

**DHANALAKSHMI SRINIVASAN ENGINEERING COLLEGE
(AUTONOMOUS)**



(Approved by AICTE & Affiliated to Anna University, Chennai)
Accredited with 'A' Grade by NAAC, Accredited by TCS
Accredited by NBA with BME, ECE & EEE
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**DEPARTMENT OF INFORMATION TECHNOLOGY
LAB MANUAL**



U20IT704/NETWORK SECURITY LABORATORY

IV YEAR / VII SEMESTER

REGUALTION: 2023

Prepared by:

Approved by:

LIST OF EXPERIMENTS

1. Perform encryption, decryption using the following substitution techniques
(i) Ceaser cipher, (ii) Play Fair cipher (iii) Hill Cipher(iv) Vigenere cipher
2. Perform encryption and decryption using following transposition techniques i) Rail fence ii) row & Column Transformation
3. Implement RSA Algorithm using HTML and JavaScript
4. Implement the Diffie-Hellman Key Exchange algorithm for a given problem.
5. Calculate the message digest of a text using the SHA-1 algorithm.
6. Demonstrate intrusion detection system (ids) using any tool eg. Snort or any other s/w.
7. Automated Attack and Penetration Tools Exploring N-Stalker, a Vulnerability Assessment Tool
8. Defeating Malware
 - i) Building Trojans
 - ii) Root kit Hunter

TOTAL: 60 PERIODS

LIST OF EXERCISES

Exercise:

1. i) Write a Java/C/C++ program to implement substitution technique using Caesar cipher algorithm with shift key = 19.
ii) Create a program to display contents of Play fair matrix and encrypt the given plaintext.
iii) Implement decryption using Hill Cipher technique with 2*2 matrix in a given plaintext
2. Write a Java/C/C++ program to implement Vigenere cipher which encrypts the plaintext "ATTACK AT DAWN" using the keyword "LEMON".
3. Apply AES algorithm for practical applications. Apply AES algorithm for practical applications.
4. Implement the Diffie-Hellman Key Exchange mechanism to share secret key between two end users (Alice & Bob).
5. Calculate the message digest of a text using the SHA-256 Algorithm
6. Demonstrate intrusion detection system to detect and alert on potential security breach
7. To download the N-stalker Vulnerability tool and exploring the features
8. i) Perform wireless audit on an access point or a router and decrypt WEP and WPA. (NetStumbler)
ii) Demonstrate the Installation of Root kit Hunter and find the malwares in a computer

SoftwareDownloadLinks:

- **VisualStudioCode:**<https://code.visualstudio.com/download>
- **Snort-**<https://www.snort.org/downloads>
- **N-Stalker-**<https://www.nstalker.com/products/editions/free/download/>
- **GMER-**<http://www.gmer.net/>
- **JAVA-**<https://www.java.com/en/download/>

Ex.No:1(a)
ate :

EncryptionandDecryptionUsingCeaserCipher

AIM:

ToencryptanddecryptthegivenmessagebyusingCeaserCipher encryptionalgorithm.

ALGORITHMS:

1. InCeaserCiphereachletter intheplaintext isreplacedbyalettersomefixednumberofpositionsdownthealphabet.
2. For example, with a **leftshiftof3**, **D** would be replaced by **A**; **E** would become **B** and so on.
3. The encryption can also be represented using modular arithmetic by firsttransforming the letters into numbers, according to the scheme, **A = 0, B = 1, Z=25**.
4. Encryptionofaletterxbyashiftncanbedescribedmathematicallyas,
$$En(x)=(x+n)mod26$$
5. Decryptionisperformedsimilarly,
$$Dn(x)=(x-n)mod26$$

PROGRAM:

CaesarCipher.java

```
classcaesarCipher{
    publicstaticStringencode(Stringenc,intoffset){offs
        et =offset % 26 +26;
        StringBuilderencoded=newStringBuilder();fo
        r(chari :enc.toCharArray()){
            if(Character.isLetter(i)){
                if(Character.isUpperCase(i)){
                    encoded.append((char)('A'+(i-'A'+offset)%26));
                }else{
                    encoded.append((char)('a'+(i-'a'+offset)%26));
                }
            }else{
                encoded.append(i);
            }
        }
    }
}
```

```

        return encoded.toString();
    }

    public static String decode(String enc, int offset) { return
        encode(enc, 26 - offset);
    }

    public static void main(String[] args) throws java.lang.Exception { String
        msg = "AnnaUniversity";
        System.out.println("Simulating Caesar Cipher\n ----- ");
        System.out.println("Input: " + msg); System.out.printf("Encryp
        ted Message :
        "); System.out.println(caesarCipher.encode(msg, 3)); System.o
        ut.printf("Decrypted Message :");
        System.out.println(caesarCipher.decode(caesarCipher.encode(msg, 3), 3));
    }
}

```

OUTPUT:

Simulating Caesar Cipher

Input: AnnaUniversity

Encrypted Message: DqqdXqlyhuvlwbD

Decrypted Message: AnnaUniversity

Exercise:

Write a Java/C/C++ program to implement substitution technique using Caesar cipher algorithm with shift key = 19.

RESULT:

Thus the program for Caesar cipher encryption and decryption algorithm has been implemented and the output verified successfully.

Ex.No:1(b)

Date :

PlayfairCipher

AIM:

To implement a program to encrypt plaintext and decrypt ciphertext using playfair cipher substitution technique.

ALGORITHM:

1. To encrypt a message, one would break the message into digrams (groups of 2 letters)
2. For example, "HelloWorld" becomes "HELLOWORLD".
3. These digrams will be substituted using the key table.
4. Since encryption requires pairs of letters, messages with an odd number of characters usually append an uncommon letter, such as "X", to complete the final digram.
5. The two letters of the digram are considered opposite corners of a rectangle in the key table. To perform the substitution, apply the following 4 rules, in order, to each pair of letters in the plaintext:

PROGRAM:

playfairCipher.java

```
import java.awt.Point;
```

```
class playfairCipher {
    private static char[][] charTable;
    private static Point[] positions;

    private static String prepareText(String s, boolean chgJtoI) {
        s = s.toUpperCase().replaceAll("[^A-Z]", "");
        return chgJtoI ? s.replace("J", "I") : s.replace("Q", "");
    }

    private static void createTbl(String key, boolean chgJtoI) {
        charTable = new char[5][5];
        positions = new Point[26];
        String s = prepareText(key + "ABCDEFGHIJKLMNOPQRSTUVWXYZ", chgJtoI);
        ;
        int len = s.length();
        for (int i = 0, k = 0; i < len; i++) {
            char c = s.charAt(i);
```

```

        if (positions[c - 'A'] == null)
            { charTable[k/5][k%5]=c;
              positions[c - 'A']=newPoint(k%5,k/5);k++;
            }
        }
    }

private static String codec(StringBuilder txt, int dir) { int len
    =txt.length();
    for(int i= 0;i< len;i+=2){ char a
        = txt.charAt(i);
        char b=txt.charAt(i+1);
        int row1 = positions[a -
        'A'].y;int row2=positions[b-
        'A'].y;int col1 = positions[a -
        'A'].x;int col2 = positions[b -
        'A'].x;if(row1==row2){
            col1=(col1+dir)%5;col
            2=(col2+dir)%5;
        }else if(col1== col2){

            row1=(row1+dir)%5;ro
            w2=(row2+dir)%5;
        }else{
            int tmp=col1;c
            ol1 =
            col2;col2=
            tmp;
        }
        txt.setCharAt(i,
        charTable[row1][col1]);txt.setCharAt(i+1,ch
        arTable[row2][col2]);
    }
    return txt.toString();
}

private static String encode(String s)
    { StringBuilder sb=new StringBuilder(s);f
    or(int i=0;i<sb.length();i+=2){
        if(i== sb.length()- 1){

```

```

        sb.append(sb.length()%2==1?'X:');
    }elseif(sb.charAt(i)==sb.charAt(i+1)){sb.ins
        ert(i+1,'X');
    }
}
returncodec(sb,1);
}

private static String decode(String s)
{returncodec(newStringBuilder(s),4);
}

publicstaticvoidmain(String[]args)throwsjava.lang.Exception{Stringkey
="CSE";
Stringtxt="SecurityLab";/*makesurestringlengthiseven*//*changeJto I*/
boolean chgJtoI =
true;createTbl(key,chgJ
toI);
String enc = encode(prepareText(txt,
chgJtoI));System.out.println("SimulatingPlayfairCipher\n -----");
System.out.println("Input Message : " +
txt);System.out.println("Encrypted Message : " +
enc);System.out.println("DecryptedMessage:"+decode(enc));
}
}

```

OUTPUT:

SimulatingPlayfairCipher

InputMessage:SecurityLab

EncryptedMessage:EABPUGYANSEZD

encryptedMessage:SECURITYLABX

Exercise: ii) Create a program to display contents of Playfair matrix and encrypt the given plaintext.

