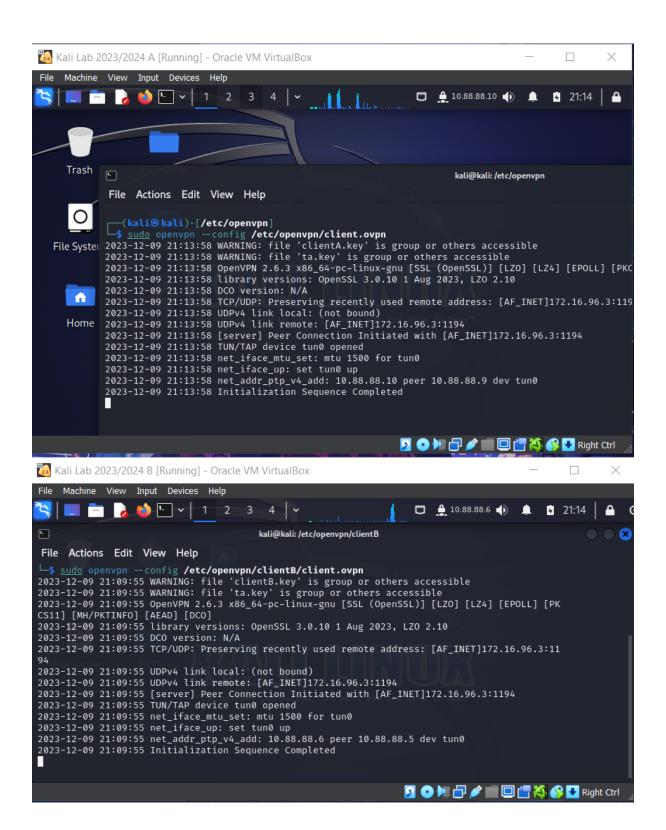
TASKS 1

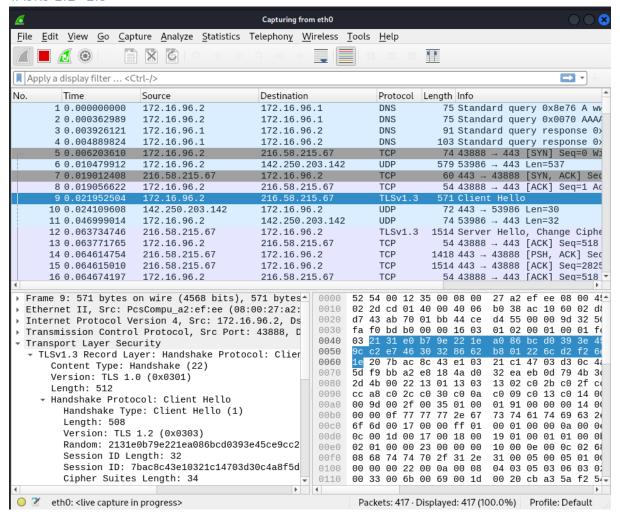


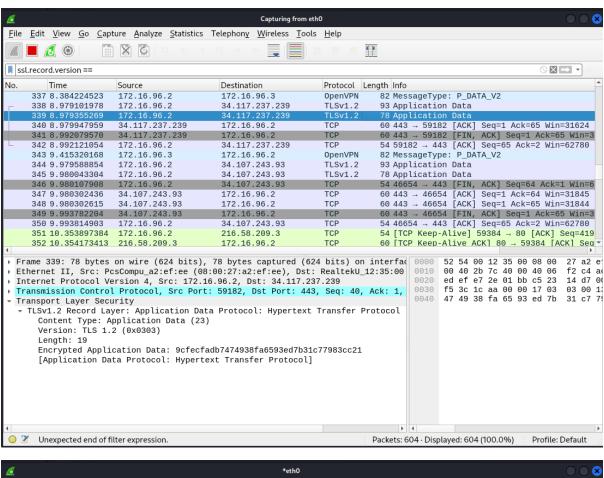


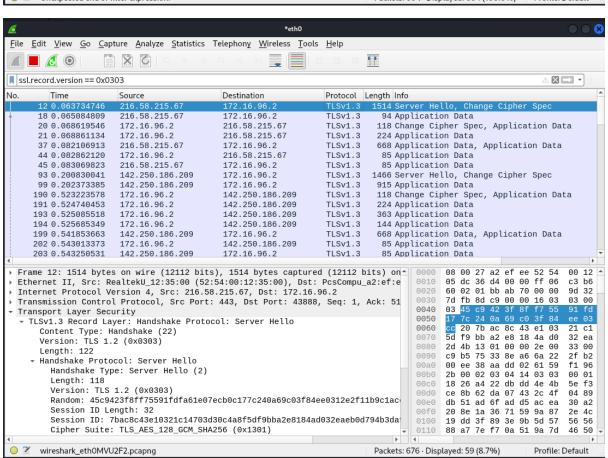
KALI A: 172.16.96.2/24 KALI B: 172.16.96.5/24 UBUNTU: 172.16.96.3/24



TASKS 1.1-1.3







TASK 1.4

While **TLS** and **SSL** are related cryptographic protocols designed for secure communication over a network, they are not exactly the same. SSL was the original protocol developed by Netscape in the 1990s for internet communication security. However, due to discovered vulnerabilities, SSL underwent revisions.

TLS, on the other hand, is an updated and more secure version of SSL, with versions like TLS 1.0, TLS 1.1, TLS 1.2, and TLS 1.3. Essentially, TLS serves the same purpose as SSL but is considered more secure, and it is the protocol currently used for securing web traffic and various applications.

TASK 1.5

The TLS/SSL handshake is a crucial process at the start of a secure communication session between a client (e.g., a web browser) and a server. This process establishes the parameters for secure communication, including encryption algorithms and keys, ensuring both parties agree on the terms of the secure connection. The handshake lays the foundation for a secure and encrypted data exchange.

Here's a breakdown of the TLS/SSL handshake:

- **Initiation** (ClientHello): The client begins by sending a message called ClientHello to the server, conveying information about its supported cryptographic algorithms, TLS/SSL versions, and other parameters.
- **Response** (ServerHello): The server responds with ServerHello, selecting the strongest cryptographic algorithms and the highest supported version of TLS/SSL.
- **Key Exchange**: The server sends its public key to the client. This step may involve the server's certificate, used to verify the authenticity of the server's public key. The client generates a pre-master secret, encrypts it with the server's public key, and sends it back.
