



**B.TECH. SIXTH SEMESTER**

**DEPARTMENT**

**OF**

**INFORMATION TECHNOLOGY**

**B. Tech CSE (CYBER SECURITY)**

**Cyber Security and Forensics  
Lab (CSF Lab)  
(IT\_ 3262)**

**LABORATORY MANUAL**



**Manipal Academy of Higher Education, Bengaluru**

**DEPARTMENT OF INFORMATION TECHNOLOGY**  
**CERTIFICATE**

This is to certify that Ms./Mr. ....

Reg. No.: ..... Section: ..... Roll No.: .....

has satisfactorily completed the **LAB EXERCISES PRESCRIBED FOR Cyber Security and Forensics Lab (IT\_ 3262)** of Third Year-Sixth semester, B.Tech. Degree in Computer Science and Engineering-Cyber Security at MIT, Bengaluru, in the Academic Year 2024– 2025.

Date: .....

Signature  
Faculty In Charge



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## Course Objectives and Outcomes

The main objective of the course are as follows:

- To enable the students to setup a virtual machine and install kali Linux.
- To enable the students to develop the skill to identify the stages of attacks and identify tools for each of these stages.
- To enable the students to develop the skill of packet analysis through various tools.
- To enable the students to develop skills to demonstrate different security attacks using the existing tools in kali Linux.
- To enable the students to develop to implement different cryptographic algorithms.
- To enable the students to design and develop a project related to the cyber security domain

**Course Outcomes:** At the end of the course, students will be able to

- Identify and analyse the real-world network traffic using the tools in Kali Linux
- Implement and demonstrate the working of cryptographic algorithms and also able to demonstrate web-based attack and generate self-signed certificates using the tools .
- Implement the organization rules to firewalls and intrusion detection system.
- Demonstrate security attacks and able to perform Memory capture and perform analysis on it

### Evaluation plan

- o Internal Assessment Marks: 60%
- o Continuous evaluation component which includes as follows:
  - o **Regular Lab :30 Marks**
  - o *Total 3 rounds each of 10 marks -10\*3=30*
  - o *Record /file :03 marks*
  - o *Execution: 02 marks*
  - o *Viva :05marks*
  - o **Project :30 Marks**
  - o Synopsis (Hard copy)-5 marks
  - o Synopsis presentation -5 marks
  - o **End evaluation:20**
  - o Presentation:05 Marks
  - o Implementation:10 Marks
  - o Report :05 Marks
  - o **End semester assessment of 2-hour duration: 40 %**
- o The Execution will carry 20 marks (15 marks- program & 5 marks -tool)
- o The Viva will be for 10 marks
- o The write up will be for 10 marks



## **INSTRUCTIONS TO THE STUDENTS**

### Pre-Lab Session Instructions

1. Students should carry the Lab Manual Book and the required stationery to every lab session
2. Be in time and follow the institution dress code
3. Must Sign in the log register provided
4. Make sure to occupy the allotted seat and answer the attendance
5. Adhere to the rules and maintain the decorum



### **In-Lab Session Instructions**

- Follow the instructions on the allotted exercises
- Show the program and results to the instructors on completion of experiments
- On receiving approval from the instructor, copy the program and results in the Lab record
- Prescribed textbooks and class notes can be kept ready for reference if required

### **General Instructions for the exercises in Lab**

- Implement the given exercise individually and not in a group.
- The programs should meet the following criteria:
  - o Programs should be interactive with appropriate prompt messages, error messages if any, and descriptive messages for outputs.
  - o Programs should perform input validation (Data type, range error, etc.) and give appropriate error messages and suggest corrective actions.
  - o Comments should be used to give the statement of the problem and every member function should indicate the purpose of the member function, inputs and outputs.
  - o Statements within the program should be properly indented.
  - o Use meaningful names for variables, classes, interfaces, packages and methods.
  - o Make use of constant and static members wherever needed.
- Plagiarism (copying from others) is strictly prohibited and would invite severe penalty in evaluation.
- The exercises for each week are divided under three sets:
  - o Solved exercise
  - o Lab exercises – to be completed during lab hours
  - o Additional Exercises – to be completed outside the lab or in the lab to enhance the skill which will be informed by instructor during the lab session.
- In case a student misses a lab class, he/she must ensure that the experiment is completed during the repetition class with the permission of the faculty concerned but credit will be given only to one day's experiment(s).



- Questions for lab tests and examination are not necessarily limited to the questions in the manual but may involve some variations and / or combinations of the questions.
- A sample note preparation is given as a model for observation.

### **Mini Project**

#### Objectives and Guidelines

##### Objectives:

- Select a domain and identify the possible innovative work in it.
- Formulate the synopsis for mini project by briefly describing the domain.
- List the requirements that can be implemented in the project.
- Implement the functional requirements by identifying appropriate concept.
- Front end design emphasis is very less core working is of relevance.

Guidelines: All the students are instructed to form a team of three members. The team members must be from the same lab batch. Once the synopsis is submitted, no change of team member(s) shall be entertained. A single copy of the Synopsis must be submitted by the team on or before the end of the fourth week. Title and code of the mini project should be unique among the teams.

#### **Synopsis Format:**

- Title, Team Members
- Abstract (Briefly describe the selected domain and various functionalities that can be modelled via Object Oriented Concepts)
- Flowchart to show the entire working model of the project
- Functional Requirements (List all the functions that the working project can demonstrate)
- Expected output of the project

#### **PROJECT REPORT FORMAT**

- Front Page, Title, Team Members.
- Certificate
- DECLARATION
- ABSTRACT
- Table of contents
- List of figures and tables.
- Introduction
- Requirement analysis
- Functional requirements
- Design & development
- Conclusion & future work
- References
- Appendix



### General Guidelines

The students should not

- Bring mobile phones or any other electronic gadgets to the lab.
- Go out of the lab without permission

### Project deadlines and other details

S.I.N.o.	Task	Date	Submission details
1	Identification of team members (max of 3 in team)	17 <sup>th</sup> Jan 2025 5 PM	CR will collect and submit team details in soft copy format
2	Identification of project and submission of synopsis (please mention the time line,objective,individual contribution etc)	31 <sup>st</sup> Jan 2025 5 PM	Hard copy of synopsis by the team to the instructor in person
3	Synopsis presentation	1 <sup>st</sup> and 2 <sup>nd</sup> week of february during Lab hours	Proper PPT with Objectives, Individual contribution etc
4	Final Presentation	2 weeks before the End semester Lab examination	Report has to be submitted 2 days before the presentation to the instructor



**LAB NO: 1**

**Date:**

**INSTALLATION OF**  
**VIRTUAL BOX, KALILINUX**

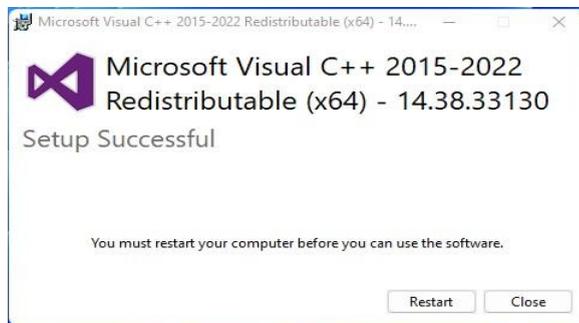
**Objectives:**

In this lab, student will be able to:

- Identify the prerequisite to set up Kali linux to perform experiments in further labs.
- Configure the Oracle VM Box.
- Viewing the graphical interface and dirt their hands on the kali linux.
- Identify and list out different tools available in Kali Linux platform.

**Installation Steps:**

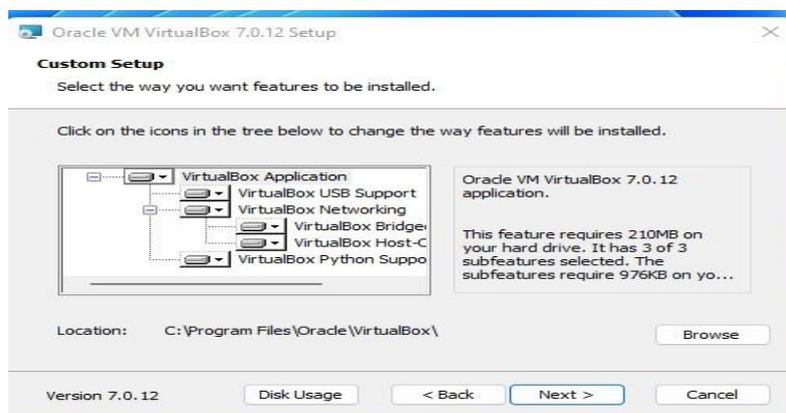
1. Install VC\_redist.x64.exe



2. Install VirtualBox-7.0.12-159484-Win.exe

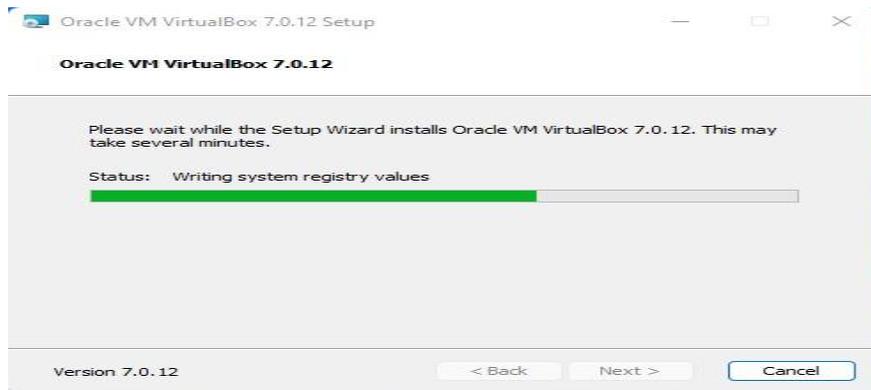
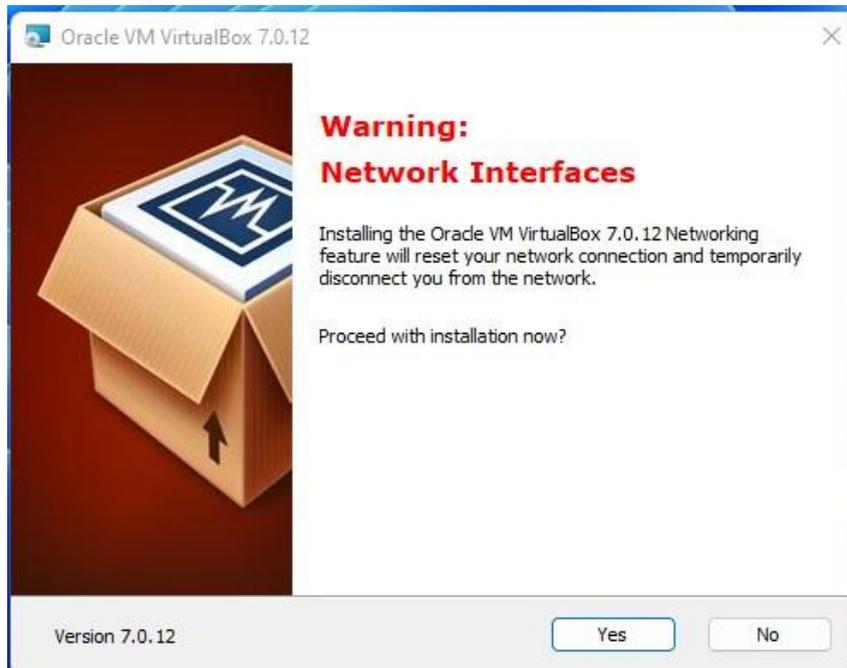