RESULT:

Thustheprogramforplayfaircipherencryptionanddecryptionalgorithmhasbeen implementedand the outputverifiedsuccessfully.

Ex.No:1(c)D
ate :

Hill Cipher

AIM:

To implement a program to encrypt and decrypt using the Hill cipher substitution technique

ALGORITHM:

1. In the Hill cipher each letter is represented by a number modulo 26.
2. To encrypt a message, each block of n letters is multiplied by an invertible $n \times n$ matrix, again *modulo 26*.
3. To decrypt the message, each block is multiplied by the inverse of the matrix used for encryption.
4. The matrix used for encryption is the cipher key, and it should be chosen randomly from the set of *invertible $n \times n$ matrices (modulo 26)*.
5. The cipher can be adapted to an alphabet with any number of letters.
6. All arithmetic just needs to be done modulo the number of letters instead of modulo 26.

PROGRAM:

HillCipher.java

```
class HillCipher {
    /*3x3 key matrix for 3 characters at once*/
    public static int[][] keymat = new int[][] { { 1, 2, 1 }, { 2, 3, 2 },
        { 2, 2, 1 } }; /*key inverse matrix*/
    public static int[][] invkeymat = new int[][] { { -1, 0, 1 }, { 2, -1, 0 }, { -2, 2, -1 } };
    public static String key = "ABCDEFGHIJKLMNOPQRSTUVWXYZ";

    private static String encode(char a, char b, char c) { String
        gret = "";
        int x, y, z;
        int posa = (int) a - 65; int posb = (int) b - 65; int posc = (int) c - 65;
        x = posa * keymat[0][0] + posb * keymat[1][0] + posc * keymat[2][0];
        y = posa * keymat[0][1] + posb * keymat[1][1] + posc * keymat[2][1];
        z = posa * keymat[0][2] + posb * keymat[1][2] + posc * keymat[2][2];
        a = key.charAt(x % 26);
        b = key.charAt(y % 26);
    }
}
```

```

    c=key.charAt(z
    %26);ret = "" + a + b +
    c;returnret;
}

```

```

privatestaticStringdecode(chara,charb,charc){Strin
    gret="";
    intx,y,z;
    int posa = (int) a -
    65;intposb=(int)b-
    65;intposc=(int)c -65;
    x=posa*invkeymat[0][0]+posb*invkeymat[1][0]+posc*invkeymat[2]
[0];
    y=posa*invkeymat[0][1]+posb*invkeymat[1][1]+posc*invkeymat[2]
[1];
    z=posa*invkeymat[0][2]+posb*invkeymat[1][2]+posc*invkey
mat[2][2];
    a= key.charAt((x%26< 0)?(26+x%26):(x%26));

    b=key.charAt((y%26< 0)?(26+ y%26):(y%26));c =
    key.charAt((z % 26 < 0) ? (26 + z % 26) : (z % 26));ret
    =""+a+b+c;
    returnret;
}

```

```

publicstaticvoidmain(String[]args)throwsjava.lang.Exception{Stri
    ng msg;
    Stringenc="";S
    tringdec="";int
    n;
    msg=("SecurityLaboratory");
    System.out.println("simulationofHillCipher\n -----");
    System.out.println("Inputmessage:"+msg);ms
    g=msg.toUpperCase();
    msg=msg.replaceAll("\\s","");
    /*removespaces*/n=msg.length() %3;
    /*appendpaddingtextX*/if(n!=0){for(in
        ti= 1;i<= (3-n);i++){
            msg+='X';
        }
    }
}

```

```

    }
    System.out.println("paddedmessage:"+msg);char[]pdchars=msg.toCharArray();
    for(inti=0;i<msg.length();i+=3){
        enc+=encode(pdchars[i],pdchars[i+1],pdchars[i+2]);
    }
    System.out.println("encodedmessage:"+enc);char[]dechars=enc.toCharArray();
    for(inti=0;i<enc.length();i+=3){
        dec+=decode(dechars[i],dechars[i+1],dechars[i+2]);
    }
    System.out.println("decodedmessage:"+dec);
}
}

```

OUTPUT:

SimulatingHillCipher

 InputMessage :SecurityLaboratory

Padded Message :

SECURITYLABORATORYEncryptedMessage:EA

CSDKLCAEFQDUKSXUDecryptedMessage:SECU

RITYLABORATORY

Exercise: Implement decryption using Hill Cipher technique with 2*2 matrix in a given plaintext

RESULT:

Thustheprogramforhillcipherencryptionanddecryptionalgorithmhasbeenimplementedand theoutputverifiedsuccessfully.

Ex.No:1(d)D
ate :

VigenereCipher

AIM:

To implement a program for encryption and decryption using vigenere cipher substitution technique

ALGORITHM:

1. The Vigenere cipher is a method of encrypting alphabetic text by using a series of different Caesar ciphers based on the letters of a keyword.
2. It is a simple form of polyalphabetic substitution.
3. To encrypt, a table of alphabets can be used, termed a Vigenere square, or Vigenere table.
4. It consists of the alphabet written out 26 times in different rows, each alphabet shifted cyclically to the left compared to the previous alphabet, corresponding to the 26 possible Caesar ciphers.
5. At different points in the encryption process, the cipher uses a different alphabet from one of the rows used.
6. The alphabet at each point depends on a repeating keyword.

PROGRAM:

vigenereCipher.java

```
public class vigenereCipher {
    static String encode(String text, final String key) { String
        res = "";
        text = text.toUpperCase();
        for (int i = 0,
            j = 0; i < text.length(); i++) { char c = text.charAt(i);
            if (c < 'A' || c > 'Z') { continue;
            }
            res += (char) ((c + key.charAt(j) - 2 * 'A') % 26 + 'A'); j
                = ++j % key.length();
            }
        return res;
    }

    static String decode(String text, final String key) { String
        res = "";
        text = text.toUpperCase();
```

```

for(int i=0,
    j=0;i<text.length();i++){ char c=text.charAt(i);
    if(c<'A' || c>'Z'){ continue; }
    res+=(char)((c-key.charAt(j)+26)%26+'A');j=
    ++j%key.length();
}
return res;
}

public static void main(String[] args) throws java.lang.Exception {
    String key="VIGENERECIPHER";
    String msg="SecurityLaboratory";
    System.out.println("Simulating Vigenere Cipher\n ----- ");
    System.out.println("Input Message : " +
        msg);
    String enc=encode(msg,key);
    System.out.println("Encrypted Message:"+enc);
    System.out.println("Decrypted Message:"+decode(enc,key));
}
}

```

OUTPUT:

Simulating Vigenere Cipher

Input Message : SecurityLaboratory

Encrypted Message: NMIYEMKCNIQVVROWXCD

Decrypted Message: SECURITYLABORATORY

Exercise: Write a Java/C/C++ program to implement Vigenere cipher which encrypts the plaintext "ATTACK AT DAWN" using the keyword "LEMON".

RESULT:

Thus the program for vigenere cipher encryption and decryption algorithm has been implemented and the output verified successfully.