- **Shared Secret** (Pre-Master Secret): Both the client and server independently create the shared secret known as the pre-master secret. This secret is never transmitted over the network in its raw form but is used to derive symmetric keys for encrypting and decrypting data.
- **Confirmation** (Finished): Both parties confirm the completion of the handshake and readiness for encrypted communication. They exchange a "Finished" message, signaling that subsequent data will be encrypted using the negotiated parameters.

Once the TLS/SSL handshake concludes, the client and server can securely exchange data over the encrypted connection. The derived encryption keys safeguard the confidentiality and integrity of the transmitted information.

TASK 1.6

The TLS/SSL protocol provides secure communication over a computer network by ensuring the confidentiality and integrity of the transmitted data. It achieves this through encryption and authentication mechanisms. Here are two examples of applications where the TLS/SSL protocol is commonly used:

• Secure Web Browsing (HTTPS):

Description: One of the most well-known applications of TLS/SSL is securing web browsing through HTTPS (Hypertext Transfer Protocol Secure). When you connect to a website using HTTPS, the TLS/SSL protocol encrypts the data exchanged between your web browser and the server, preventing unauthorized access or tampering.

Example: When you access your online banking account, make an e-commerce transaction, or log in to a secure email service, the TLS/SSL protocol ensures that the sensitive information you send and receive, such as login credentials, financial details, or personal messages, is encrypted and protected.

Email Communication (SMTPS, IMAPS):

Description: TLS/SSL is often employed to secure email communication. Protocols like SMTPS (Secure SMTP) for sending emails and IMAPS (Internet Message Access Protocol Secure) for retrieving emails use TLS/SSL to encrypt the data exchanged between email clients and servers. This ensures the confidentiality of email content and protects against eavesdropping.