3. Select default settings





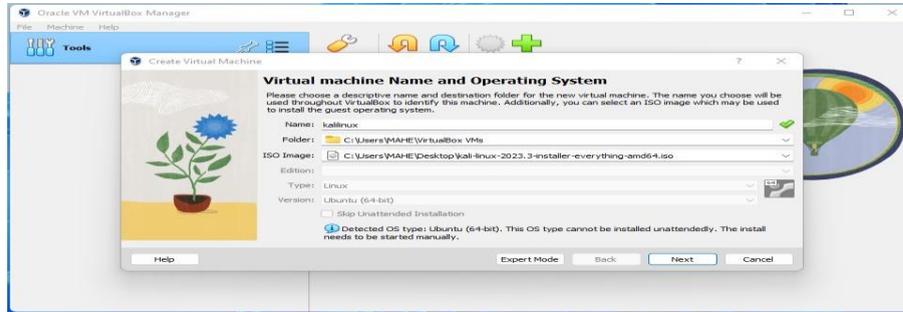
4. Proceed installation



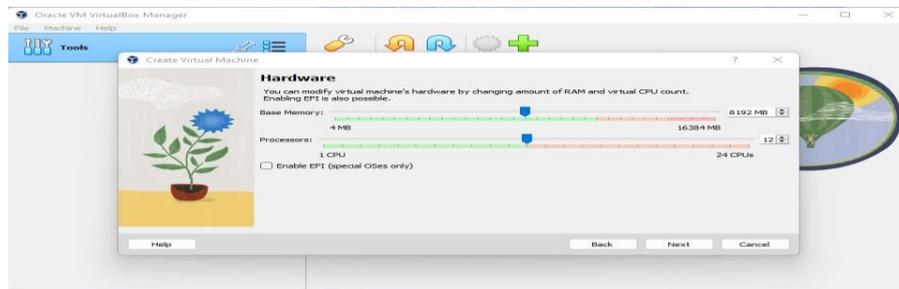
5. Select new in VB window



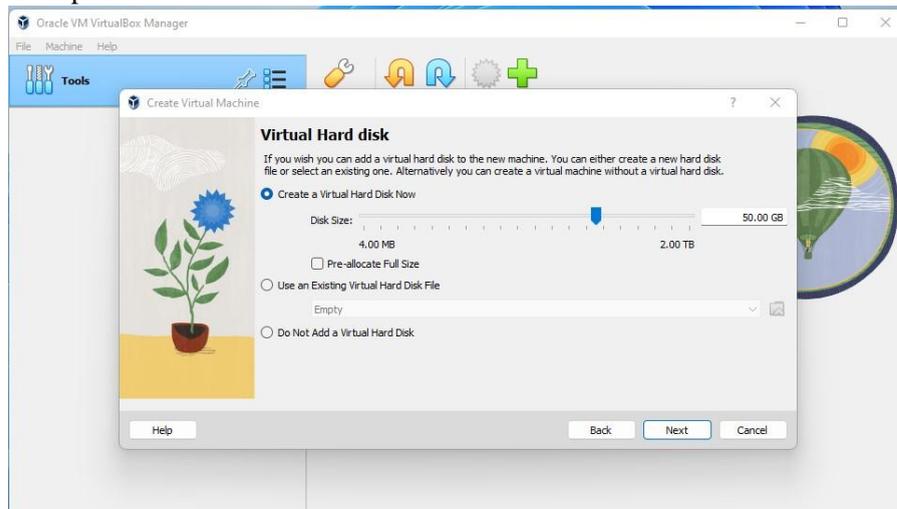
6. Give the Details regarding kalilinux and select ISO file from desktop



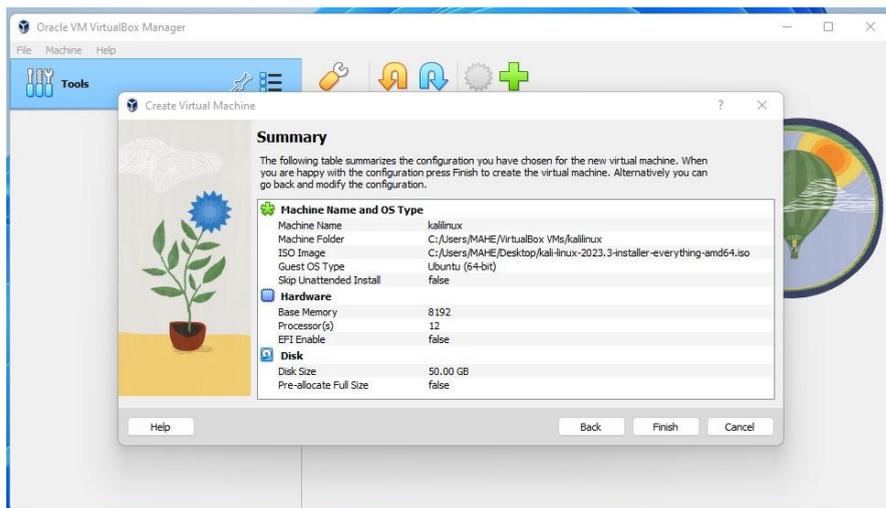
7. Define RAM as 8GB AND 12 PROCESORS



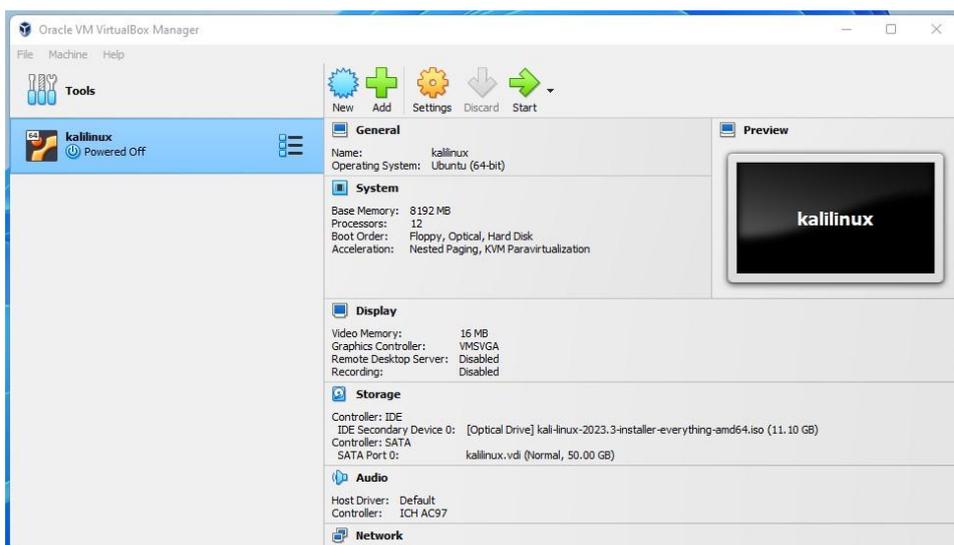
8. Provide 50GB space



9. Finish settings



10. Start Kali linux iso



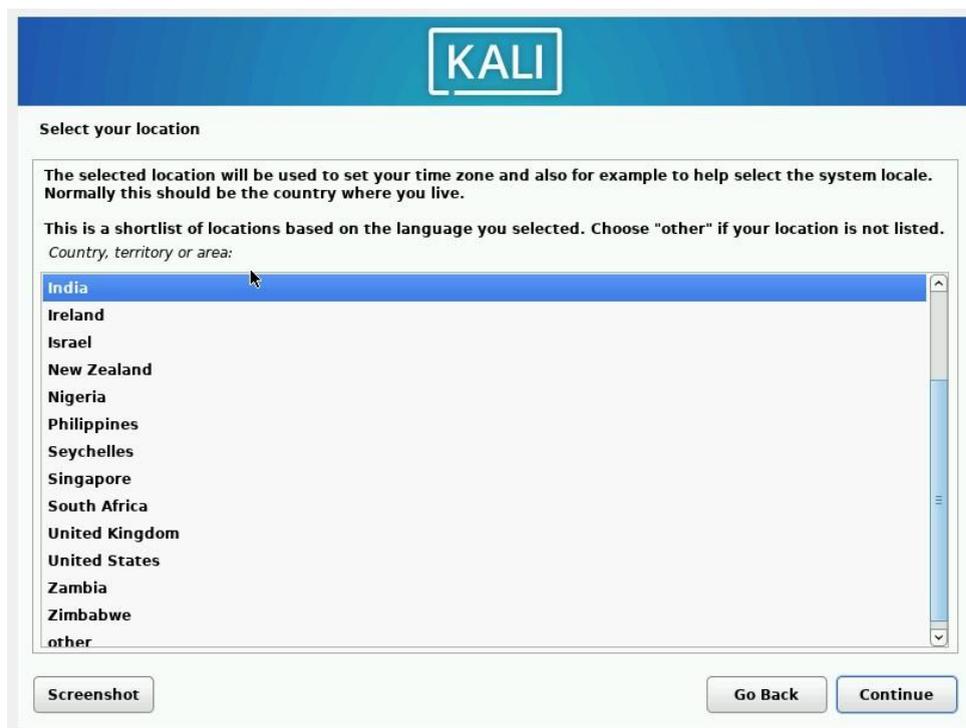
11. Select graphical install



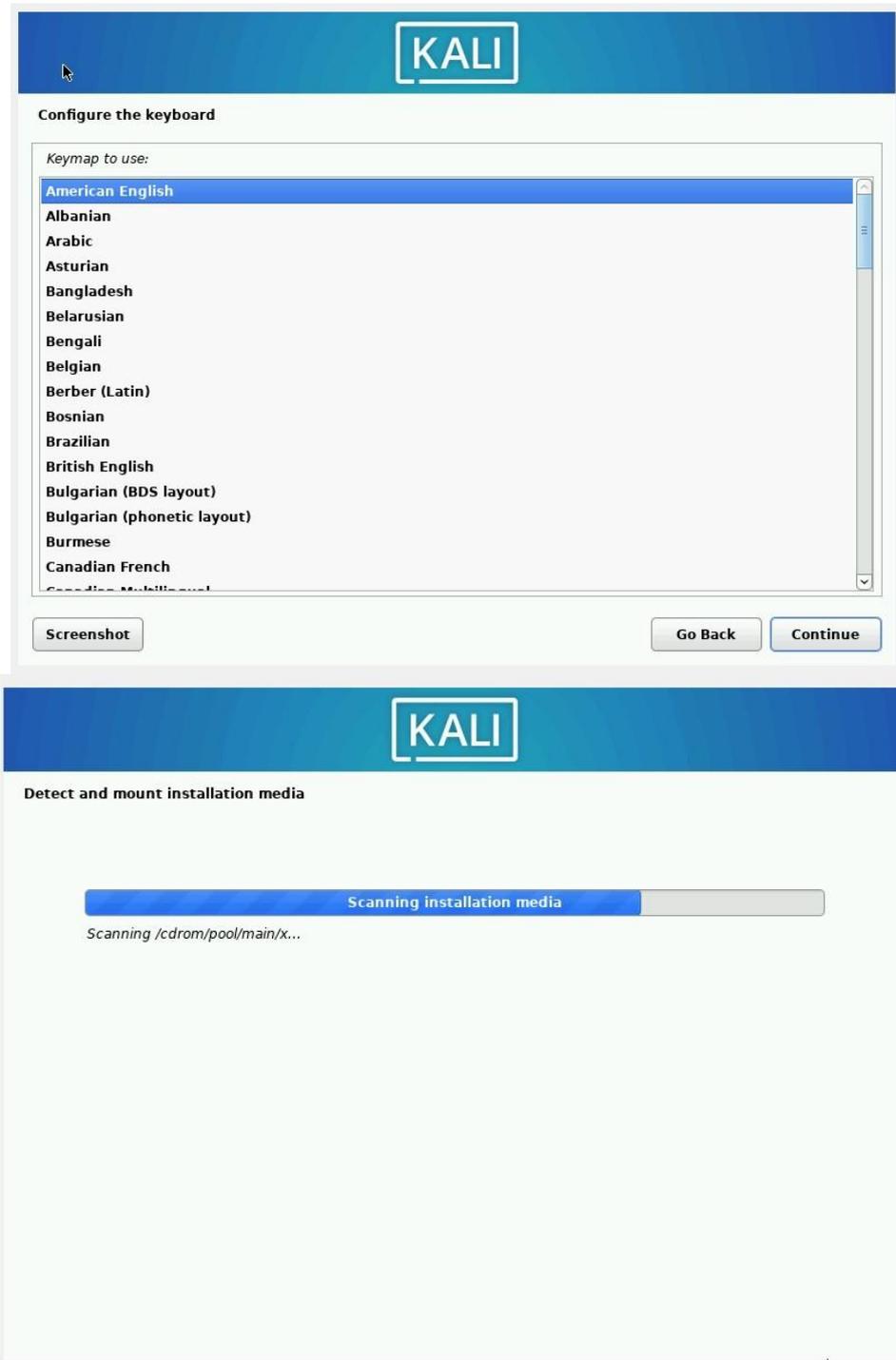
12. Select language as English



13. Select region



14. Select keyboard language



15. Hostname should be "kali"



The screenshot shows a window titled "KALI" with the heading "Configure the network". Below the heading, it says "Please enter the hostname for this system." and provides a detailed explanation of what a hostname is. A text input field labeled "Hostname:" contains the text "kali". At the bottom of the window, there are three buttons: "Screenshot", "Go Back", and "Continue".