Ex.No:2(a)D
ate :

RailFenceCipherTranspositionTechnique

AIM:

To implement a program for encryption and decryption using rail fence transposition technique.

ALGORITHM:

1. In the rail fence cipher, the plaintext is written downwards and diagonally on successive "rails" of an imaginary fence, then moving up when we reach the bottom rail.
2. When we reach the top rail, the message is written downwards again until the whole plaintext is written out.
3. The message is then read off in rows.

PROGRAM:

railFenceCipher.java

```
class railFenceCipherHelper {
    int depth;

    String encode(String msg, int depth) throws Exception {
        int r = depth;
        int l = msg.length();
        int c = l / depth;
        int k = 0;
        char mat[][] = new char[r][c];
        String enc = "";
        for (int i = 0; i < c; i++)
            for (int j = 0; j < r; j++) {
                if (k != 1) {
                    mat[j][i] = msg.charAt(k++);
                } else {
                    mat[j][i] = 'X';
                }
            }
        for (int i = 0; i < r; i++)
            for (int j = 0; j < c; j++)
                enc += mat[i][j];
    }
}
```

```

    }
    return enc;
}

```

```

String decode(String encmsg, int depth) throws Exception {
    int r = encmsg.length();
    int l = r / depth;
    int k = 0;
    char mat[][] = new char[r][l];
    String dec = "";
    for (int i = 0; i < r; i++)
        for (int j = 0; j < l; j++)
            mat[i][j] = encmsg.charAt(k++);
    for (int i = 0; i < l; i++)
        for (int j = 0; j < r; j++)
            dec += mat[j][i];
    return dec;
}
}

```

```

class RailFenceCipher {
    public static void main(String[] args) throws java.lang.Exception {
        RailFenceCipherHelper rf = new RailFenceCipherHelper();
        String msg = "AnnaUniversity, Chennai";
        int depth = 2;
        String enc = rf.encode(msg, depth);
        String dec = rf.decode(enc, depth);
        System.out.println("Simulating RailFenceCipher\n-----");
        System.out.println("Input Message : " + msg);
        System.out.println("Encrypted Message : " + enc);
        System.out.println("Decrypted Message : " + dec);
    }
}

```

OUTPUT:

SimulatingRailfenceCipher

Input Message : Anna University,
Chennai
Encrypted Message : An nvriy
hnanaUiest,Ceni
DecryptedMessage:AnnaUniv
ersity,Chennai

Exercise: Write a program in Java to implement Rail Fence cipher encryption algorithm without a key

RESULT:

Thus the java program for Rail Fence Transposition Technique has been implemented and the output verified successfully.

Ex.No:2(b)D
ate :

RowandColumnTransformationTechnique

AIM:

Toimplementaprogramforencryptionanddecryptionbyusingrowand columntransformationtechnique.

ALGORITHM:

1. Considertheplaintexthelloworld,andletusapplythesimplecolumnartranspositiontechniqueasshownbelow

h	e	l	l
o	w	o	r
l	d		

2. Theplaintextcharactersareplacedhorizontallyandtheciphertextiscreatedwith verticalformat as:**holewdlrlr.**
3. Now,thereceiverhastousethesametabletodecrypttheciphertexttoplaintext.

PROGRAM:

TransCipher.java

```
import
java.util.*;classTransCipher{
    public static void main(String args[])
        { Scanner sc = new
Scanner(System.in);System.out.println("
Entertheplaintext");Stringpl=sc.nextLine(
);
sc.close();String
rings="";int
start=0;
for(inti=0;i<pl.length();i++){if(pl.
charAt(i)==" "){
    s=s+pl.substring(start,i);start
    =i+1;
}
}
s=s+pl.substring(start);
```

```

System.out.print(s);
System.out.println();
//endofspacedelation

intk=s.length();i
ntl=0;
intcol=4;
introw=s.length()/col;
charch[][]=newchar[row][col];fo
r(inti= 0; i< row;i++){
    for(intj=0;j<col;j++){if(l<
        k) {
            ch[i][j]=s.charAt(l);l
            ++;
        }else{
            ch[i][j]='#';
        }
    }
}
//arrangedinmatrix

chartrans[][]=newchar[col][row];fo
r(inti=0;i< row;i++){
    for(intj=0;j<col;j++){trans
        [j][i]= ch[i][j];
    }
}

for(inti=0;i<col;i++){for(intj=
    0;j<row;j++){
        System.out.print(trans[i][j]);
    }
}
//
displaySystem.out.p
rintln();
}
}

```

OUTPUT:

Enter the plain text
Security
Lab Security Lab Sr
eictuy

Exercise: Write a Java/C/C++ program to implement row transposition technique.

RESULT:

Thus the Java program for Row and Column Transposition Technique has been implemented and the output verified successfully.

Ex.No:3

Date :

RSAAgorithm

AIM:

To implement RSA (Rivest–Shamir–Adleman) algorithm by using HTML and Javascript.

ALGORITHM:

1. Choose two prime number p and q
2. Compute the value of n and ϕ
3. Find the value of e (public key)
4. Compute the value of d (private key) using $\text{gcd}()$
5. Do the encryption and decryption
 - a. Encryption is given as,
$$c = t^e \bmod n$$
 - b. Decryption is given as,
$$t = c^d \bmod n$$

PROGRAM:

rsa.html

```
<html>
```

```
<head>
```

```
<title>RSAEncryption</title>
```

```
<metaname="viewport"content="width=device-width,initial-scale=1.0">
```

```
</head>
```

```
<body>
```

```
<center>
```

```
<h1>RSAAgorithm</h1>
```

```
<h2>ImplementedUsingHTML&Javascript</h2>
```

```
<hr>
```

```
<table>
```

```
<tr>
```

```
<td>EnterFirstPrimeNumber:</td>
```

```
<td><inputtype="number"value="53" id="p"></td>
```

```
</tr>
```

```
<tr>
```

```
<td>EnterSecondPrimeNumber:</td>
```

```
<td><inputtype="number"value="59" id="q"></td>
```

```

        </td>
    </tr>
    <tr>
        <td>Enter the Message(ciphertext):<br>[A=1,B=2,...]</td>
        <td><input type="number" value="89" id="msg"></p>
        </td>
    </tr>
    <tr>
        <td>PublicKey:</td>
        <td>
            <pid="publickey"></p>
        </td>
    </tr>
    <tr>
        <td>Exponent:</td>
        <td>
            <pid="exponent"></p>
        </td>
    </tr>
    <tr>
        <td>PrivateKey:</td>
        <td>
            <pid="privatekey"></p>
        </td>
    </tr>
    <tr>
        <td>CipherText:</td>
        <td>
            <pid="ciphertext"></p>
        </td>
    </tr>
    <tr>
        <td><button onclick="RSA();">ApplyRSA</button></td>
    </tr>
</table>
</center>
</body>
<script type="text/javascript">
    function RSA() {
        var gcd,p,q,no, n,t,e,i,x;

```

```

gcd=function(a,b)
{return(!b)?a:gcd(b,a%b);};p=document.getElementBy
Id('p').value;
q=document.getElementById('q').value;
no=document.getElementById('msg').value;
n=p*q;
t=(p-1)*(q-1);

for(e = 2;e
  <t;e++){if(gcd(e,t)=
  = 1){
    break;
  }
}

for(i=0;i<10;i++){x=1+
  i *t
  if(x%e==0){d =
    x / e;break;
  }
}

ctt=Math.pow(no,e).toFixed(0);ct
=ctt %n;

dtt=Math.pow(ct,d).toFixed(0);d
t=dtt %n;

document.getElementById('publickey').innerHTML =
n;document.getElementById('exponent').innerHTML =
e;document.getElementById('privatekey').innerHTML=d;docu
ment.getElementById('ciphertext').innerHTML=ct;
}
</script>
</html>

```

OUTPUT:

RSA Algorithm

Implemented Using HTML & Javascript

Enter First Prime Number:	<input type="text" value="53"/>
Enter Second Prime Number:	<input type="text" value="59"/>
Enter the Message(cipher text): [A=1, B=2,...]	<input type="text" value="89"/>
Public Key:	3127
Exponent:	3
Private Key:	2011
Cipher Text:	1394
<input type="button" value="Apply RSA"/>	

Exercise: Apply AES algorithm for practical applications. Apply AES algorithm for practical applications.