Example: When you configure your email client (e.g., Microsoft Outlook or Mozilla Thunderbird) to use a secure connection for sending and receiving emails, the TLS/SSL protocol is employed. This is especially crucial when dealing with sensitive or confidential information via email.

TASK 1.7

TLS 1.3 is acknowledged as the most secure and broadly embraced iteration of the TLS/SSL protocol. It introduces advancements in security, performance, and privacy when contrasted with its forerunners. Numerous websites and services are actively making the switch to TLS 1.3 to leverage its improved features.

In addition, TLS 1.2 enjoys widespread usage and support. Although not as contemporary as TLS 1.3, it maintains a commendable standard of security and compatibility with a diverse array of clients and servers. TLS 1.2 has held its position as the predominant version for several years.

TASK 1.8

TLS 1.3 is generally recognized as providing heightened security compared to TLS 1.2, and several factors contribute to this assessment:

- Enhanced Cipher Suites: TLS 1.3 has done away with older, less secure cipher suites found in TLS 1.2. It employs modern cryptographic algorithms, bolstering the overall security of the protocol.
- Mandatory Perfect Forward Secrecy (PFS): TLS 1.3 mandates the use of Perfect Forward Secrecy as an integral design feature. This ensures that even if a long-term secret key is compromised, past communications remain secure. In TLS 1.2, PFS support was optional and contingent on the configuration.
- **Simplified Handshake Complexity:** TLS 1.3 has streamlined and optimized the handshake process, diminishing the attack surface and enhancing security. This streamlined process also reduces the likelihood of vulnerabilities associated with the handshake.
- **Elimination of Legacy Features:** TLS 1.3 removes several legacy features and insecure options present in TLS 1.2, thereby decreasing potential attack vectors.
- **Defence Against Known Attacks**: TLS 1.3 addresses vulnerabilities and known attacks applicable to earlier versions, offering a more resilient defence against potential threats.

TASK 1.9

TLS 1.3 generally exhibits superior performance compared to TLS 1.2, with enhancements attributed to several key factors:

- Reduced Handshake Latency: TLS 1.3 has significantly minimized the latency associated with the handshake process. The design of the TLS 1.3 handshake prioritizes speed and efficiency, leading to a swifter establishment of secure connections.
- O-RTT (Zero Round-Trip Time) Handshake Mode: Introducing a 0-RTT handshake mode, TLS
 1.3 allows clients with a prior connection to a server to resume communication without a
 complete handshake. This minimizes the round-trip time for subsequent connections,
 particularly benefiting frequently visited websites.
- **Optimized Cipher Suites**: TLS 1.3 has eliminated older, less effective cipher suites found in TLS 1.2. The utilization of contemporary and more efficient cryptographic algorithms contributes to an overall improvement in performance.
- Parallelism in Key Exchange: TLS 1.3 facilitates the execution of the key exchange process in parallel with other handshake steps, promoting concurrency and reducing the time needed to establish a secure connection.
- Smaller and More Efficient Protocol Design: With a focus on simplicity and efficiency, TLS 1.3 has been crafted to eliminate unnecessary complexities present in TLS 1.2. This streamlined design significantly contributes to improved performance.

TASK 1.10

Wireshark has recorded two versions of the protocol: TLS 1.2 and TLS 1.3

ClientHello:

The client initiates the handshake, sending parameters like supported protocol versions, encryption algorithms, and data compression methods.

ServerHello:

The server responds by selecting connection parameters and sending them back to the client.

Certificate:

The server provides its certificate to allow the client to verify its identity.

ServerKeyExchange:

The server shares information about its public key, with the type and length determined by the algorithm sent in the ServerKeyExchange message.

ServerHelloDone:

The server signals its readiness for the client's response.

ClientKeyExchange:

The client sends the initial session key encrypted with the server's public key. Both parties use established parameters to generate the session key for data exchange.

ChangeCipherSpec (Client):

The client notifies the server that communication should proceed with the parameters set in the previous messages.

Finished (Client):

The client signals readiness to receive encrypted data.