16. Domain name should be “kali”

The screenshot shows a window titled "KALI" with the heading "Configure the network". Below the heading, it says "The domain name is the part of your Internet address to the right of your host name. It is often something that ends in .com, .net, .edu, or .org. If you are setting up a home network, you can make something up, but make sure you use the same domain name on all your computers." A text input field labeled "Domain name:" contains the text "kali". At the bottom of the window, there are three buttons: "Screenshot", "Go Back", and "Continue".

17. User name should be “kali”



**KALI**

**Set up users and passwords**

A user account will be created for you to use instead of the root account for non-administrative activities.

Please enter the real name of this user. This information will be used for instance as default origin for emails sent by this user as well as any program which displays or uses the user's real name. Your full name is a reasonable choice.

Full name for the new user:

Screenshot Go Back Continue

18. Username for account should be “kali”

**KALI**

**Set up users and passwords**

Select a username for the new account. Your first name is a reasonable choice. The username should start with a lower-case letter, which can be followed by any combination of numbers and more lower-case letters.

Username for your account:

Screenshot Go Back Continue

19. Password should be “kali”



### Set up users and passwords

A good password will contain a mixture of letters, numbers and punctuation and should be changed at regular intervals.  
Choose a password for the new user:

Show Password in Clear

Please enter the same user password again to verify you have typed it correctly.  
Re-enter password to verify:

Show Password in Clear

Screenshot Go Back Continue

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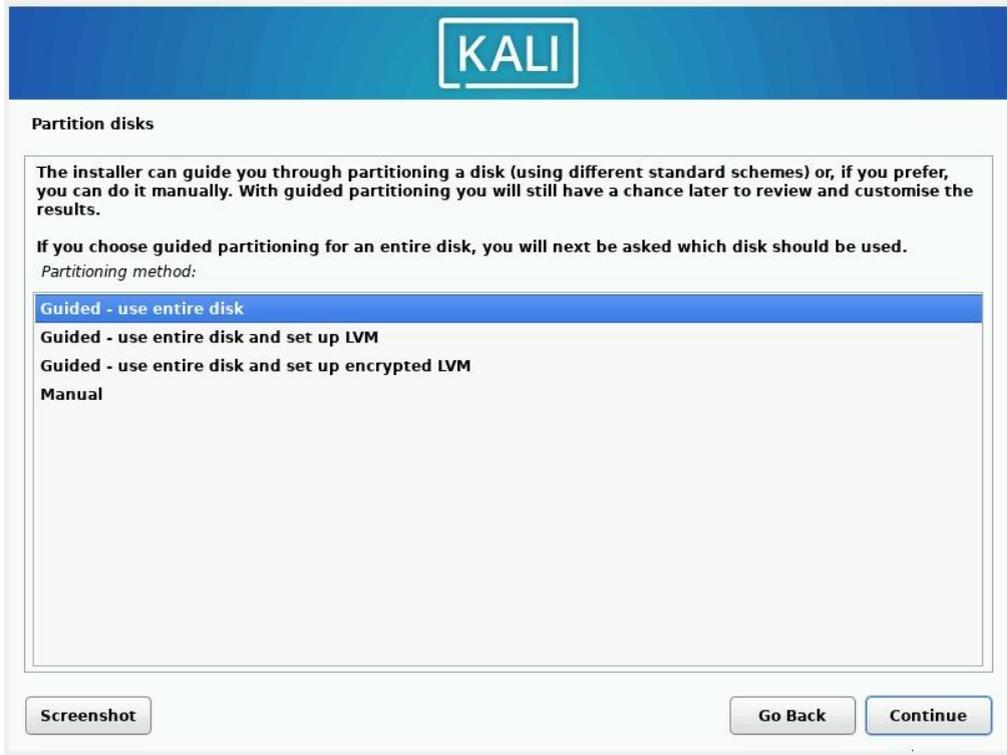
### Configure the clock

Setting up the clock

Getting the time from a network time server...

Cancel

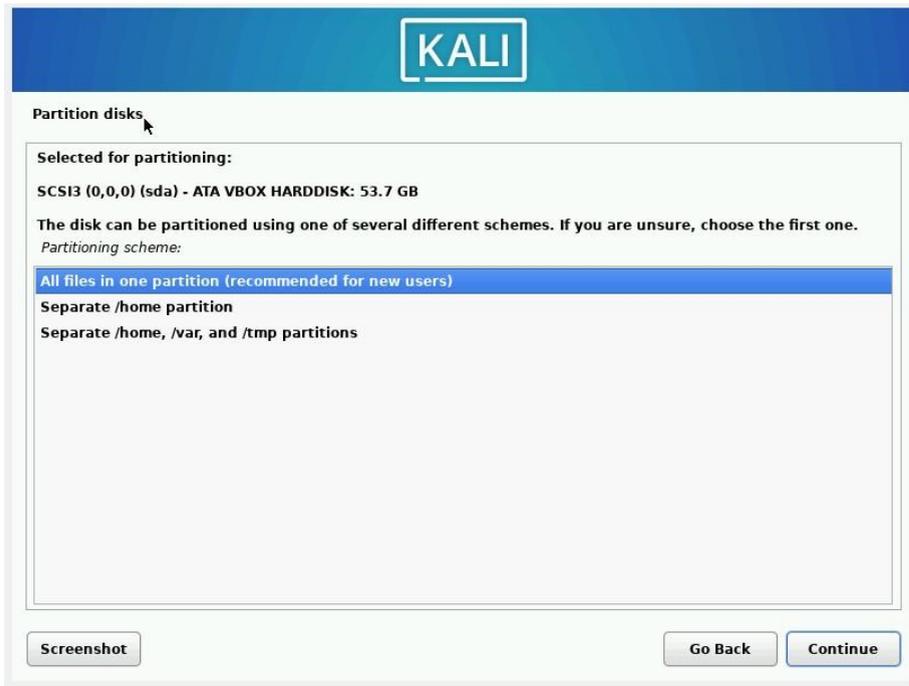
20. Select entire disk



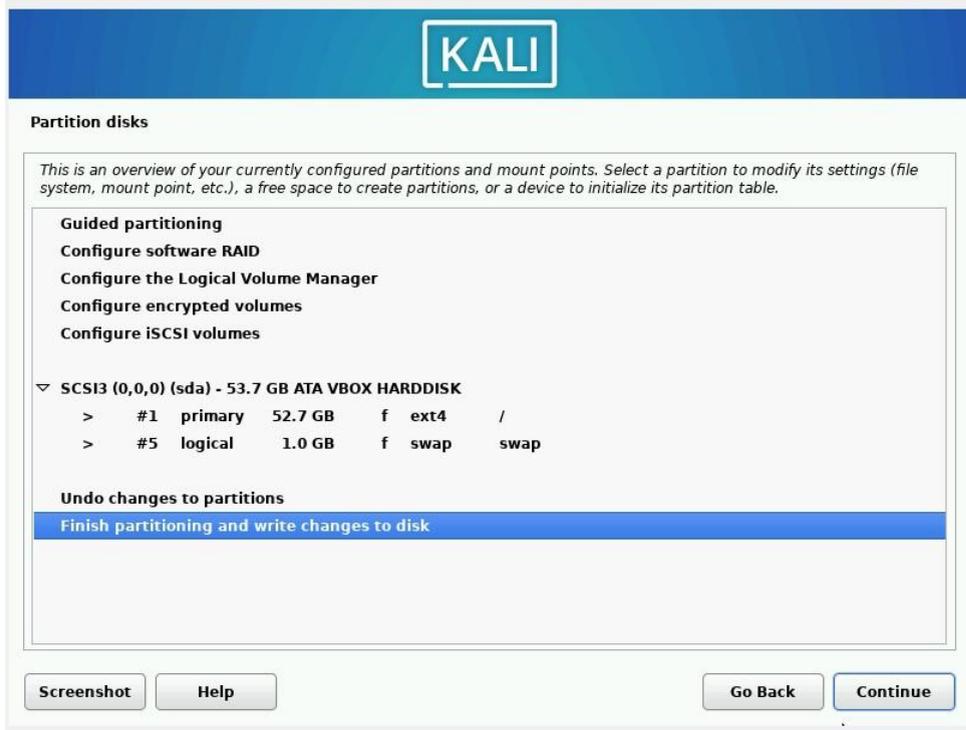
21. Select ATA VBOX HARDDISK



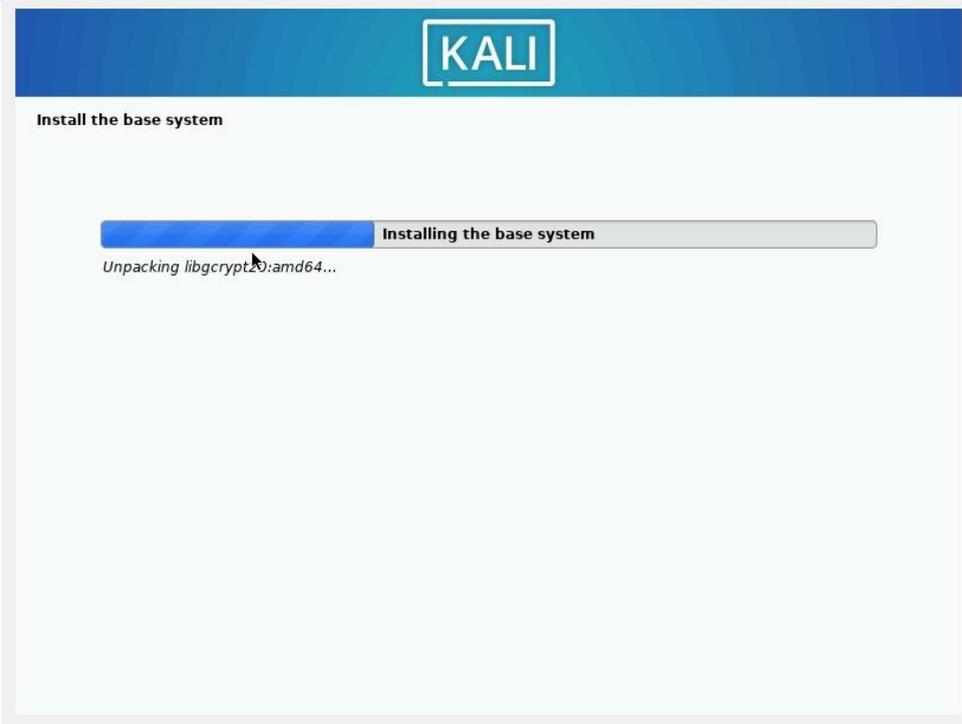
22. All files should be in one partition