RESULT:

Thus the RSA algorithm has been implemented using HTML & CSS and the output has been verified successfully.

Ex.No:4
Date :

Diffie-Hellman key exchange algorithm

AIM:

To implement the Diffie-Hellman Key Exchange algorithm for a given problem.

ALGORITHM:

1. Alice and Bob publicly agree to use a modulus $p=23$ and base $g=5$ (which is a primitive root modulo 23).
2. Alice chooses a secret integer $a=4$, then sends Bob $A = g^a \bmod p$
 $\circ A = 5^4 \bmod 23 = 4$
3. Bob chooses a secret integer $b=3$, then sends Alice $B = g^b \bmod p$
 $\circ B = 5^3 \bmod 23 = 10$
4. Alice computes $s = B^a \bmod p$
 $\circ s = 10^4 \bmod 23 = 18$
5. Bob computes $s = A^b \bmod p$
 $\circ s = 4^3 \bmod 23 = 18$
6. Alice and Bob now share a secret (the number 18).

PROGRAM:

DiffieHellman.java

```
class DiffieHellman {
    public static void main(String args[]) {
        int p = 23; /* publicly known (prime number) */
        int g = 5; /* publicly known (primitive root) */
        int x = 4; /* only Alice knows this secret */
        int y = 3; /* only Bob knows this secret */
        double aliceSends = (Math.pow(g, x)) % p;
        double bobComputes = (Math.pow(aliceSends, y)) % p;
        double bobSends = (Math.pow(g, y)) % p;
        double aliceComputes = (Math.pow(bobSends, x)) % p;
        double sharedSecret = (Math.pow(g, (x * y))) % p;
        System.out.println("simulation of Diffie-Hellman key exchange algorithm\n--\n");
        System.out.println("Alice Sends : " +
            aliceSends);
        System.out.println("Bob Computes : " +
            bobComputes);
        System.out.println("Bob Sends : " +
            bobSends);
    }
}
```

```

System.out.println("AliceComputes:"+aliceComputes);System
m.out.println("SharedSecret:"+sharedSecret);
/*sharedsecretsshould matchandequalityistransitive*/
if((aliceComputes==sharedSecret)&&(aliceComputes==bobComputes))System.
out.println("Success:SharedSecretsMatches!" +sharedSecret);
else
System.out.println("Error:SharedSecretsdoesnotMatch");
}
}

```

OUTPUT:

simulationofDiffie-Hellmankeyexchangealgorithm

Alice Sends :
4.0BobComputes:18
.0BobSends:10.0
AliceComputes:18.0S
haredSecret:18.0
Success:SharedSecretsMatches!18.0

Exercise: ImplementtheDiffie-HellmanKeyExchange mechanism
to sharesecretkeybetweentwoend users (Alice & Bob).

RESULT:

Thusthe*Diffie-Hellmankeyexchangealgorithm*hasbeenimplementedusingJava Programandthe outputhasbeen verified successfully.

Ex.No:5

Date :

SHA-1Algorithm

AIM:

To Calculate the message digest of a text using the SHA-1 algorithm.

ALGORITHM:

1. AppendPaddingBits
2. AppendLength-64bitsareappendedtotheend
3. PrepareProcessingFunctions
4. PrepareProcessingConstants
5. InitializeBuffers
6. ProcessingMessagein512-bitblocks (Lblocksintotalmessage)

PROGRAM:

sha1.java

```
import java.security.*;
```

```
public class sha1 {  
    public static void main(String[] a) { try  
    {  
        MessageDigest md =  
        MessageDigest.getInstance("SHA1"); System.out.println("Message  
digest object info:\n-----");  
        System.out.println("Algorithm="+md.getAlgorithm()); System  
        .out.println("Provider=" +  
        md.getProvider()); System.out.println("ToString="+md.toS  
        tring());  
        String input  
        =""; md.update(input.getBytes()  
        s()); byte[] output =  
        md.digest(); System.out.print  
        ln();  
        System.out.println("SHA1(\""+ input+"\" )="+bytesToHex(output)); input  
        ="abc";  
        md.update(input.getBytes());  
        output=md.digest(); System.  
        out.println();  
        System.out.println("SHA1(\""+ input+"\" )="+bytesToHex(output)); input  
        ="abcdefghijklmnopqrstuvwxy";  
        md.update(input.getBytes());
```

```

        output=md.digest();
        System.out.println();
        System.out.println("SHA1(\""+
        input+"\")="+bytesToHex(output));System.out.println();
    } catch (Exception e)
        {System.out.println("Exception:"+e);
        }
    }

privatestaticStringbytesToHex(byte[]b){
    charhexDigit[]={ '0', '1','2','3','4','5', '6','7','8','9','A','B', 'C','D','E','F'};
    StringBufferbuf=newStringBuffer();

    for(byteaB :b){
        buf.append(hexDigit[(aB>>4)&0x0f]);b
        uf.append(hexDigit[aB&0x0f]);
    }

    returnbuf.toString();
}
}

```

OUTPUT:

MessageDigestobjectinfo:

Algorithm=SHA1

Provider=SUNversion12

ToString=SHA1MessageDigestfromSUN,<initialized>SHA1("")=DA39A3EE5E6B4
B0D3255BF95601890AFD80709SHA1("abc")=A9993E364706816ABA3E2571785
0C26C9CD0D89D

SHA1("abcdefghijklmnopqrstuvwxy")=32D10C7B8CF96570CA04CE37F2A19D84240
D3A89

Exercise: Calculate the message digest of a text using the SHA-256 Algorithm

RESULT:

ThustheSecureHashAlgorithm(SHA-1)hasbeenimplementedandtheoutputhasbeenverifiedsuccessfully.

Ex.No:6

Date :

Demonstration of Intrusion Detection System (IDS)

AIM:

To demonstrate Intrusion Detection System (IDS) using Snort software tool.

STEPSON CONFIGURING AND INTRUSION DETECTION:

1. Download Snort from the Snort.org website. (<http://www.snort.org/snort-downloads>)
2. Download Rules (<https://www.snort.org/snort-rules>). You must register to get the rules. (You should download these often)
3. Double click on the .exe to install snort. This will install snort in the "C:\Snort" folder. It is important to have WinPcap (<https://www.winpcap.org/install/>) installed
4. Extract the Rules file. You will need WinRAR for the .gz file.
5. Copy all files from the "rules" folder of the extracted folder. Now paste the rules into "C:\Snort\rules" folder.
6. Copy "snort.conf" file from the "etc" folder of the extracted folder. You must paste it into "C:\Snort\etc" folder. Overwrite any existing file. Remember if you modify your snort.conf file and download a new file, you must modify it for Snort to work.
7. Open a command prompt (cmd.exe) and navigate to folder "C:\Snort\bin" folder. (at the Prompt, type cd \snort\bin)
8. To start (execute) snort in sniffer mode use following command: snort-dev-i3
-
i indicates the interface number. You must pick the correct interface number. In my case, it is 3.
-dev is used to run snort to capture packets on your network.

To check the interface list, use following command: snort

-W

13. Change the path of all library files with the name and path on your system.

and you must change the path of

snort_dynamic_preprocessor variable. C:\Snort\lib\snort_dynamic_preprocessor

You need to do this to all library files in the "C:\Snort\lib" folder. The old

path might be: "/usr/local/lib/...". you will need to

replace that path with your system path.