ChangeCipherSpec (Server):

The server notifies that it will send only encrypted data from this point forward.

Finished (Server):

A message confirming the successful handshake process, sent securely through the established encrypted channel.

The TLS/SSL protocol version employed in a connection relies on the negotiation process between the client and server. This determination is influenced by various factors:

• Client and Server Capabilities:

Both the client and server have a spectrum of supported TLS/SSL versions. In the initial handshake phase (ClientHello and ServerHello messages), they communicate their respective supported versions.

• Highest Common Version:

The TLS/SSL protocol version selected for the connection is the highest common version supported by both the client and server. This information is typically included in the ServerHello message.

• Fallback Mechanism:

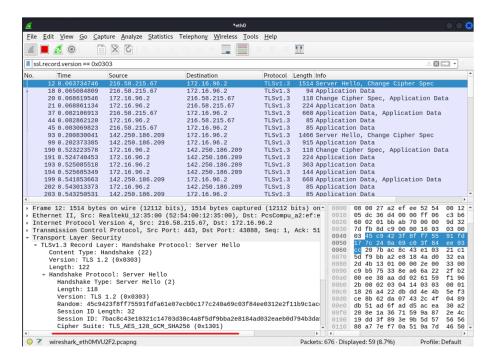
In instances where a consensus on a common TLS/SSL version is not reached, a fallback mechanism may be employed. The client may attempt negotiation with a lower version if the higher version is not supported.

Configuration Settings:

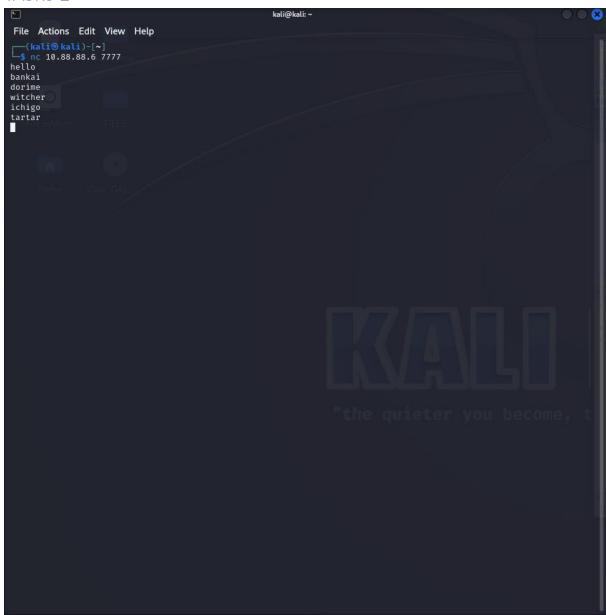
The configuration settings on both the client and server play a role. System administrators can configure preferences for specific TLS/SSL versions based on compatibility or security considerations.

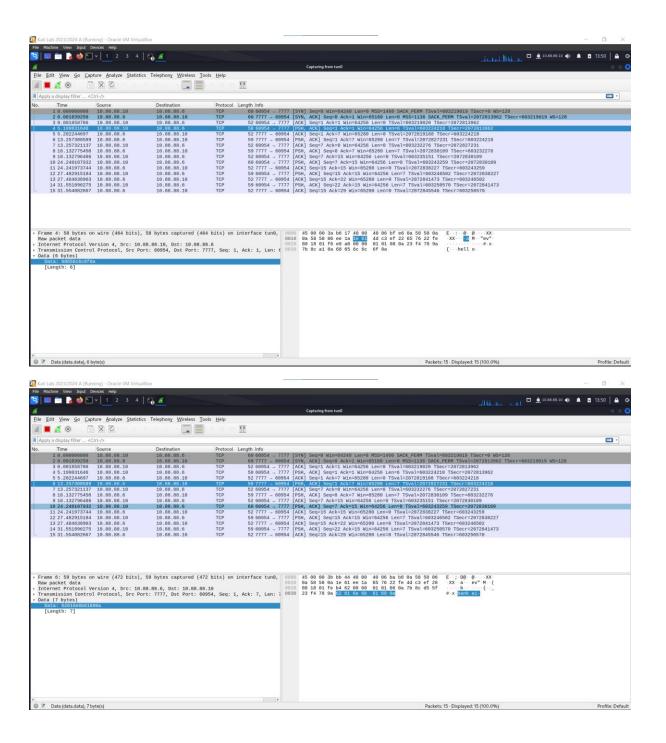
• Protocol Negotiation Extensions:

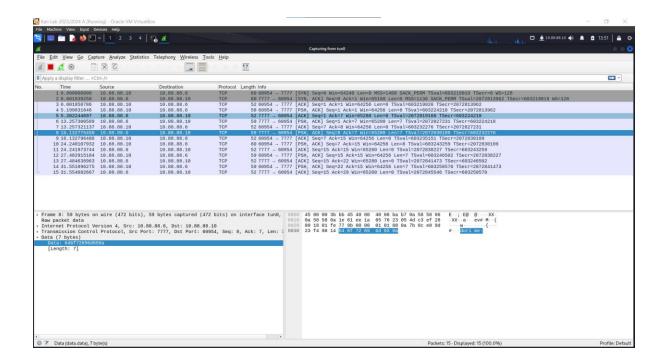
Extensions within the TLS/SSL protocol can influence version negotiation. For instance, the "Supported Versions" extension enables the client to explicitly indicate its supported versions.



TASKS 2





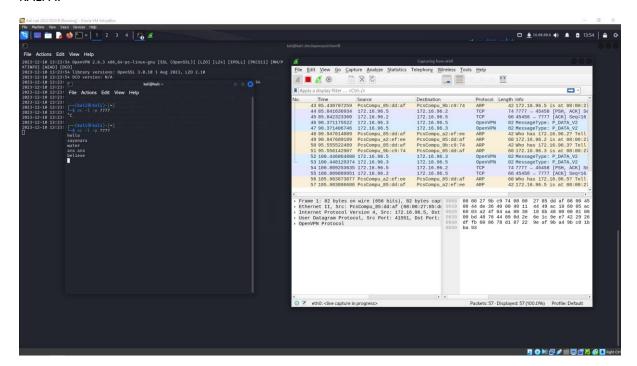


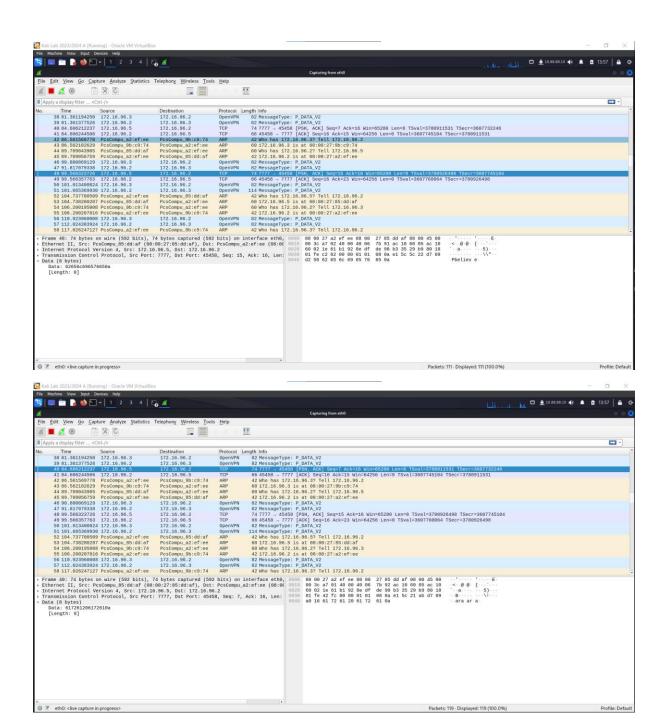
TCP packets sent between the machines on the VPN interface (tun0) allowed the contents of the transmitted message to be read from the packet.