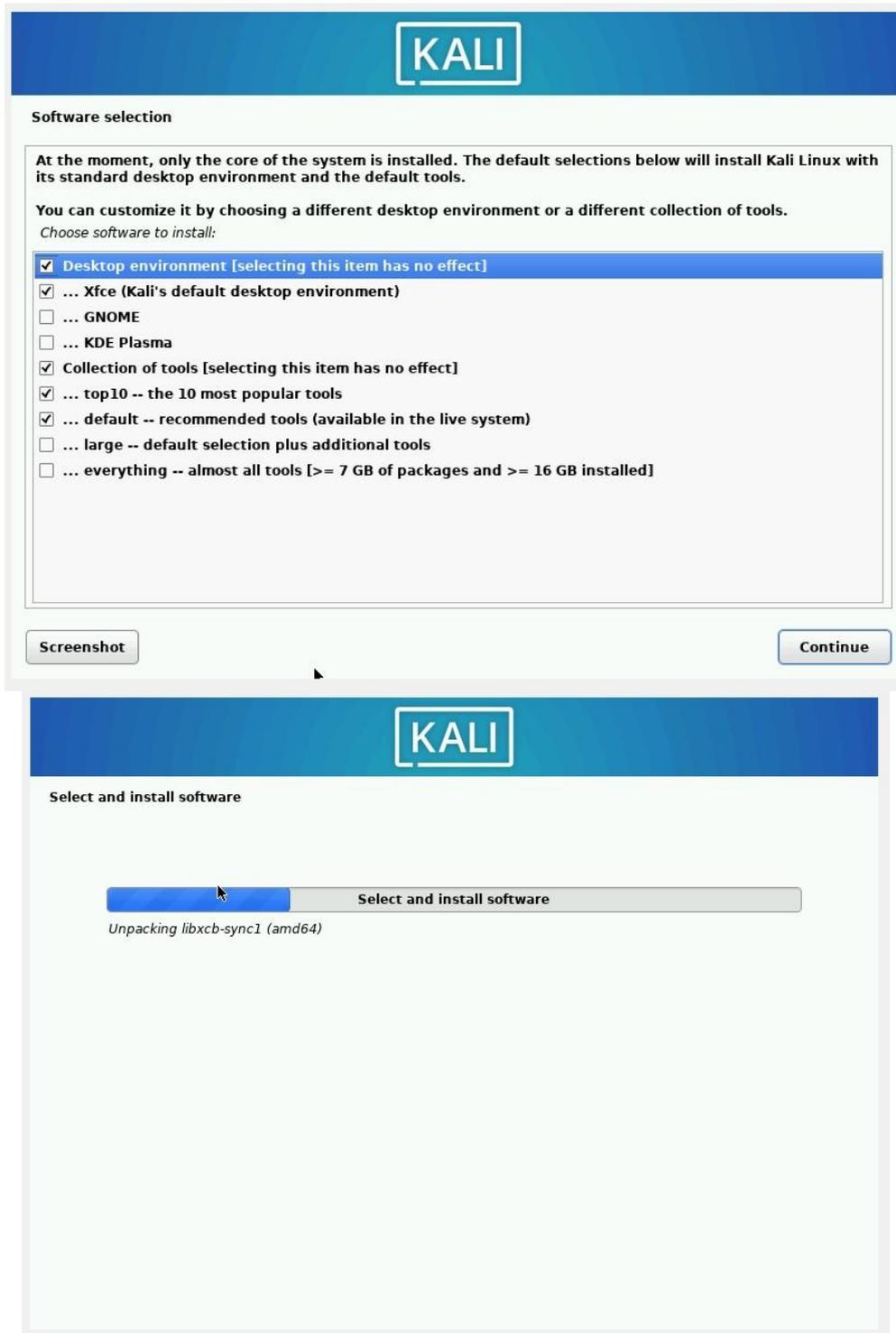
23. Finish partitioning



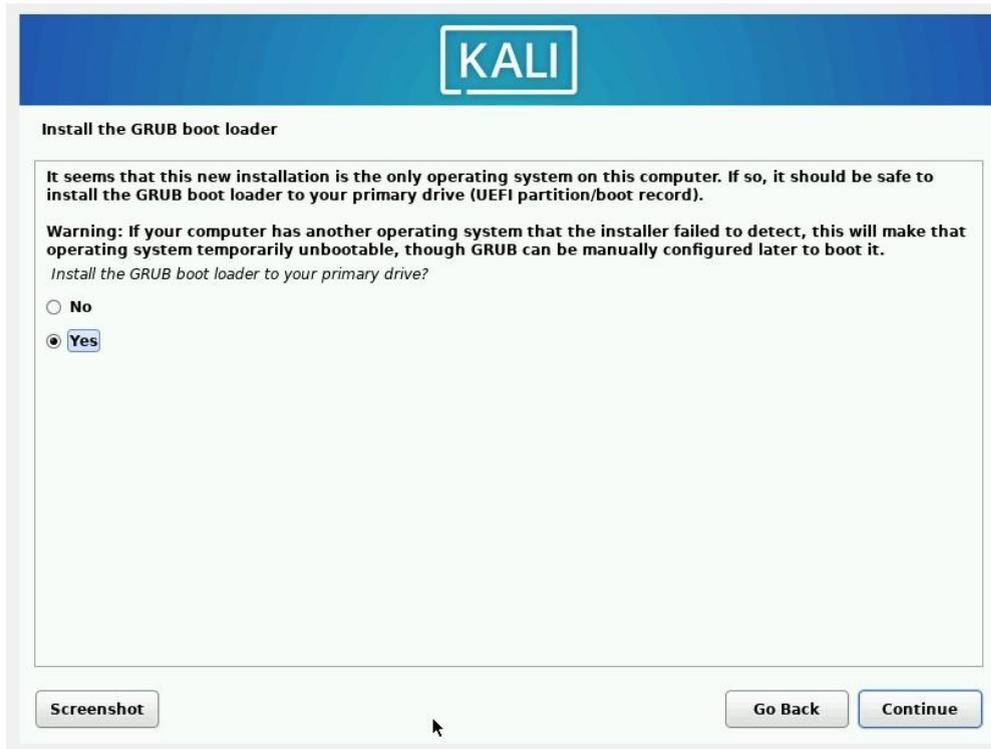
24. Select yes to write changes to disks.



25. Select continue without making changes

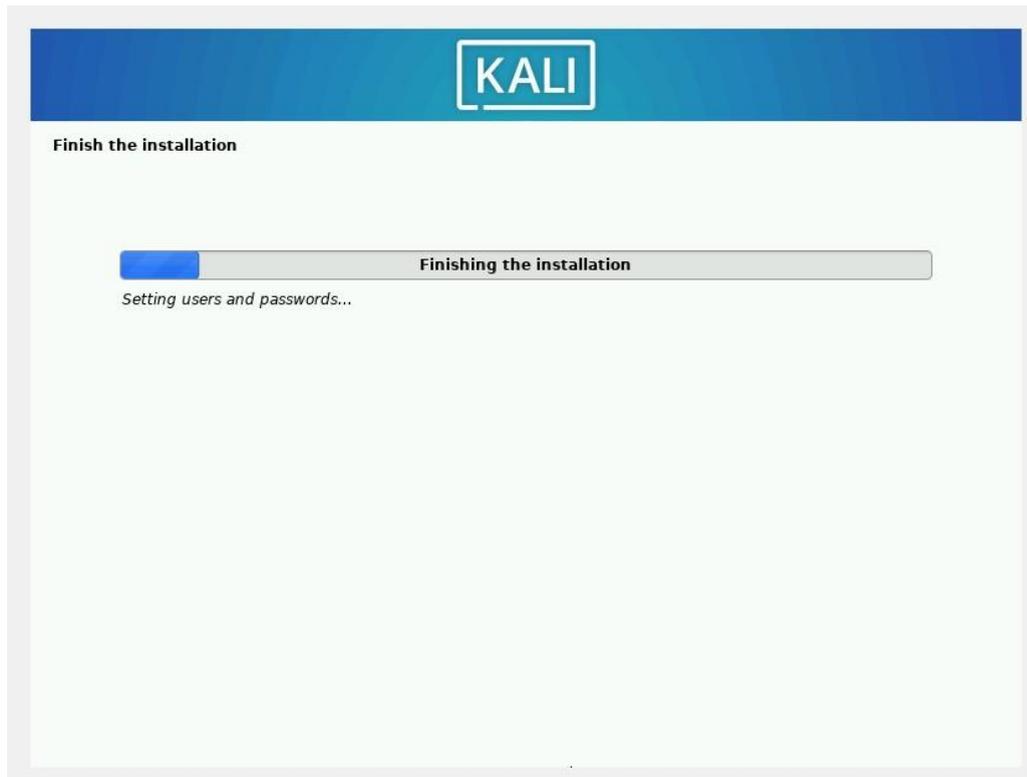


26. Select yes for GRUB loader and click on continue



27. Select VBOX hard disk and click continue





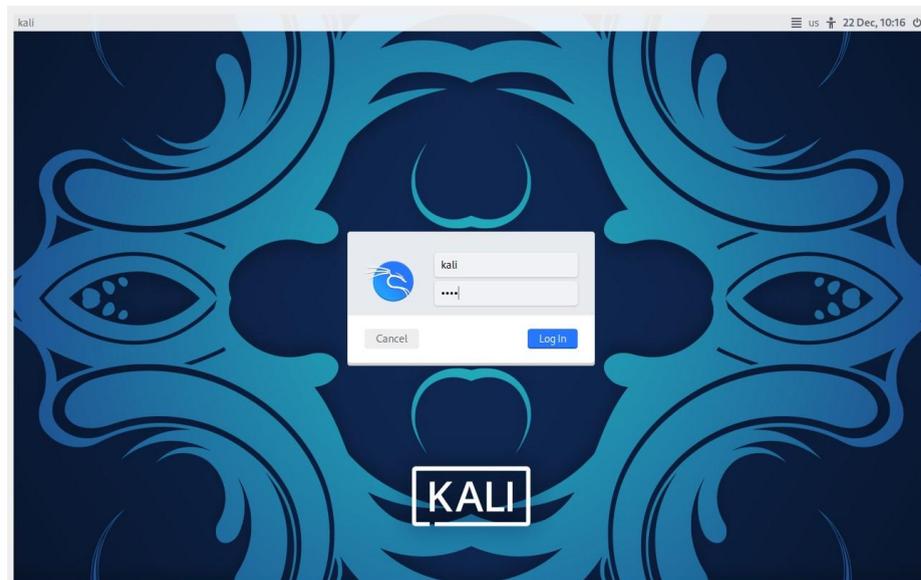
28. Select continue and finish installation



29. Restart and select Kali GNU/Linux



30. Enter user name and password





LAB NO: 2

Date:

## WIRESHARK

### Objectives:

In this lab, student will be able to:

- Identify the details about data communication, working of the protocols involved in communication using Wireshark.
- Analyze the working of network protocols and identify the vulnerabilities in the communication system related to confidentiality using Wireshark.
- Viewing the input/output traffic graph using Wireshark.
- View and Analyze Packet Contents of real network.

### Description:

Wireshark is a network protocol analyser, or an application that captures packets from a network connection, such as from your computer to your home office or the internet. Packet is the name given to a discrete unit of data in a typical Ethernet network. Wireshark is the most often-used packet sniffer in the world. Like any other packet sniffer, Wireshark does three things:

1. **Packet Capture:** Wireshark listens to a network connection in real time and then grabs entire streams of traffic – quite possibly tens of thousands of packets at a time.
2. **Filtering:** Wireshark is capable of slicing and dicing all of this random live data using filters. By applying a filter, you can obtain just the information you need to see.
3. **Visualization:** Wireshark, like any good packet sniffer, allows you to dive right into the very middle of a network packet. It also allows you to visualize entire conversations and network streams.