Example: Using C:\Snort\lib

14. Change the path of the "dynamic engine" variable value in the "snort.conf" file..

Example:

dynamic engine C:\Snort\lib\snort_dynamic_engine\sf_engine.dll

15. Add the paths for "include_classification.config" and "include_reference.config" files.

include: \snort\etc\classification.config include

dec: \snort\etc\reference.config

16. Remove the comment (#) on the line to allow ICMP rules, if it is commented with a #.

include \$RULE_PATH/icmp.rules

17. You can also remove the comment of ICMP-

info rules comment, if it is commented.

include \$RULE_PATH/icmp-info.rules

18. To add log files to store alerts generated by snort, search for the "output_log" test

in snort.conf and add the following line:

output alert_fast: snort-alerts.ids

19. Comment (add a #) the whitelist \$WHITE_LIST_PATH/white_list.rules and the blacklist

Change the nested_ip inner, \tonested_ip inner #, \

20. Comment out (#) following

lines: #preprocessor normalize_ip4

#preprocessor normalize_tcp: ipsecnstream #

preprocessor normalize_icmp4 #preprocessor

normalize_ip6

#preprocessor normalize_icmp6

21. Save the "snort.conf" file.

22. To start snort in IDS mode, run the following command:

```
snort -c c:\snort\etc\snort.conf -lc:\snort\log-  
i3 (Note: 3 is used for my interface card)
```

If a log is created, select the appropriate program to open it. You can use WordPad or Notepad++ to read the file.

To generate log files in ASCII mode, you can use the following command while running snort in IDS mode:

```
snort -A console -i3 -cc:\Snort\etc\snort.conf -lc:\Snort\log-Kascii
```

23. Scan the computer that is running snort from another computer by using PING or NMap (ZenMap).

After scanning or during the scan you can check the snort-alerts.ids file in the log folder to insure it is logging properly. You will see IP address folders appear.

Snort monitoring traffic

```
Administrator: C:\Windows\system32\cmd.exe - snort -A console -i3 -c c:\Snort\etc\snort.conf -l c:\Snort\var\log
Rules Engine: SF_SNORT_DETECTION_ENGINE Version 2.1 <Build 1>
Preprocessor Object: SF_SSLPP Version 1.1 <Build 4>
Preprocessor Object: SF_SSH Version 1.1 <Build 3>
Preprocessor Object: SF_SMTP Version 1.1 <Build 9>
Preprocessor Object: SF_SIP Version 1.1 <Build 1>
Preprocessor Object: SF_SDF Version 1.1 <Build 1>
Preprocessor Object: SF_REPUTATION Version 1.1 <Build 1>
Preprocessor Object: SF_POP Version 1.0 <Build 1>
Preprocessor Object: SF_MODBUS Version 1.1 <Build 1>
Preprocessor Object: SF_IMAP Version 1.0 <Build 1>
Preprocessor Object: SF_GIP Version 1.1 <Build 1>
Preprocessor Object: SF_PIPELMEI Version 1.2 <Build 13>
Preprocessor Object: SF_DNS Version 1.1 <Build 4>
Preprocessor Object: SF_DMP3 Version 1.1 <Build 1>
Preprocessor Object: SF_DGERPC2 Version 1.0 <Build 3>
Commencing packet processing (pid=2164)
03/29-23:53:16.033913 [**] [120:3:1] (http_inspect) NO CONTENT-LENGTH OR TRANSF
ER-ENCODING IN HTTP RESPONSE [**] [Classification: Unknown Traffic] [Priority: 3
] [TCP] 192.168.1.1:80 -> 192.168.1.20:56506
03/29-23:53:16.035372 [**] [120:3:1] (http_inspect) NO CONTENT-LENGTH OR TRANSF
ER-ENCODING IN HTTP RESPONSE [**] [Classification: Unknown Traffic] [Priority: 3
] [TCP] 192.168.1.1:80 -> 192.168.1.20:56507
03/29-23:53:16.036479 [**] [120:3:1] (http_inspect) NO CONTENT-LENGTH OR TRANSF
ER-ENCODING IN HTTP RESPONSE [**] [Classification: Unknown Traffic] [Priority: 3
] [TCP] 192.168.1.1:80 -> 192.168.1.20:56508
03/29-23:53:16.037093 [**] [120:3:1] (http_inspect) NO CONTENT-LENGTH OR TRANSF
ER-ENCODING IN HTTP RESPONSE [**] [Classification: Unknown Traffic] [Priority: 3
] [TCP] 192.168.1.1:80 -> 192.168.1.20:56509
03/29-23:53:16.142921 [**] [120:3:1] (http_inspect) NO CONTENT-LENGTH OR TRANSF
ER-ENCODING IN HTTP RESPONSE [**] [Classification: Unknown Traffic] [Priority: 3
] [TCP] 192.168.1.1:80 -> 192.168.1.20:302
03/29-23:53:16.194409 [**] [120:3:1] (http_inspect) NO CONTENT-LENGTH OR TRANSF
ER-ENCODING IN HTTP RESPONSE [**] [Classification: Unknown Traffic] [Priority: 3
] [TCP] 192.168.1.1:80 -> 192.168.1.20:56510
03/29-23:53:16.677078 [**] [120:3:1] (http_inspect) NO CONTENT-LENGTH OR TRANSF
ER-ENCODING IN HTTP RESPONSE [**] [Classification: Unknown Traffic] [Priority: 3
] [TCP] 192.168.1.1:80 -> 192.168.1.20:56512
03/29-23:53:16.808301 [**] [120:3:1] (http_inspect) NO CONTENT-LENGTH OR TRANSF
ER-ENCODING IN HTTP RESPONSE [**] [Classification: Unknown Traffic] [Priority: 3
] [TCP] 192.168.1.1:80 -> 192.168.1.20:56513
03/29-23:53:16.944237 [**] [120:3:1] (http_inspect) NO CONTENT-LENGTH OR TRANSF
ER-ENCODING IN HTTP RESPONSE [**] [Classification: Unknown Traffic] [Priority: 3
] [TCP] 192.168.1.1:80 -> 192.168.1.20:56514
03/29-23:53:16.948012 [**] [120:3:1] (http_inspect) NO CONTENT-LENGTH OR TRANSF
ER-ENCODING IN HTTP RESPONSE [**] [Classification: Unknown Traffic] [Priority: 3
] [TCP] 192.168.1.1:80 -> 192.168.1.20:56515
03/29-23:53:16.953992 [**] [120:3:1] (http_inspect) NO CONTENT-LENGTH OR TRANSF
ER-ENCODING IN HTTP RESPONSE [**] [Classification: Unknown Traffic] [Priority: 3
] [TCP] 192.168.1.1:80 -> 192.168.1.20:56516
03/29-23:53:16.967744 [**] [120:3:1] (http_inspect) NO CONTENT-LENGTH OR TRANSF
ER-ENCODING IN HTTP RESPONSE [**] [Classification: Unknown Traffic] [Priority: 3
] [TCP] 192.168.1.1:80 -> 192.168.1.20:56517
03/29-23:53:16.982649 [**] [120:3:1] (http_inspect) NO CONTENT-LENGTH OR TRANSF
ER-ENCODING IN HTTP RESPONSE [**] [Classification: Unknown Traffic] [Priority: 3
] [TCP] 192.168.1.1:80 -> 192.168.1.20:56518
```

Exercise: Demonstrate intrusion detection system to detect and alert on potential security breach

RESULT:
Thus the Intrusion Detection System(IDS) has been demonstrated by using the Open Source Snort Intrusion Detection Tool.

Ex.No:7
Date :

Exploring N-Stalker, a Vulnerability Assessment Tool

AIM:

To download the N-Stalker Vulnerability Assessment Tool and explore its features.

EXPLORING N-STALKER:

- N-Stalker Web Application Security Scanner is a Web security assessment tool.
- It incorporates with a well-known N-Stealth HTTP Security Scanner and 35,000 Web attack signature database.
- This tool also comes in both free and paid version.
- Before scanning the target, go to "License Manager" tab, perform the update.
- Once update, you will not get the status as up to date.
- You need to download and install N-Stalker from www.nstalker.com.

1. Start N-

Stalker from a Windows computer. The program is installed under Start ⇨ Programs ⇨ N-Stalker ⇨ N-Stalker Free Edition.

2. Enter a host address or a range of addresses to scan.

3. Click Start Scan.

4. After the scan completes, the N-Stalker Report Manager will prompt

5. you to select a format for the resulting report as choose Generate HTML.