TASKS 3

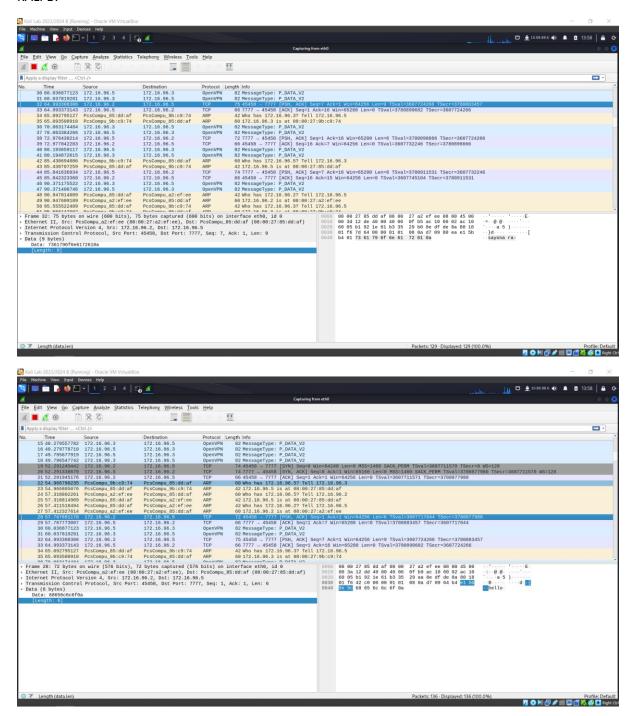
TASK 3.1 - 3.4

KALI A:





KALI B:



TCP packets sent between the machines on the eth0 interface allowed the contents of the transmitted message to be read from the packet.

TASK 3.5

When intercepting traffic from the VPN interface, it was possible to read the message directly from the packet in unencrypted form. However, when analyzing traffic from the physical interface (e.g., eth0), OpenVPN packets were visible being sent between machines, but the data contained within these packets was in encrypted form. It was impossible to directly read the message from the contents of the OpenVPN packets. The content was visible in TCP packets, and the unencrypted message could be directly read from the contents of these TCP packets.

TASK 3.6

In the scenario involving traffic on the VPN interface, the packets were explicitly assigned the correct source and destination addresses. The sender was aware of the intended recipient, and the receiver had information about the sender's identity.

However, when intercepting packets during analysis of the host interface, only the address of the originating machine and the server were evident. In this context, the recipient lacked the means to determine the address from which the message originated, and the sender remained uninformed about the identity of the recipient.

TASK 3.7

In VPN traffic, the source and destination addresses, along with the plaintext content of the message, are exposed. Conversely, on the physical interface, only the addresses of the sender and the server are identifiable, while the message's text remains viewable.

