

Lab 1 - Introduction

EECS 4481 4.0 Computer Security Lab, Winter 2015

Due: Sunday , Jan 18th, 2015, 11:59pm

Format: Individual

Learning Objective: To become familiar with the social engineering and perform some simple security related tasks.

1 AntiBandit

1. Review and play Bandit game (see <http://overthewire.org/wargames/bandit/>)
2. Once you reach level 27 from the game, develop a script that teaches how to beat any level between 1 and 26. In addition the script shall be capable to discover a password for each level between 1 and 26. Note: To avoid overloading Bandit's server, your script must have 1 second delay between running two consecutive commands on the server.

Report: Explain a step-by-step solution on how to solve Bandit's levels. Provide appropriate screenshots.

2 Social Engineering

Note that you should not use any collected information outside the scope of this assignment. You must not publish in any way the collected information, otherwise you may in violation of privacy laws.

1. Discover all publicly available information about your target person (ask instructor about your target person) including email, phones, social networks, friends and relatives.

Report: Include available information.

2. Become his friend, follower on all discovered social media.

Report: Explain how you have achieved or attempted to achieve this.

3. Your objective is to discover as much as possible critical information about the IT infrastructure of the CSE department, especially application versions, name of critical hosts, security policies etc. You should use social engineering techniques to gather information from your target.

<p>Report: Describe the social engineering approach you employed including the information that you attempted to gather.</p>

What to Submit

Before the deadline, submit electronically the report and the script you created. To submit, navigate to the directory that contains the report and script, and give a command like the following

```
submit 4481 lab1 lab1.pdf where lab1.pdf is your report and
```

```
submit 4481 lab1 antibandit where antibandit is your script.
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Also, drop off a hard copy of the report into the CSE 4481 assignment dropoff box located on the first floor of CSEB. The hard copy will be the one to be marked. The electronic copy will be used for record keeping.