6. Review the HTML report for vulnerabilities.



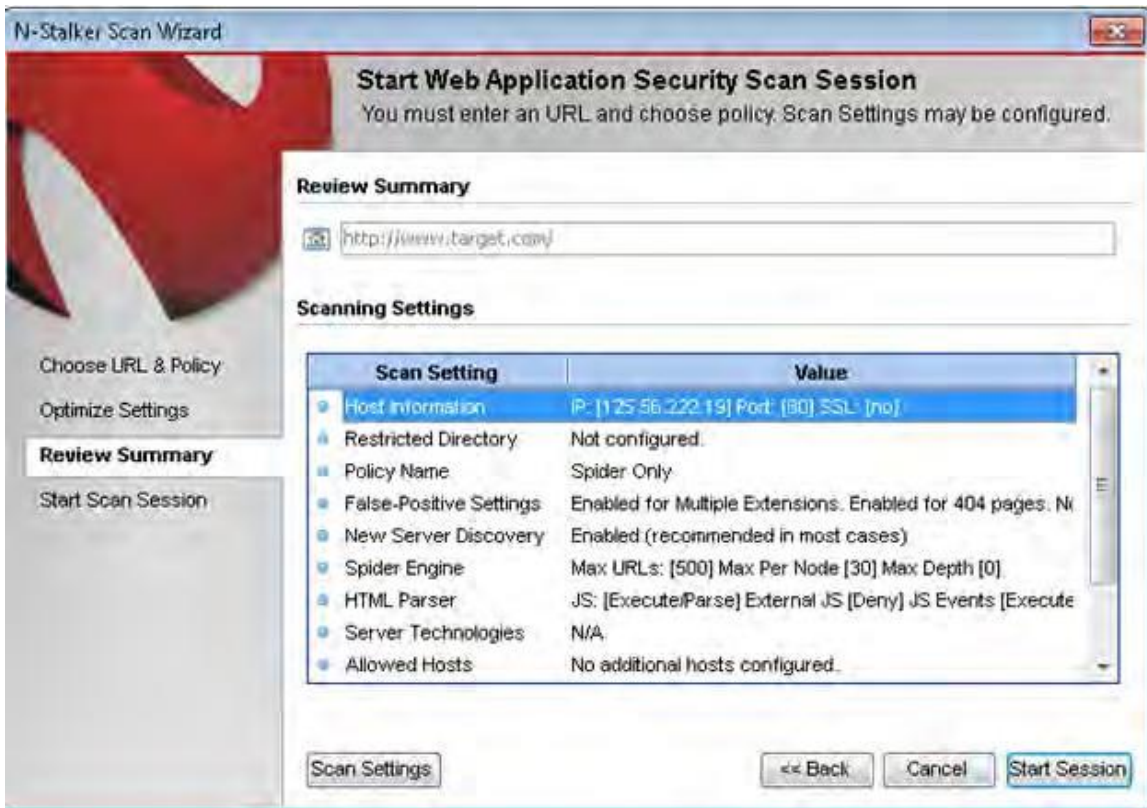
Now goto "ScanSession", enter the target URL.

In scan policy, you can select from the four options,

- Manual test which will crawl the website and will be waiting for manual attacks
- full xss assessment
- owasp policy
- Webserver infrastructure analysis.

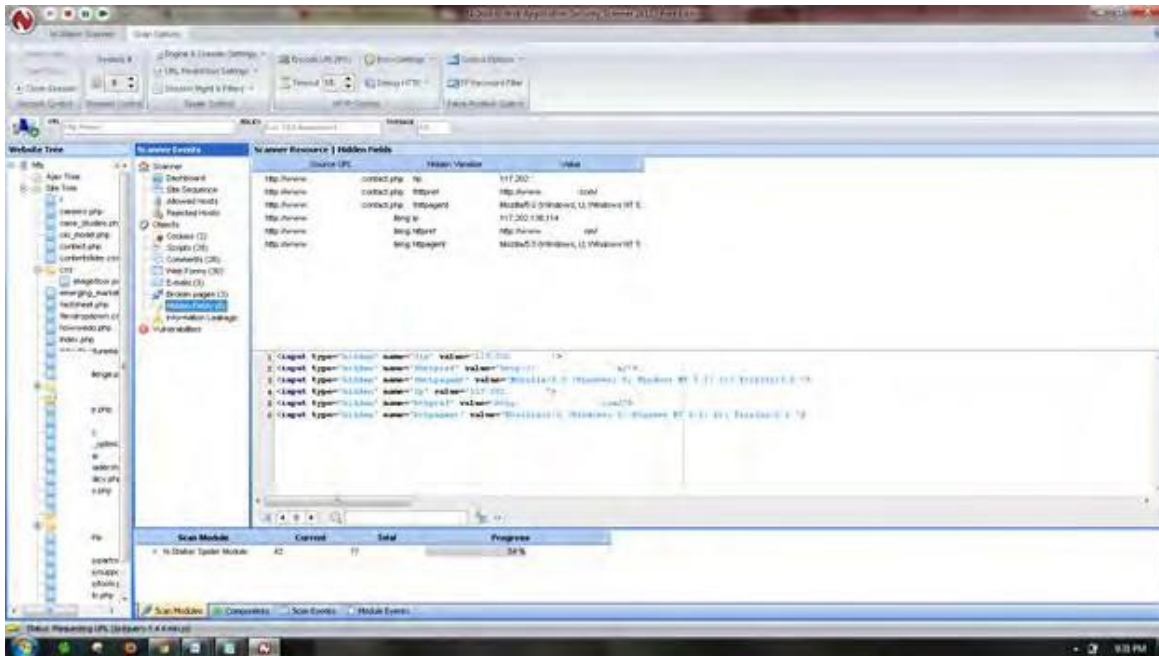
Once the option has been selected, next step is "Optimize settings" which will crawl the whole website for further analysis.

In review option, you can get all the information like host information, technology used, policy name, etc.

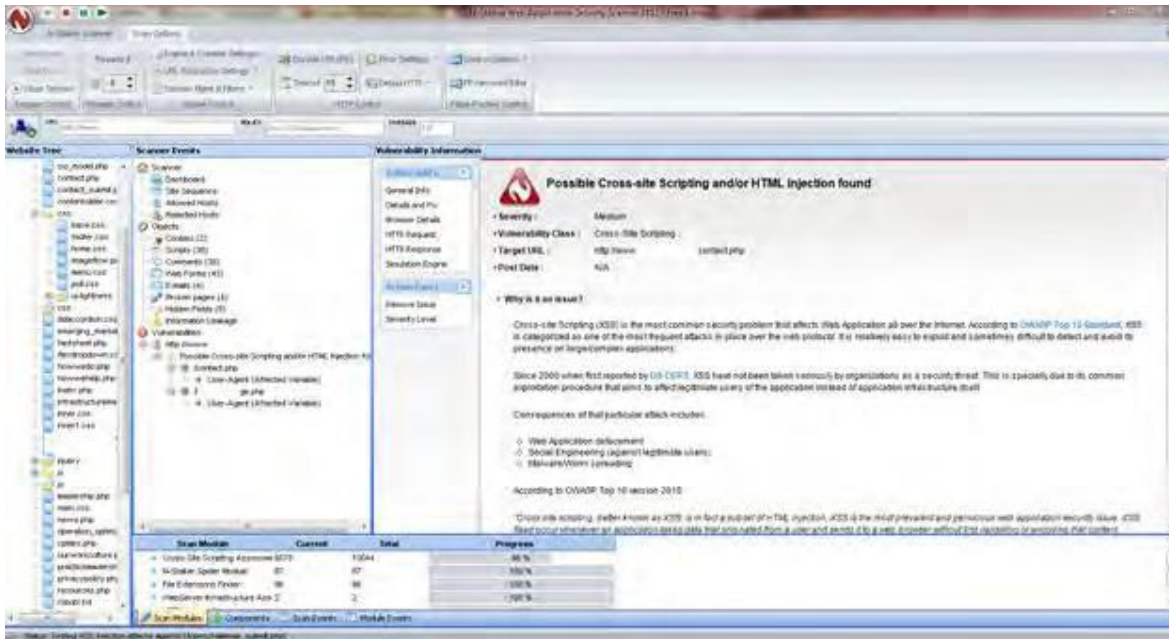


Once done, start the session and start the scan.