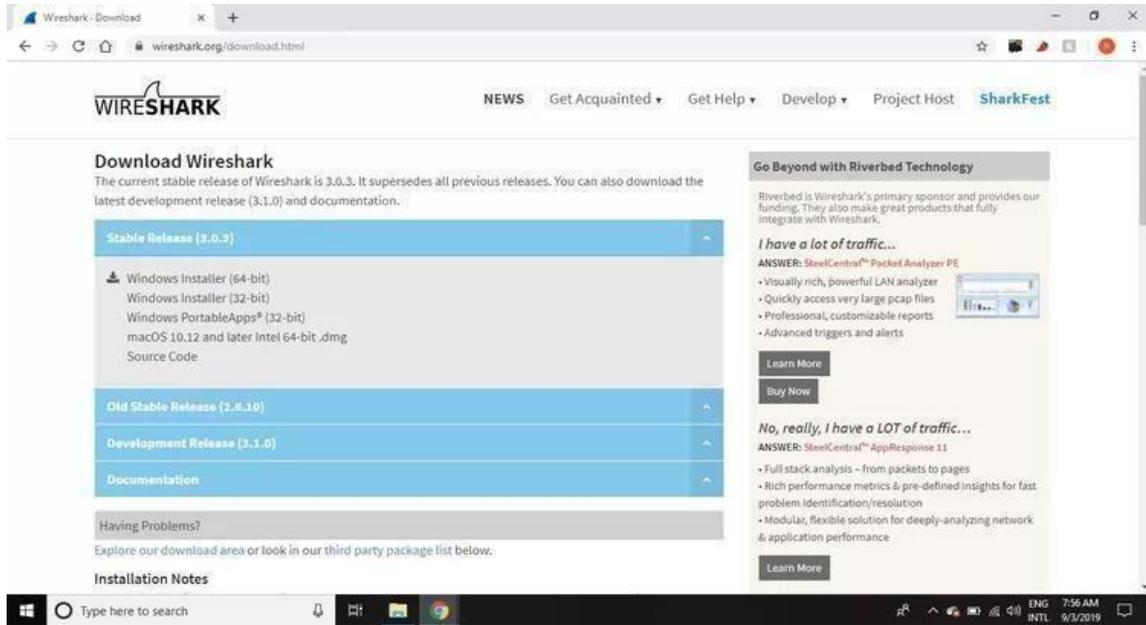
The use of Wireshark:

- Network administrators use it to *troubleshoot network problems*
- Network security engineers use it to *examine security problems*
- QA engineers use it to *verify network applications*
- Developers use it to *debug protocol implementations*
- People use it to *learn network protocol internals*.

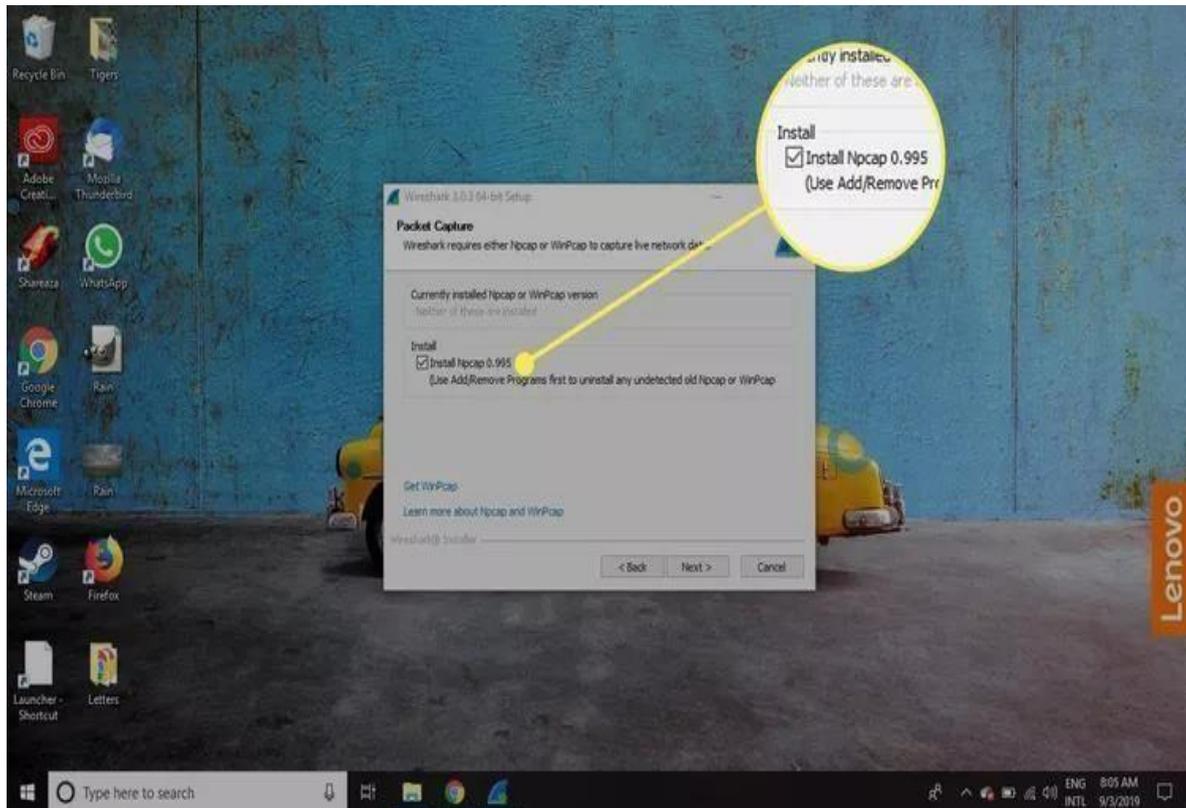
### I. SOLVED EXERCISE:

- 1) Install, Capture and Analyze Data Packet Contents using Wireshark

Wireshark can be downloaded at from the [Wireshark Foundation website](https://www.wireshark.org) for both macOS and Windows.

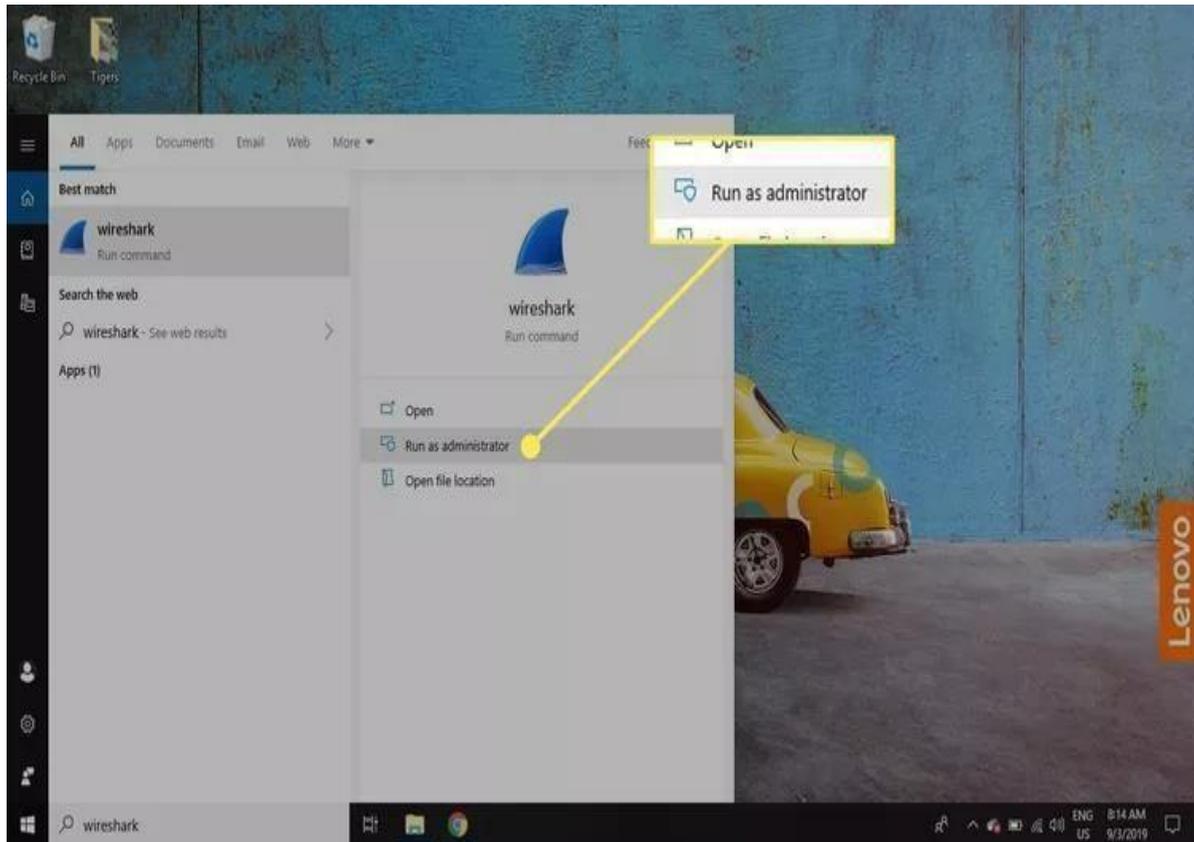


During the Windows setup process, choose to install **WinPcap** or **Npcap** if prompted as these include libraries required for live data capture.





You must be logged in to the device as an administrator to use Wireshark. In Windows 10, search for Wireshark and select **Run as administrator**. In macOS, right-click the app icon and select **Get Info**. In the **Sharing & Permissions** settings, give the admin **Read & Write** privileges.



The application is also available for [Linux and other UNIX-like platforms](#) including Red Hat, Solaris, and FreeBSD. The binaries required for these operating systems can be found toward the bottom of the [Wireshark download page](#) under the **Third-Party Packages** section. You can also download Wireshark's source code from this page.

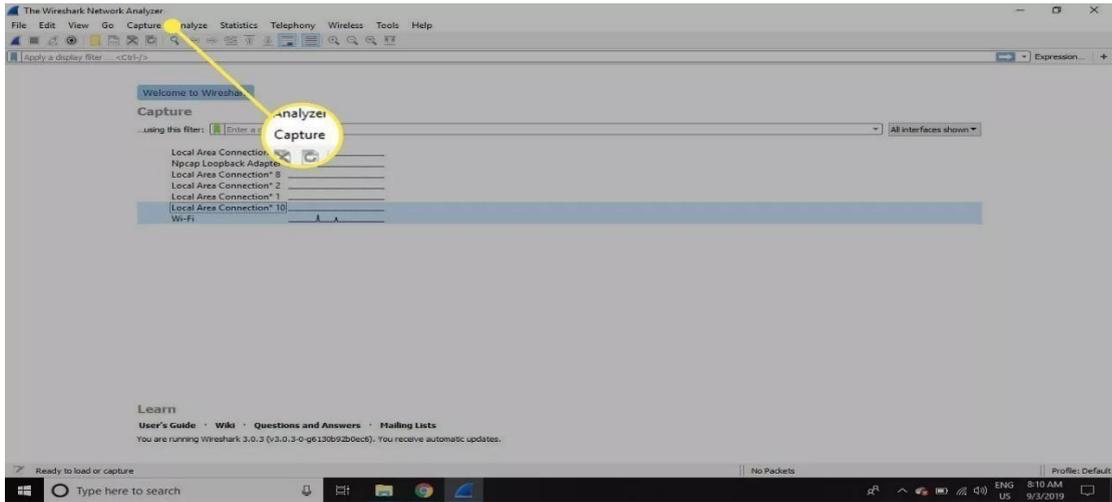
### **How to Capture Data Packets With Wireshark**

When you launch Wireshark, a welcome screen lists the available network connections on your current device. Displayed to the right of each is an EKG-style line graph that represents live traffic on that network.

To begin capturing packets with Wireshark:

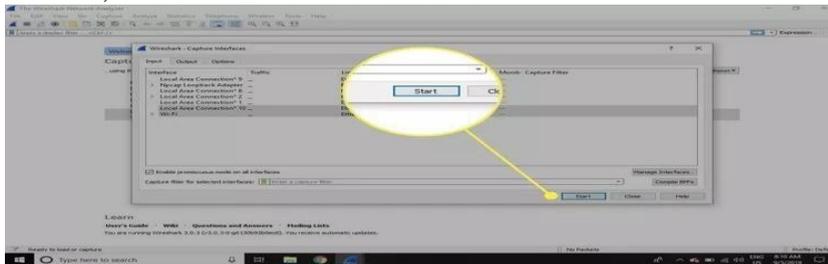
1. Select one or more of networks, go to the menu bar, then select **Capture**.

To select multiple networks, hold the **Shift** key as you make your selection.

