Lab4

Cheng Yu, Yuyang Zhou

The test environment is an Ubuntu 18.04 virtual machine running on a Windows 10 host using software VMware.

The test network is a virtual network that comes with VMware. The host IP address in the network is 192.168.230.1, the user name is 10679, and the virtual machine address is 192.168.230.231.

The server is the Win10 host machine, and the client is the Ubuntu virtual machine. We enable sftp on the server by setting the openssh server on Win10.

1 CP1

We use sshd command to query the software version on the host which is OpenSSH_for_Windows_7.7 as shown in Figure.1.

We print the server identification string during version exchange as shown in Figure.2. The identification string is SSH-2.0-OpenSSH_for_Windows_7.7<CR><LF> and it doesn't have a comment. Another example is shown in Figure.3, the identification string is SSH-2.0-OpenSSH_8.2p1<SP>Ubuntu-4ubuntu0.5<CR><LF>

```
C:\Users\10679>sshd -v
unknown option - v
unknown option - v
OpenSSH_for Windows_7.7p1, LibreSSL 3.0.2
usage: sshd [-460deiqT1] [-C connection_spec] [-c host_cert_file]
[-E log_file] [-f config_file] [-g login_grace_time]
[-h host_key_file] [-o option] [-p port] [-u len]
```

Figure 1: server software version

```
zhouyuyangeWZYMH = _/Ocsktop/kab=sftp _ z main = E ./cltent 10679g192.108.230.1
22:49:40:899271 [NOTICE] recetve_td_str (session.c:243) - SSH server version string = SSH-2.0-OpenSSH_for_Windows_7.7
22:49:40:899899 [NOTICE] recetve_td_str (session.c:247) - SSH server version number = 2
```

Figure 2: identification string on Windows server

```
yuc@yuc-virtual-machine:~/CompNetLabs/comp-lab4/build$ ./client yuc@localhost
15:04:03:293523    [DEBUG] ssh_connect (session.c:287) - connected to server by fd 3
15:04:03:293935    [DEBUG] ssh_connect (session.c:297) - client id sent
15:04:03:321630    [NOTICE] receive_id_str (session.c:243) - SSH server version string = SSH-2.0-OpenSSH_8.2p1 Ubuntu-4ubuntu0.5
15:04:03:321846    [NOTICE] receive_id_str (session.c:247) - SSH server version number = 2
```

Figure 3: identification string on a Ubuntu server

2 CP2

Figure.4 is from the same running record as Figure.2, it shows the negotiated cipher suite. We find that except for the language (the 8th and 9th kex method) that is explicitly allowed to be ignored in the protocol, the rest are the only encryption methods allowed on the server side.

```
| Comparison of the comparison
```

Figure 4: negotiated cipher suite

3 CP3

We run our mini-sftp with wireshark capturing the packets in the background. The operation in client side is shown in Figure.5. We save the wireshark record in checkpoint as CP3.pcap. The screenshot of packets in Figure.6 shows that the messages are encrypted.

Figure 5: running record on client

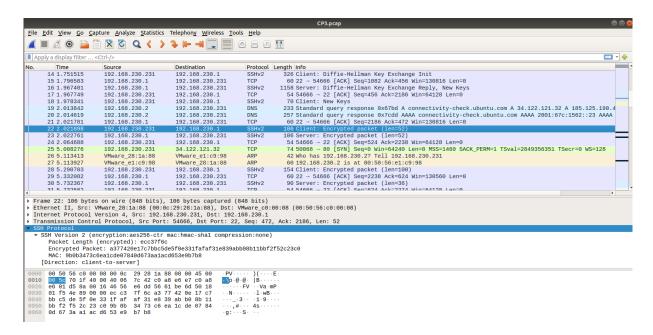


Figure 6: sreenshot of wireshark

4 CP4

During authentication process, we hexdump the response packet after sending the password. Figure.7 shows the result when we enter correct password. The response is a byte 0x34 which represents SSH_MSG_USERAUTH_SUCCESS, and we successfully setup the connection. Figure.8 shows the result when we enter incorrect password. The first byte of response is 0x34 which represents SSH_MSG_USERAUTH_FAILURE, and we have a second chance to try.

Figure 7: input correct password

Figure 8: input incorrect password

5 CP5

We print important information in the packet during opening a channel. Figure.9 shows that the server and the client have the same channel id 1. The client has window size 64000, but the server's window size is 0. It will wait for subsequent operations to increase its window size.

Figure 9: opening a channel

6 CP6

We run our mini-sftp (note that the current work directory is lab-stfp/) and first upload client.c then download client.c as shown in Figure.10.

After perform the put command, the file client.c is shown in home directory of server as shown in Figure.11 and 12.

Then we modify the client.c in the server. We add a few comments as shown in Figure.13.

We perform the get command and the file gets from server in shown in Figure.14. Openning the file as shown in Figure.15 we find the modification we added is there which indicates that we successfully gets the file from the server and covers the original file.

Figure 10: client operations

```
C:\Users\10679\client.c - Notepad++
文件(f) 編織(f) 授素(s) 利用(v) 海哥(v) 语言(t) 设置(T) 工具(o) 宏(M) 运行(k) 抵件(p) 單口(W) ?
           sshd.pid🏿 🛗 sshd_config_default 🗵 🛗 client.c🗵
          Ofile client.corum
          @author Yuhan Zhou (zhouyuhan@pku.edu.cn) @RMM
@brief SFTP-client, only supports uploading and downloading files. @RMM
          eversion 0.1CRLF
edate 2022-10-05CRLF
       * CRLF
       * · @copyright · Copyright · (c) · 2022CRLE
        */CRLF
      CRLE
       #include <errno.h>CRLE
      #include <fcntl.h>CRLE
      #include <stdio.h>CRLF
       #include <stdlib.h>CRIM
      #include <string.h>@RIN
#include <unistd.h>@RIN
#include *unistd.h>@RIN
#include "libsftp/libsftp.h"@RIN
      CRLF
       #define MAX_BUF_SIZE 16384CRIF
      CRLF
       oid prompt() (CRIA
           CRILF
       length: 6,276 lines: 239
                                                                                               Ln:14 Col:19 Sel:0|0
                                                                                                                          Windows (CR LF) UTF-8
```

Figure 11: server receive file

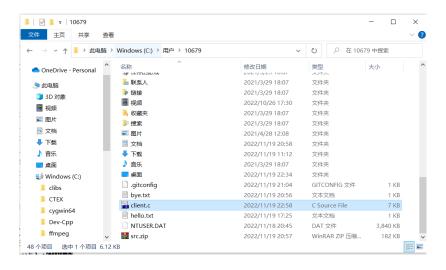


Figure 12: the time server receives the file

Figure 13: modify the file at server

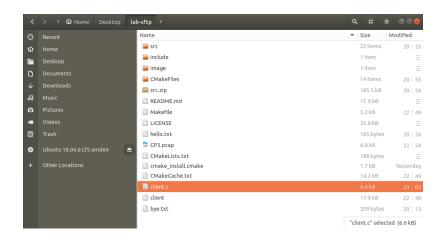


Figure 14: the time clients gets the file $\frac{1}{2}$

Figure 15: ns4 perf server