The scanner will crawl the whole website and will show the scripts, broken pages, hidden fields, information leakage, web forms related information which helps to analyze further.



Once the scan is completed, the NSStalker scanner will show details like severity level, vulnerability class, why is it an issue, the fix for the issue and the URL which is vulnerable to the particular vulnerability?



Exercise: To download the N-stalker Vulnerability tool and exploring the features

RESULT:

Thus the N-stalker Vulnerability Assessment tool has been downloaded, installed and the features have been explored by using a vulnerable website.

Ex.No:8(a)

Date :

Defeating Malware -Building Trojans

AIM:

To build a Trojan and know the harmness of the trojan malware in a computer system.

PROCEDURE:

1. Create a simple trojan by using Windows Batch File (*.bat*)
2. Type these below code in notepad and save it as **Trojan.bat**
3. Double click on **Trojan.bat** file.
4. When the trojan code executes, it will open MS-Paint, Notepad, Command Prompt, Explorer, etc., infinitely.
5. Restart the computer to stop the execution of this trojan.

TROJAN:

- In computing, a Trojan horse, or trojan, is any malware which misleads users of its true intent.
- Trojans are generally spread by some form of social engineering, for example where a user is duped into executing an email attachment disguised to appear not suspicious, (e.g., a routine form to be filled in), or by clicking on some fake advertisement on social media or anywhere else.
- Although their payload can be anything, many modern forms act as a backdoor, contacting a controller which can then have unauthorized access to the affected computer.
- Trojans may allow an attacker to access users' personal information such as banking information, passwords, or personal identity.
- *Example: Ransomware attacks are often carried out using a trojan.*

CODE:

Trojan.bat

@echooff

:x

start

mspaintstart

notepadstart

cmdstart

explorerstart

controlstart

calcgoto x

OUTPUT

(MS-Paint,Notepad,CommandPrompt,Explorerwillopeninfinitely)

Exercise: i)Perform wireless audit on an access point or a router and decrypt WEP andWPA.(
NetStumbler)

RESULT:

Thusatrojanhasbeenbuiltandtheharmnessofthetrojanviruseshasbeenexplored.

Ex.No:8(b)
Date :

DefeatingMalware-Rootkithunter

AIM:

To install a rootkit hunter and find the malware in a computer.

ROOTKITHUNTER:

- rkhunter (Rootkit Hunter) is a Unix-based tool that scans for rootkits, backdoors and possible local exploits.
- It does this by comparing SHA-1 hashes of important files with known good ones in online databases, searching for default directories (of rootkits), wrong permissions, hidden files, suspicious strings in kernel modules, and special tests for Linux and FreeBSD.
- rkhunter is notable due to its inclusion in popular operating systems (Fedora, Debian, etc.)
- The tool has been written in Bourne shell, to allow for portability. It can run on almost all UNIX-derived systems.

GMER ROOTKIT TOOL:

- GMER is a software tool written by a Polish researcher Przemysław Gmer, for detecting and removing rootkits.
- It runs on Microsoft Windows and has support for Windows NT, 2000, XP, Vista, 7, 8 and 10. With version 2.0.18327 full support for Windows x64 is added.

Step 1

GMER <http://www.gmer.net>
all your rootkits are belong to us [*]

Start
Files
News
Rootkits
FAQ
Contact

Start

GMER is an application that detects and removes rootkits.

It scans for:

- hidden processes
- hidden threads
- hidden modules
- hidden services
- hidden files
- hidden disk sectors (MBR)
- hidden Alternate Data Streams
- hidden registry keys
- drivers hooking SSDT
- drivers hooking IDT
- drivers hooking IRP calls
- inline hooks

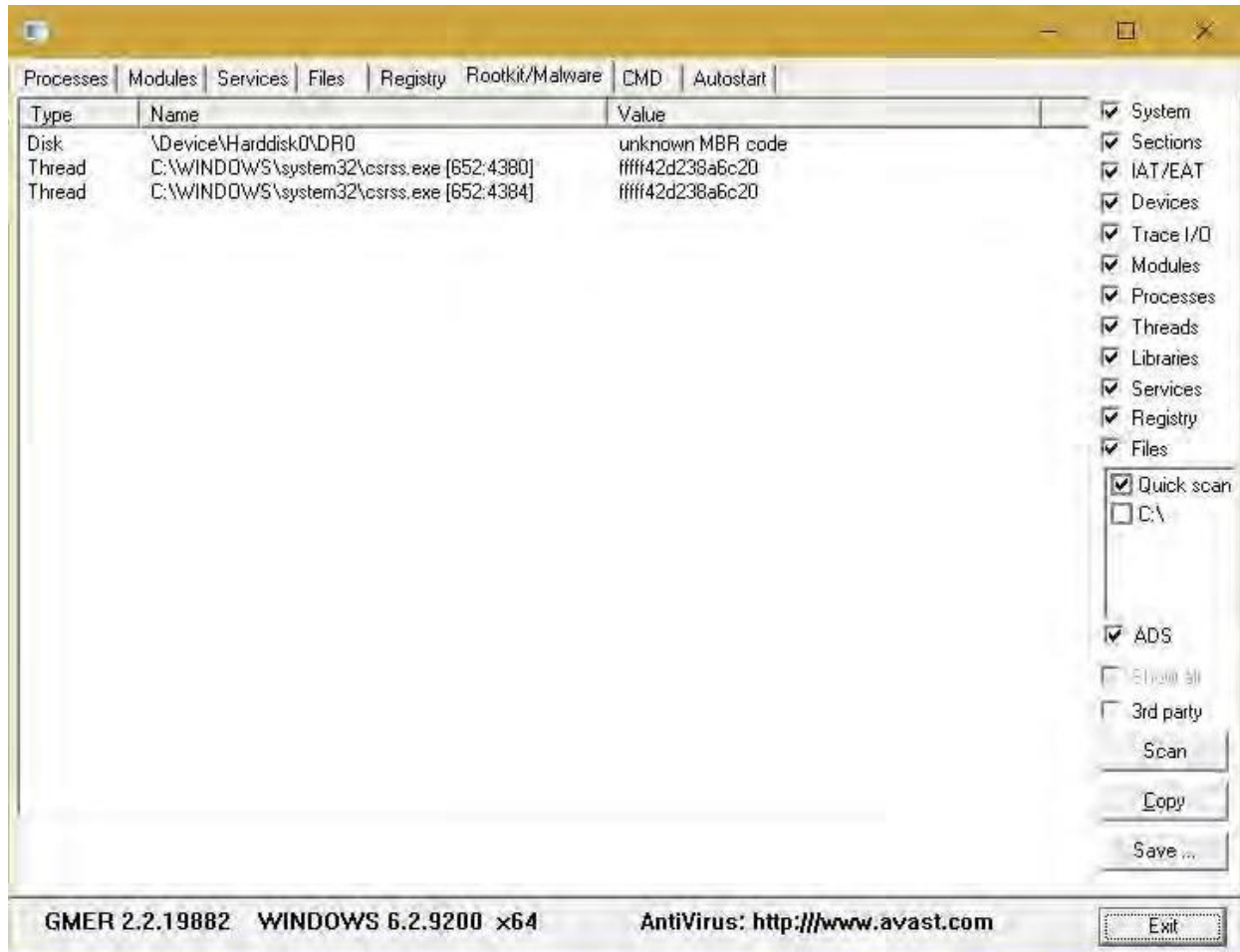
The screenshot shows the GMER application window with a table of detected rootkit/malware items. A warning dialog box is overlaid on the table, stating: "WARNING !!! GMER has found system modification caused by ROOTKIT activity."