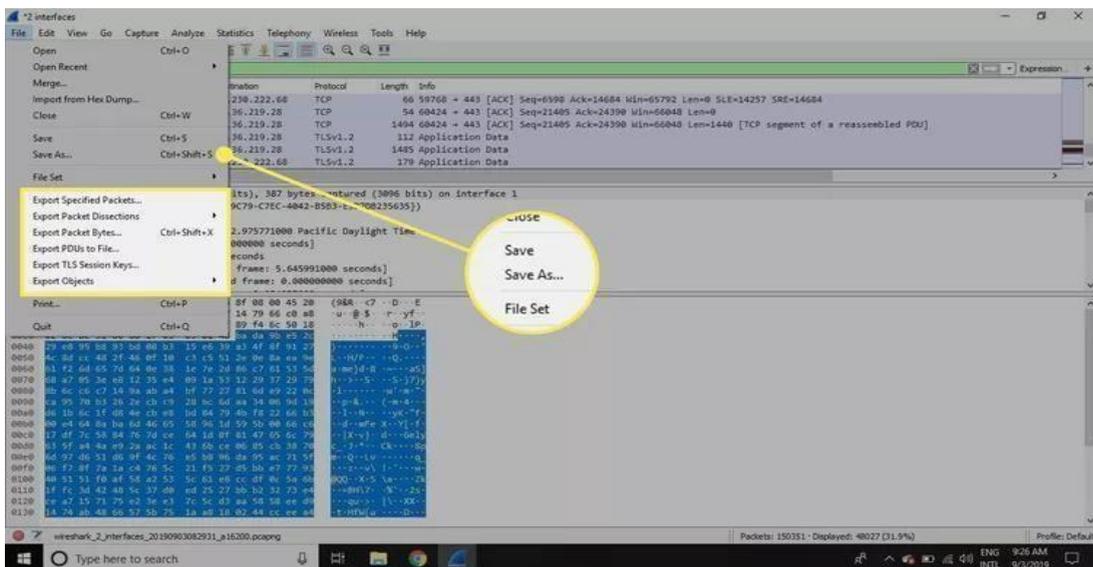


2. In the **Wireshark Capture Interfaces** window, select **Start**.

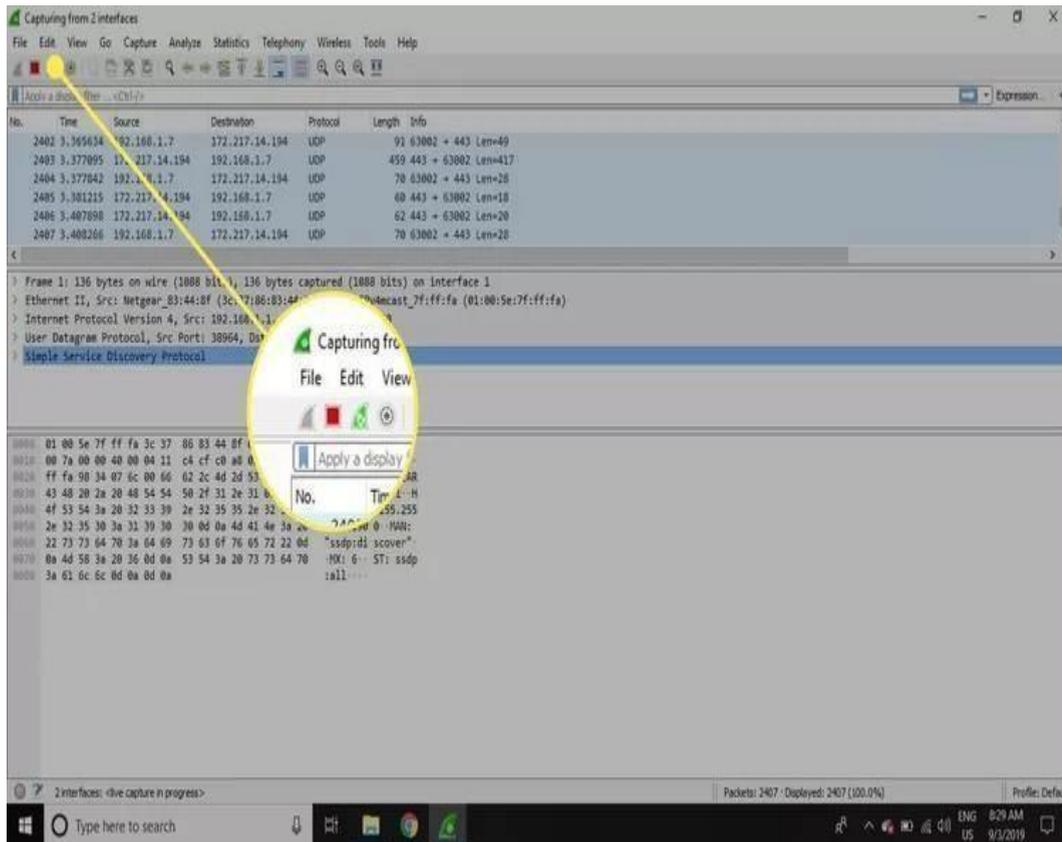
There are other ways to initiate packet capturing. Select the **shark fin** on the left side of the Wireshark toolbar, press **Ctrl+E**, or double-click the network.



3. Select **File > Save As** or choose an **Export** option to record the capture.



4. To stop capturing, press **Ctrl+E**. Or, go to the Wireshark toolbar and select the red **Stop** button that's located next to the shark fin.



## View and Analyze Packet Contents

The captured data interface contains three main sections:

- The packet list pane (the top section)
- The packet details pane (the middle section)
- The packet bytes pane (the bottom section)



The screenshot shows the Wireshark interface with a packet list at the top and a packet details pane below it. The packet list pane shows several packets, with the selected packet (No. 4242) highlighted in blue. The packet details pane shows the structure of the selected packet, including Ethernet II, Internet Protocol Version 4, User Datagram Protocol, and Simple Service Discovery Protocol.

No.	Time	Source	Destination	Protocol	Length	Info
4237	66.165566	151.101.54.114	192.168.1.7	TCP	54	443 → 59464 [FIN, ACK] Seq=182 Ack=570 Win=29184 Len=0
4238	66.165649	192.168.1.7	151.101.54.114	TCP	54	59465 → 443 [RST, ACK] Seq=23852 Ack=1580 Win=0 Len=0
4239	66.165783	192.168.1.7	151.101.54.114	TCP	54	59463 → 443 [RST, ACK] Seq=1122 Ack=1268 Win=0 Len=0
4240	66.166006	192.168.1.7	151.101.54.114	TCP	54	59464 → 443 [RST, ACK] Seq=570 Ack=182 Win=0 Len=0
4241	67.204597	74.125.28.188	192.168.1.7	TCP	66	[TCP Keep-Alive ACK] 5228 → 59262 [ACK] Seq=1 Ack=2 Win=262 Len=0 SLE=1 SRE=2
4242	69.357794	192.168.1.7	216.58.217.46	UDP	65	56582 → 443 Len=23

Packet details for selected packet (No. 4242):

- Frame 1: 136 bytes on wire (1088 bits), 136 bytes captured (1088 bits) on interface 1
- Ethernet II, Src: Netgear\_83:44:8f (3c:37:86:83:44:8f), Dst: IPv4mcast\_7f:ff:fa (01:00:5e:7f:ff:fa)
- Internet Protocol Version 4, Src: 192.168.1.1, Dst: 239.255.255.250
- User Datagram Protocol, Src Port: 38964, Dst Port: 1900
- Simple Service Discovery Protocol

```

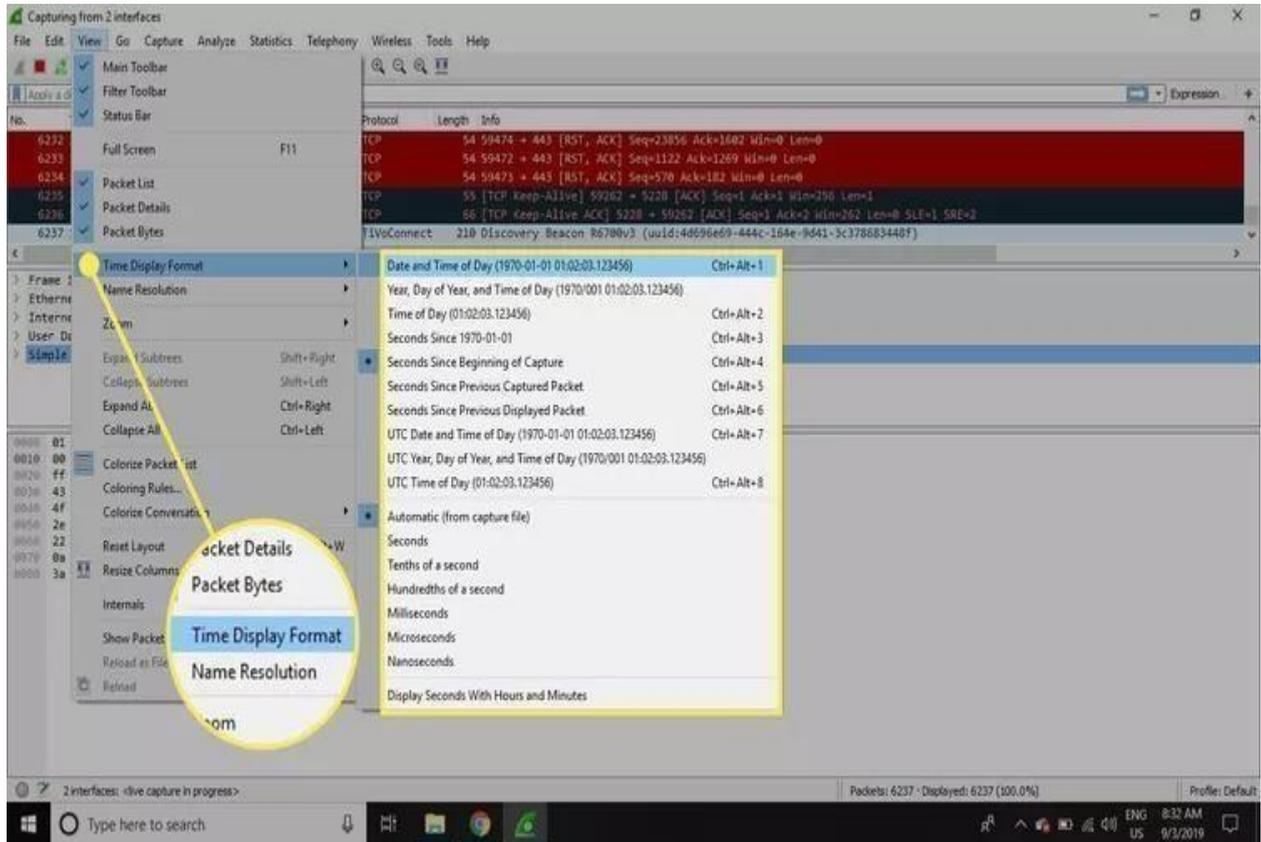
0000  01 00 5e 7f ff fa 3c 37 86 83 44 8f 00 00 45 00  ..^...<7..D...E.
0010  00 7a 00 00 40 00 04 11 c4 cf c0 a0 01 01 ef ff  -z.@.....
0020  ff fa 98 34 07 6c 00 66 62 2c 4d 2d 53 45 41 52  ..4.l.f.b,M-SEAR
0030  43 48 20 2a 20 48 54 54 50 2f 31 2e 31 0d 0a 48  CH * HTTP/1.1..H
0040  4f 53 54 3a 20 32 33 39 2e 32 35 35 2e 32 35 35  OST: 239 .255.255
0050  2e 32 35 30 3a 31 39 30 30 0d 0a 4d 41 4e 3a 20  .250:190 0..MAN:
0060  22 73 73 64 70 3a 64 69 73 63 6f 76 65 72 22 0d  "ssdp:discover"
0070  0a 4d 58 3a 20 36 0d 0a 53 54 3a 20 73 73 64 70  :MX: 6...ST: ssdp
0080  3a 61 6c 6c 0d 0a 0d 0a  ..all....
  