TASKS 4

Task 4.1

Task 4.1 is the same as 3.1

ubuntu.iso is empty so debian-12.1.0-amd64-netinst.iso will be used for transfer

SETTING 1: 3:37

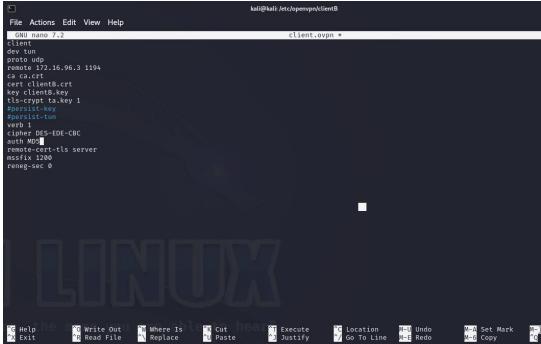
SETTING 2:3:34

SETTING 3:3:50

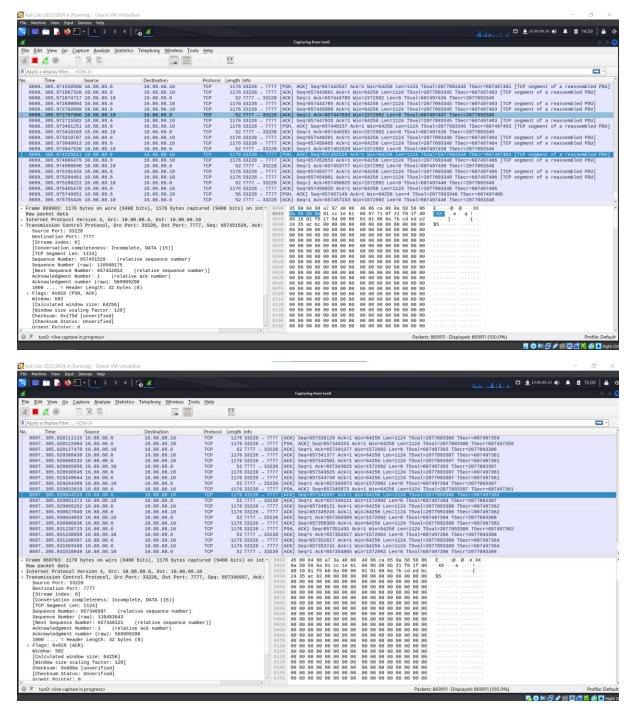
SETTING 4:3:52

Different settings:





The communication process:



TASK 4.4

There exists a marginal variance in data transfer durations. Nevertheless, this difference is sufficiently negligible to deduce that the selection of a specific algorithm has minimal impact on file transfer times. Discrepancies in recorded times could potentially arise from concurrent processes running on the machine, occasionally impeding the transfer process.

TASK 4.5

Encryption Algorithms:

AES-256-GCM:

Strengths: This is a highly secure encryption algorithm. AES-256 provides strong confidentiality, and GCM (Galois/Counter Mode) adds authenticated encryption, ensuring both privacy and data integrity.

Considerations: This is considered one of the most secure symmetric encryption algorithms available.

AES-128-CBC:

Strengths: AES-128 is a strong encryption algorithm, providing a good level of confidentiality.

Considerations: While secure, it is not as robust as AES-256. AES in CBC mode does not provide authenticated encryption; additional measures may be needed for data integrity.

DES-EDE-CBC:

Strengths: DES (Data Encryption Standard) was once considered strong, but it is now deprecated due to its vulnerability to brute-force attacks.

Considerations: Triple DES (DES-EDE) involves applying DES three times. However, it is considered slow and less secure compared to modern algorithms. The use of DES-EDE-CBC is not recommended for strong security.

DES-CBC:

Strengths: Similar to DES-EDE-CBC, DES-CBC is deprecated and insecure against modern cryptographic attacks.

Considerations: DES is considered broken and unsuitable for secure communication. Its use is strongly discouraged.

Authentication Algorithms:

SHA512:

Strengths: SHA-512 is a secure hash function, providing a high level of data integrity.

Considerations: It is considered a robust choice for secure authentication and is widely used.

SHA1:

Strengths: SHA-1 was once widely used, but it is now deprecated due to vulnerabilities.

Considerations: SHA-1 is susceptible to collision attacks, making it less secure. It is not recommended for secure authentication.

MD5:

Strengths: MD5 was historically used for integrity checking, but it is now considered insecure.

Considerations: MD5 is vulnerable to collision attacks, and its use for authentication is strongly discouraged due to security weaknesses.

TASK 4.6

The encryption and authentication algorithms used in the provided settings vary in terms of security:

Strong Security:

In configurations where AES-256-GCM is employed for encryption and SHA512 for authentication, the security level is considered high. These algorithms are currently robust and provide a strong foundation for secure communication.

Moderate Security:

AES-128-CBC, while still secure, is not as robust as AES-256. SHA1, used for authentication in one of the settings, is considered weak due to vulnerabilities. While the encryption remains moderate, the security is compromised by the use of SHA1.

Weak Security:

The use of outdated encryption algorithms such as DES-EDE-CBC and DES-CBC, coupled with MD5 for authentication, reflects weak security. These algorithms have known vulnerabilities and are not recommended for secure communication.

Overall Assessment:

Prioritize configurations with strong encryption (e.g., AES-256) and robust authentication algorithms (e.g., SHA512) for optimal security.

Avoid configurations with weaker encryption (e.g., DES) and deprecated or insecure authentication algorithms (e.g., MD5) to mitigate potential security risks.