Type	Name	Value
IAT	C:\Windows\system32\ntoskrnl.exe[KDCCDM.dllKdD3TTransition]	{###80000b9b840} \SystemRoot\system32\kddcom.dll [text]
IAT	C:\Windows\system32\ntoskrnl.exe[KDCCDM.dllKdDOTTransition]	{###80000b9b834} \SystemRoot\system32\kddcom.dll [text]
IAT	C:\Windows\system32\ntoskrnl.exe[KDCCDM.dllKdReceivePacket]	{###80000b9b920} \SystemRoot\system32\kddcom.dll [text]
IAT	C:\Windows\system32\ntoskrnl.exe[KDCCDM.dllKdSendPacket]	{###80000b9b918} \SystemRoot\system32\kddcom.dll [text]
IAT	C:\Windows\system32\ntoskrnl.exe[KDCCDM.dllKdRestore]	{###80000b9b90e} \SystemRoot\system32\kddcom.dll [text]
IAT	C:\Windows\system32\ntoskrnl.exe[KDCCDM.dllKdSave]	{###80000b9b900} \SystemRoot\system32\kddcom.dll [text]
IAT	C:\Windows\system32\ntoskrnl.exe[KDCCDM.dllKdDebuggerInitialize0]	{###80000b9b8e4} \SystemRoot\system32\kddcom.dll [text]
IAT	C:\Windows\system32\hal.dll[KDCCDM.dllKdDebuggerInitialize1]	{###80000b9b8f0} \SystemRoot\system32\kddcom.dll [text]
IAT	C:\Windows\system32\hal.dll[KDCCDM.dllKdRestore]	{###80000b9b90c} \SystemRoot\system32\kddcom.dll [text]
IAT	C:\Windows\system32\kddcom.dll[ntoskrnl.exeHalPrivateDriver]	
IAT	C:\Windows\system32\kddcom.dll[ntoskrnl.exealot]	
IAT	C:\Windows\system32\kddcom.dll[ntoskrnl.exeKeFindConfig]	
IAT	C:\Windows\system32\kddcom.dll[ntoskrnl.exeMmMapIoSpace]	
IAT	C:\Windows\system32\kddcom.dll[ntoskrnl.exe_stnurp]	
IAT	C:\Windows\system32\kddcom.dll[ntoskrnl.exeInbvDisplayS]	
IAT	C:\Windows\system32\kddcom.dll[ntoskrnl.exeKdDebugger]	
IAT	C:\Windows\system32\kddcom.dll[ntoskrnl.exeKdStrstr]	
IAT	C:\Windows\system32\kddcom.dll[ntoskrnl.exeKeBugCheck]	
IAT	C:\Windows\system32\kddcom.dll[HAL.dllHalQuenRealTim]	

Visit GMER's website (see Resources) and download the GMER executable.

Click the "Download EXE" button to download the program with a random filename, so some rootkits will close "gmer.exe" before you can open it.

Step 2

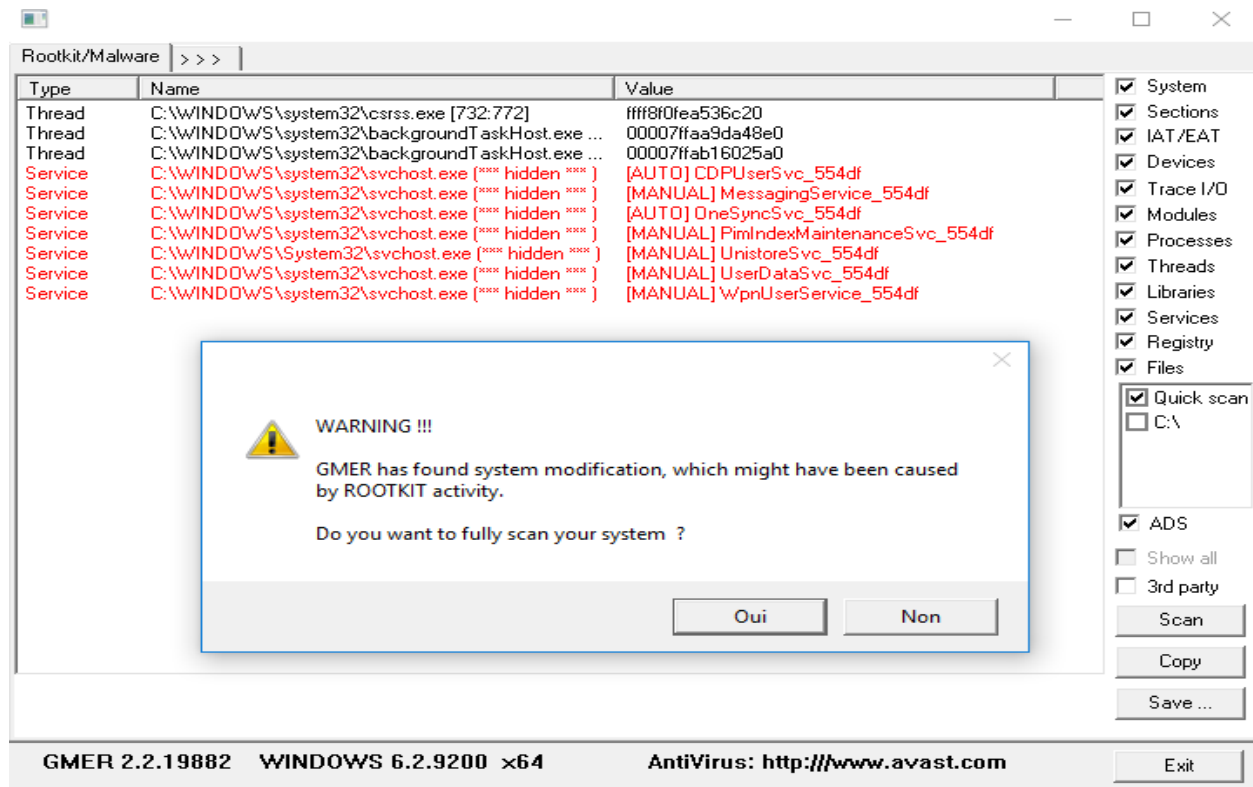


Double-click the icon for the program.

Click the "Scan" button in the lower-right corner of the dialog box. Allow the program to scan your entire hard drive.

Step3

When the program completes its scan, select any program or file listed in red. Right-click it and select "Delete."



If the red item is a service, it may be protected. Right-click the service and select "Disable." Reboot your computer and run the scan again, this time selecting "Delete" when that service is detected.

When your computer is free of Rootkits, close the program and restart your PC.

Exercise: Demonstrate the Installation of Root kit Hunter and find the malwares in a computer

RESULT:

In this experimental rootkit hunters software tool has been installed and the rootkits have been detected.

REFERENCES

- **WikiPedia**

- <https://en.wikipedia.org/wiki/GMER>
- [https://en.wikipedia.org/wiki/Snort_\(software\)](https://en.wikipedia.org/wiki/Snort_(software))
- [https://en.wikipedia.org/wiki/Trojan_horse_\(computing\)](https://en.wikipedia.org/wiki/Trojan_horse_(computing))

- **GeeksForGeeks**

- <https://www.geeksforgeeks.org/rsa-algorithm-cryptography/>
- <https://www.geeksforgeeks.org/sha-1-hash-in-java/>
- <https://www.geeksforgeeks.org/caesar-cipher-in-cryptography/>
- <https://www.geeksforgeeks.org/how-to-solve-rsa-algorithm-problems/>
- <https://www.geeksforgeeks.org/playfair-cipher-with-examples/>

- **BuildYourOwnSecurityLab,MichaelGregg,WileyIndia**

- <https://doc.lagout.org/security/Build%20Your%20Own%20Security%20Lab%20for%20Network%20Testing.pdf>

- **SomeotherWebsites**

- <https://forums.malwarebytes.com/topic/200301-sneaky-rootkit-help-needed/>
- <https://itstillworks.com/use-gmer-remove-rootkit-6102694.html>