```

## Packet List

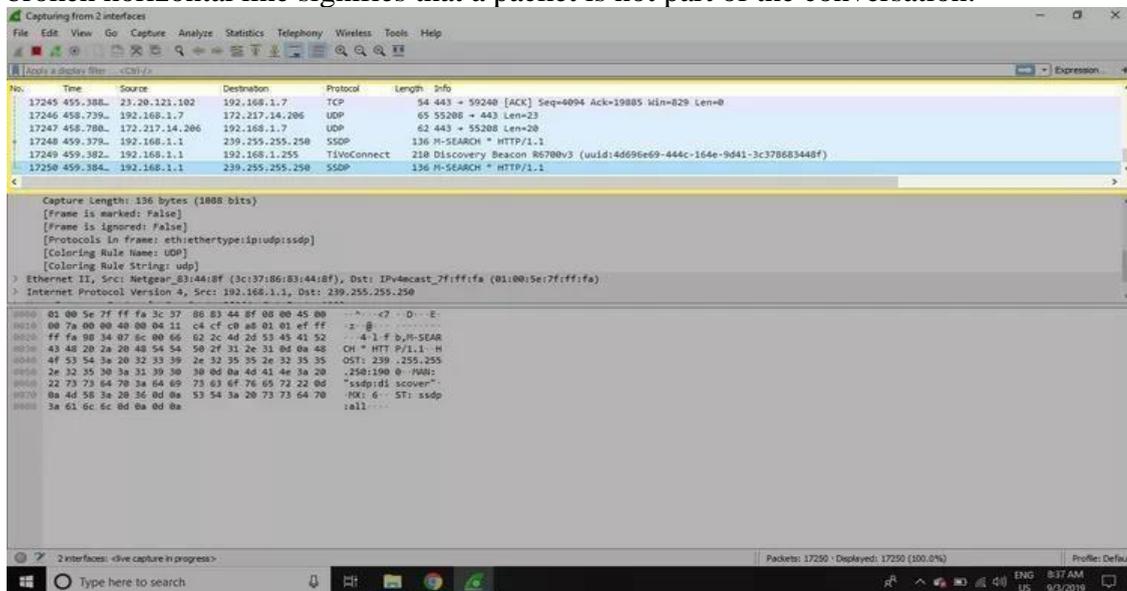
The packet list pane, located at the top of the window, shows all packets found in the active capture file. Each packet has its own row and corresponding number assigned to it, along with each of these data points:

- **No:** This field indicates which packets are part of the same conversation. It remains blank until you select a packet.
- **Time:** The timestamp of when the packet was captured is displayed in this column. The default format is the number of seconds or partial seconds since this specific capture file was first created.
- **Source:** This column contains the address (IP or other) where the packet originated.
- **Destination:** This column contains the address that the packet is being sent to.
- **Protocol:** The packet's protocol name, such as TCP, can be found in this column.
- **Length:** The packet length, in bytes, is displayed in this column.
- **Info:** Additional details about the packet are presented here. The contents of this column can vary greatly depending on packet contents.

To change the time format to something more useful (such as the actual time of day), select **View > Time Display Format**.



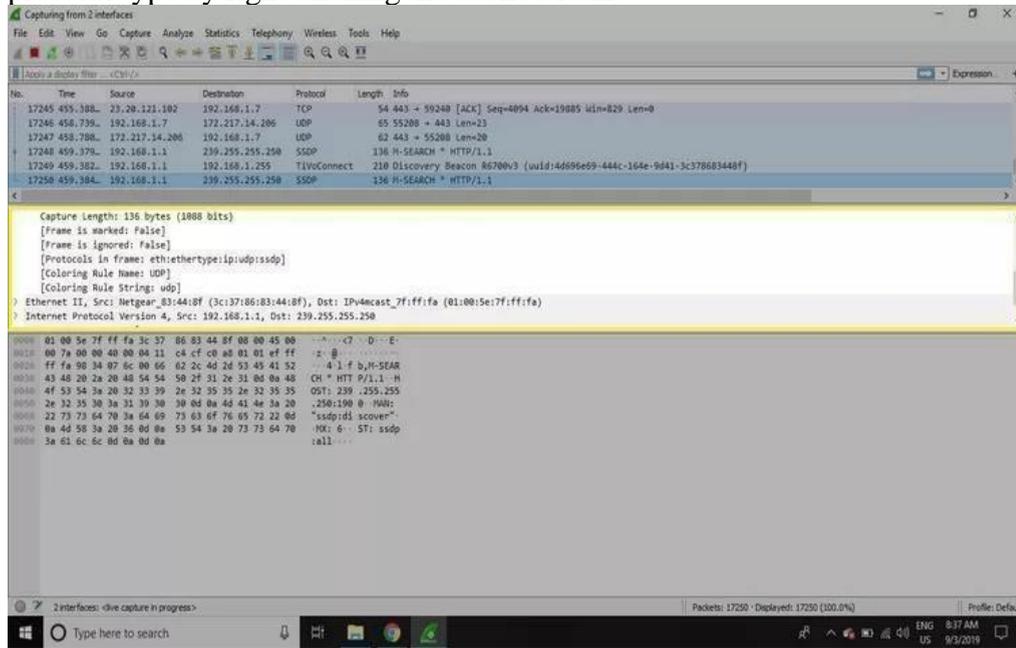
When a packet is selected in the top pane, you may notice one or more symbols appear in the **No.** column. Open or closed brackets and a straight horizontal line indicate whether a packet or group of packets are part of the same back-and-forth conversation on the network. A broken horizontal line signifies that a packet is not part of the conversation.



Packet Details



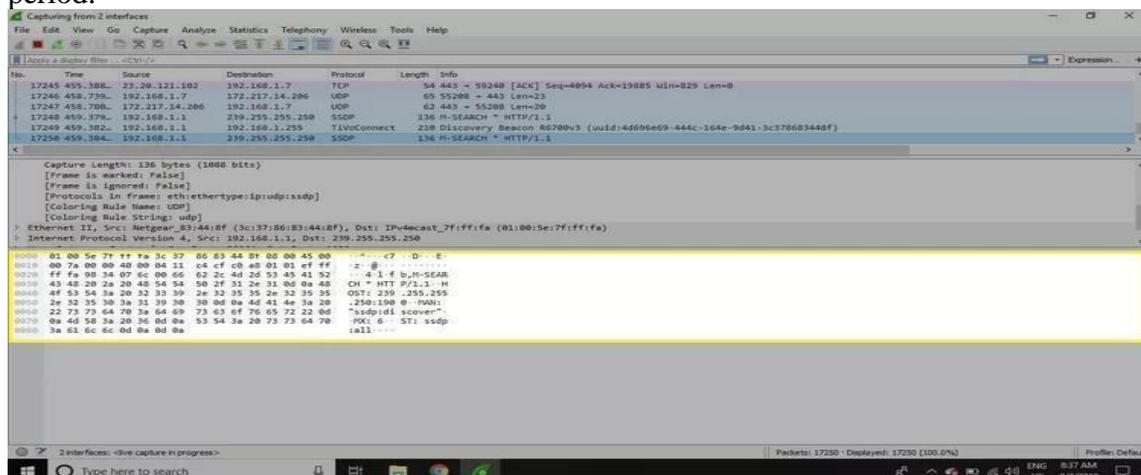
The details pane, found in the middle, presents the protocols and protocol fields of the selected packet in a collapsible format. In addition to expanding each selection, you can apply individual Wireshark filters based on specific details and follow streams of data based on protocol type by right-clicking the desired item.



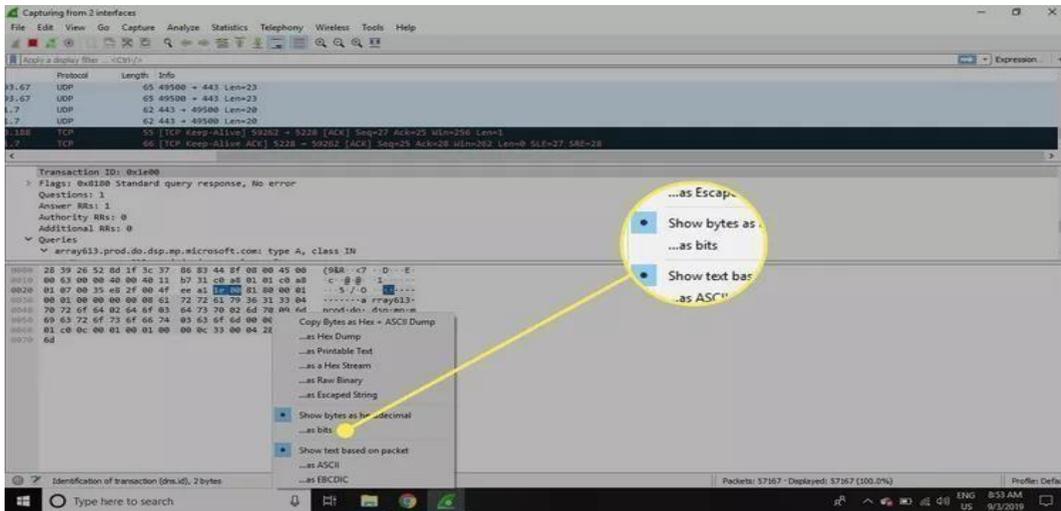
### Packet Bytes

At the bottom is the packet bytes pane, which displays the raw data of the selected packet in a hexadecimal view. This [hex dump](#) contains 16 hexadecimal bytes and 16 ASCII bytes alongside the data offset.

Selecting a specific portion of this data automatically highlights its corresponding section in the packet details pane and vice versa. Any bytes that cannot be printed are represented by a period.



To display this data in bit format as opposed to hexadecimal, right-click anywhere within the pane and select **as bits**.



## LAB EXERCISES

1. Identify specific type of packets as mentioned by the instructor using the Wireshark Filters further use the options under statistics tab (Use all possible interface with promiscuous mode)
2. Identify and obtain the input/output traffic graph using Wireshark.
3. Identify any website and demonstrate how confidential data is compromised (example: password or any other data).
4. Demonstrate major functionalities of the Wireshark tool.



**LAB NO: 3**

**Date:**

## **HPING TOOL**

### **Objectives:**

In this lab, student will be able to:

- Identify to analyze the TCP/IP protocol.
- Generate packets for auditing and testing of firewalls and networks.
- Exploit the Idle Scan scanning techniques.
- Identify the commands to find and fix problems in their networks

### **Description:**

It is a packet generator and analyzer for the TCP/IP protocol. Hping is one of the de-facto tools for security auditing and testing of firewalls and networks, and was used to exploit the Idle Scan scanning technique now implemented in the Nmap port scanner. The new version of hping, hping3, is scriptable using the Tcl language and implements an engine for string based, human readable description of TCP/IP packets, so that the programmer can write scripts related to low level TCP/IP packet manipulation and analysis in a very short time.

Hping works a bit like a standard ping command. Use that command, and you will:

- Transmit. You will send an Internet Control Message Protocol (ICMP) echo request.
- Wait. The target for your ping should return your message.
- Analyze. You'll get a great deal of data, including information about how many bytes were sent, how many arrived, and how long the trip took.
- Repeat. You'll go through this process a few times, just to ensure the connection remains consistent.

Hping3 becomes even more powerful when you start exploring its advanced options. You can use it for tasks like:

- Firewall Testing: hping3 can be used to test the resilience of your firewall rules by sending packets with various TCP flags and options.
- Tracerouting: You can use hping3 to trace the path taken by packets to reach their destination.
- Traffic Generation: It can generate network traffic patterns to simulate different types of attacks or load on a network.
- Packet Crafting: Craft custom packets to test how your network devices and applications handle them.
- Fingerprinting: Identify the operating system or device type of a remote host by analyzing its response to crafted packets.



## I. SOLVED EXERCISE:

- 1) Install Hping tool

Instructions to download hping.

Version 2: go to <http://www.hping.org/download.html> and download the tar.gz

Version 3 tar.gz: <http://www.hping.org/hping3-20051105.tar.gz>

Version 3: is inside the CVS repository. Use the following commands:

```
$ cvs -d :pserver:anonymous@cvs.sourceforge.net:/cvsroot/hping2 login
```

cvs will ask for the password, just press enter, no password is required. Then type this to download the full source code:

```
$ cvs -z8 -d :pserver:anonymous@cvs.sourceforge.net:/cvsroot/hping2 checkout hping3s
```

```
$ cvs update
```

- 2) The identify the IPv4 address using the DNS system using the hostname

hping resolve hostname

The resolve subcommand translate an host name in its IPv4 address using the DNS system. It is basically a gethostname() wrapper, that just returns its input if <hostname> is already an IP address.

Example:

```
hping3.0.0-alpha> hping resolve www.hping.org
```

```
192.70.106.166
```

## LAB EXERCISES

1. Identify the command to send an ICMP echo request packet to particular IP address.
2. Execute the command to capture packets from the specified interface
3. Do a port scanner: By specifying the TCP flags and port numbers
4. Perform the following attacks using Hping tool
  - a. A spoofed scan of the server by the attacker
  - b. UDP flood attack
  - c. ICMP flood attack
  - d. Random Source Attack
  - e. SYN flood attack (DDOS attack) on a specified IP address.
5. Identify the command to do the following task
  - a. Change TTL of packet
  - b. Limit Packet count
  - c. Set Packet Flag (SIN,FIN,PUSH,RESET,ACKNOWLEDGE,URG)



**LAB NO: 4**

**Date:**

## **CRYPTOGRAPHIC ALGORITHMS**

### **Objectives:**

In this lab, student will be able to:

- Identify the working of cryptographic algorithms
- Identify the need for the same.
- Identify the different types of cryptosystem
- Implement the algorithms

### **Description:**

**Cryptography** is the study of encrypting and decrypting data to prevent unauthorized access. The ciphertext should be known by both the sender and the recipient. With the advancement of modern data security, we can now change our data such that only the intended recipient can understand it. Cryptography allows for the **secure transmission** of digital data between willing parties. It is used to safeguard company secrets, secure classified information, and sensitive information from fraudulent activity, among other things. Crypto means hidden and graph means writing.

### **Note:**

- 1. The language of implementation is up to the student (C,Java,Python)**
- 2. The students should not use the built in functions or libraries or API for the encryption/decryption steps**

### **LAB EXERCISES**

1. Implement the following algorithms and identify the time taken for encryption and decryption using different size of plain text (plain text should be in a file) and plot a graph for each of the algorithm given (Time Vs File size, Time VS key length)
  - a) S-DES Algorithm
  - b) DES Algorithm
  - c) AES Algorithm
  - d) Diffie hellman Algorithm
  - e) RSA
  - f) ECC



**LAB NO: 5**

**Date:**

**PASSWORD CRACKING TOOLS**  
**HASHCAT/JOHN THE RIPPER /HYDRA**

**Objectives:**

In this lab, student will be able to:

- Use the tool named Hashcat
- Identify the working of the tool
- Perform penetration testing
- Identify the strength of the password

**Description:**

Hashcat is a popular and effective password cracker widely used by both penetration testers and sysadmins as well as criminals and spies. Cracking passwords is different from guessing a web login password, which typically only allows a small number of guesses before locking your account. Instead, someone who has gained access to a system with encrypted passwords ("hashes") will often try to crack those hashes to recover those passwords. Passwords are no longer stored in plaintext (or shouldn't be, anyway). Instead, passwords are encrypted using a one-way function called a hash. Calculating a password like "Password1" into a hash is lightning quick. What if all you've got is the hash? A brute-force attack to reverse the hash function and recover the password could be computationally infeasible.

Hashcat's help menu using this command:

```
hashcat -h
```

**John the Ripper password cracker**

John the Ripper is an Open Source password security auditing and password recovery tool available for many operating systems. John the Ripper jumbo supports hundreds of hash and cipher types, including for: user passwords of Unix flavors (Linux, \*BSD, Solaris, AIX, QNX, etc.), macOS, Windows, "web apps" (e.g., WordPress), groupware (e.g., Notes/Domino), and database servers (SQL, LDAP, etc.); network traffic captures (Windows network authentication, WiFi WPA-PSK, etc.); encrypted private keys (SSH, GnuPG, cryptocurrency wallets, etc.), filesystems and disks (macOS .dmg files and "sparse bundles", Windows BitLocker, etc.), archives (ZIP, RAR, 7z), and document files (PDF, Microsoft Office's, etc.).

**LAB EXERCISES**

1. Demonstrate the working of **Hashcat tool**.
2. Demonstrate the following attacks using the Hashcat tool  
Brute-Force attack Combinator attack Dictionary attack Fingerprint attack Hybrid attack Mask attack Permutation attack Rule-based attack Table-Lookup attack Toggle-Case attack PRINCE attack.
3. Demonstrate the working of John the ripper tool.
4. Demonstrate the working of Hydra tool.



**LAB NO: 6,7,8**

**Date:**

## **PENTRATION TESTING**

### **Objectives:**

In this lab, students will be able to:

- Perform Penetration testing
- Identify different stages and perform the different stages of penetration testing
- Attempt to exploit the known or suspected vulnerabilities to prove thier existance.
- Report the results of their testing, including the vulnerabilities,they exploited and the severity of the exploitation.

Tools:OSWAP ZAP ,Web Application Attack and Audit Framework (W3AF),Burp Suite,Metasploit

### **LAB EXERCISES**

- 1.Install the tool in your system
  - a.OSWAP ZAP
  - b.W3AF
  - c.Burp Suite
  - d.metasploit
- 2.Demonstrate the working of the above-mentioned tools
- 3.Demonstare and perform the scanning of different websites using the tools.



**LAB NO: 9**

**Date:**

## **NMAP & OPENSLL**

### **Objectives:**

In this lab, students will be able to:

- scan networks and discover devices and hosts on a network, allowing network admin to understand the network more efficiently.
- **Port Scanning:** Determine which ports are open and which services are running on those ports, which is critical for security assessments and vulnerability scanning.
- **OS Fingerprinting:** Identify the operating system running on a target host by analyzing various characteristics of network packets.
- **Vulnerability Assessment:** It's a valuable tool for identifying potential vulnerabilities in systems and services, aiding in proactive security measures.
- **Network Monitoring:** Nmap can be used for continuous monitoring to detect changes in the network environment.

### **Description:**

Nmap is an open-source network scanning and host discovery tool, which was created by Gordon Lyon and has been actively developed and maintained over two decades. Nmap was first released in 1997 by Fyodor Vaskevitch. Since then, it has grown into one of the most widely used network scanning tools in the world. It has a rich history of development and community contributions, which are constantly expanding its capabilities and ensuring to change according to the ever-changing network security. Nmap allows users to do a bunch of things that are related to a wide range of network-related tasks. Nmap is a network mapper that has emerged as one of the most popular, free network discovery tools on the market. Nmap is now one of the core tools used by network administrators to map their networks. The program can be used to find live hosts on a network, perform port scanning, ping sweeps, OS detection, and version detection. A number of recent cyberattacks have re-focused attention on the type of network auditing that Nmap provides.

### **Features of Nmap**

Nmap offers a wide range of features to its users, including:

1. **Comprehensive Scanning:** Nmap can scan a variety of protocols and perform different types of scans.
2. **Scripting Engine:** Nmap Scripting Engine(NSE) allows users to write and run their custom scripts to automate various tasks of Nmap such as Network auditing and vulnerability scanning.
3. **OS Detection:** Nmap can be used to identify the operating system of the target hosts based on their responses to the network probes.
4. **Service and Version Detection:** Nmap can accurately identify the services and versions that are running on the open ports of the target hosts.
5. **Output Formats:** Nmap supports multiple output formats for the scan results like plain text, XML, and greppable output.



## LAB EXERCISES

1. Write down the command to do Host Discovery using Nmap tool: To discover hosts on the network, use the following command:  
`sudo nmap -sn www.manipal.edu`
2. Write down the command to do Port Scanning: To perform a port scan on a specific host, use the following command:  
`sudo nmap -p 1-65535 192.168.1.100`
3. Write down the command to do a Ping Scan using Nmap
4. Write down the command to do A Host Scan
5. Write down the command to do port scanning using Nmap ie  
a.SYN scan b.TCP connect scan c.UDP scans d.TP INIT scan e.TCP NULL
6. Write down the command to do OS Scanning
7. Install Zenmap and perform all the operation as mention for Nmap tool.
8. Generate Self-Signed SSL Certificate with OPENSSL in Kali Linux



**LAB NO: 10 &11**

**Date:**

**CYBER FORENSICS TOOL**

(Autopsy/the Sleuth Kit, FTK Imager, Volatility)

**Objectives:**

In this lab, students will be able to:

- Identify the potential sources of digital evidence
- Preserve the evidence by storing it securely and protecting it from alteration.
- Analyze the collected data to extract relevant information.
- Document the findings of the data.
- Present the findings in a legally acceptable manner.

**Description:**

Computer forensics deals with the collection of evidence from digital media, such as desktops, mobile devices, cloud computing and IoT devices. This evidence can be used as part of incident remediation activities or to support law enforcement activities.

Autopsy and the Sleuth Kit are likely the most well-known forensics toolkits in existence. The Sleuth Kit is a command-line tool that performs forensic analysis of forensic images of hard drives and smartphones. Autopsy is a GUI-based system that uses The Sleuth Kit behind the scenes. The tools are designed with a modular and plug-in architecture that makes it possible for users to easily incorporate additional functionality. Both tools are free and open-source

**Autopsy/the Sleuth Kit:** Used for disk analysis.

**FTK Imager:** For image creation.

**Volatility:**Memory forensics

**LAB EXERCISES**

1. Install the tool in your system

a. Autopsy b. Sleuth Kit c. FTK Imager d. Volatility

2. Demonstrate the working of the tools mentioned above



**LAB NO: 12 & 13**

**Date:**

## **IPTABLES & SNORT**

### **Objectives:**

In this lab, student will be able to:

- Identify the role & working of iptables.
- install iptables, configure, and use iptables in Linux
- defining a set of rules by which we can monitor, allow or block incoming or outgoing network packets.

### **Description:**

In linux operating system, the firewalling is taken care of using netfilter. Which is a kernel module that decides what packets are allowed to come in or to go outside. iptables are just the interface to netfilter. The two might often be thought of as the same thing. A better perspective would be to think of it as a back end and a front end. The fundamentals, firewalling is the idea of deciding which packets are allowed to go in/out of the system. The packets in the internet (or any other network for that matter) are transferred using ports. We also have ports that are used by the user itself. For example when you have written a web application that runs on port 8000. To decide which port is allowed to communicate to the outside world (or even on the localhost) is the firewall's responsibility. You would command it to either accept, reject or drop a packet. Other things can also happen to a packet but let's keep it simple

### **LAB EXERCISES**

1. Identify the current iptables ruleset  
Ans: `iptables -S` and `sudo iptables -L`.
2. Allowing Loopback Connections
3. (The loopback interface, also referred to as lo, is what a computer uses to forward network
4. connections to itself. For example, if you run `ping localhost` or `ping 127.0.0.1`)  
`sudo iptables -A INPUT -i lo -j ACCEPT`
5. `sudo iptables -A OUTPUT -o lo -j ACCEPT`
6. block network connections that originate from a specific IP address, 203.0.113.51 for example, run this command:
7. `sudo iptables -A INPUT -s 203.0.113.51 -j DROP`
8. To block connections from a specific IP address, e.g. 203.0.113.51, to a specific network interface, e.g. eth0, use this command:
9. `iptables -A INPUT -i eth0 -s 203.0.113.51 -j DROP`
10. Deleting Rules by Chain and Number
11. The other way to delete iptables rules is by its chain and line number. To determine a rule's line number, list the rules in the table format and add the `--line-numbers` option:
12. `sudo iptables -L --line-numbers`



13. delete all of the rules in the INPUT chain, run this command: `sudo iptables -F INPUT`
14. Flushing All Chains
15. To flush all chains, which will delete all of the firewall rules, you may use the -F, or the equivalent --flush, option by itself:
16. `sudo iptables -F`
17. Reject all tcp packets with (specific ip,port numbers,mac address,destination port etc)
18. Filtering Packets Based on Source
19. Dropping all Other Traffic
20. Allow Traffic on Specific Ports
21. Dropping Unwanted Traffic

### **SNORT Tool:**

- 1.Install the snort tool and configure it.
- 2.Demonstrate the working of the snort tool by showing the setting the rules



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