

### .NET from the Hacker's Perspective: Part II

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### .NET from the Hacker's Perspective: Part II

Authentication Systems Hardcore Authorization Cryptography Ignored Distributed Denial-of-Service Summary



### Authentication Systems

- Username and password
- Where is challenge and response?
- Using certificates
- Single Sign-On (SSO)
- Clients are easier to hack anyway to gain credentials



#### Username and Password

- Authentication systems allow anonymous hackers to access the authentication system
  - Information leakage
    - Errors tell more than they should
  - "Username and or password are invalid"



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#### Challenge and Response

- Server gives a piece of data to the client which assumed is packet sniffed by hackers
- Client encrypts piece of information with password hash and sends it back
- Server can validate the client by decrypting the data with the client's password hash which is stored on the server



## Challenge and Response (cont.)

- Encrypted data is sniffed and can be brute forced
- How often are passwords changed for publicly accessible systems?
- Violates rule about changing secrets which can be brute forced before they can be brute forced



## Challenge and Response (cont.)

- Whether you use this method, plain text or transmitting hashes over the network...
- You must establish a secure tunnel using SSL (minimum) or for TCP applications a custom cryptographic key exchange and session key generation *BEFORE* authenticating the client.



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## Using Certificates

- Prove I'm the server or client
- Smart cards
  - What you have and what you know...
- Better, but not invulnerable
- What you have is a must!



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# Single Sign-On (SSO)

- .NET Passport
  - <u>http://archives.neohapsis.com/archives/ntbugtraq/2003-</u> <u>q2/0066.html</u>
    - Reset password
    - Personal information leakage / Identity theft
- Instead of hacking authentication and getting access to one system, now I have access to hundreds



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### Hack the Client

- Bandwidth for everyone!
  - Broadband delights
- Camping and Wireless
- My older Windows box does all that it needs to... why upgrade to a new Windows operating system



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#### Hardcore Authorization

- .NET Principals
  - Defines security context under which code is running
  - Create with identity object
- Windows Identities
- Administrators can add themselves but can't access the files or process by default



### Windows Identities

- .NET Web Event OnAuthenticate()
   Gives you an identity passed from IIS
- Local non-web .NET WindowsIdentity.GetCurrent()

   Gives you an identity from local login



### Windows Identities (cont.)

- IsAnonymous()
- IsAuthenticated()
- IsGuest()
- IsSystem()



## Windows Identities (cont.)

- Demand a user is in a specific group
  - Does NOT have to be "administrators"
- Group name comes from domain or local machine name + group
  - ( E.g. BLACKHAT\CustomUserGroup )
- if( current\_principal.IsInRole( "BLACKHAT\\CustomUserGroup") == true )
- Hackers get administrator access but still can't access an application without some changes to users and groups if they can figure out why.



### Administrators and Trust

- A web server stores credit card information in a database... what does it take for a disgruntled employee to get them all?
- What if he/she was the administrator?
- Who can you really trust?



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## Cryptography Ignored

- Hashing
- Symmetric Key Generation
- Encrypting Server and Client Data
  - Cookie data
  - Credit card numbers
- Crypto Streams



### Hashing

- Pick your bit length
  - 128 to 512 bits
- Hash everything you can and encrypt what you cannot hash
- Quick demonstration



## Cryptography Ignored

- Hashing
- Symmetric Key Generation
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### Symmetric Key Generation

- Using password hashes as keys
- Administrators can't see data stored in plaintext
- Sensitive data is only decrypted in memory WHEN the user is logged into the system and accessing the data
- Quick demonstration



## Cryptography Ignored

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#### Encrypting Server and Client Data

- Data stored on server that is owned by client is encrypted and only the client's secret can help decrypt it
- Data stored on client that is owned by server is encrypted and only the server's secret can help decrypt it
- Always encrypt everything sensitive, always and forever



## Cryptography Ignored

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### Crypto Streams

- Functional modular libraries can give your application a way to maintain encrypted data in memory and on disk with minimal programming requirements.
- A little coding goes a long way!



## Crypto Streams (cont.)

- Encrypted Serialization
  - Serialize your class to a memory stream
  - Create ICryptoTransform from symmetric algorithm where key and IV are generated from a password hash
  - Create a file stream with your filename
  - Create a crypto stream from the ICryptoTransform and file stream objects.
  - Read from the memory stream and write to the crypto stream.



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#### Distributed Denial-of-Service

- .NET and Auto-Sizing Variables
- Diving in the UI
  - Defaults again!
- Time and Bandwidth
- Monitoring



### .NET and Auto-Sizing Variables

- May fix buffer overflows
- Now as long as a client can send lots of data it is easier to cause denial-of-service through resource starvation.



#### Distributed Denial-of-Service

- .NET and Auto-Sizing Variables
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# Diving in the UI

- Textbox
  - -(32 KB 1) default max size input
- Rich Text Box
  - -(2 GB 1) default max size input



#### Distributed Denial-of-Service

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### Time and Bandwidth

- Assume a web page has 10 fields
- 32 KB \* 10 fields \* 64 sessions = 20,970,880 bytes = 19.99 mega bytes
- Assuming a standard DSL user with 128 kilobits of upload speed. The hacker can have your server allocate ~20mb of data in how many minutes?
- 128 \* 1024 = 131,072 bits per second
- 131,072 / 8 = 16384 bytes per second
- 20,970,880 total data required / 16384 data per second / 60 seconds = 21.33 minutes
- 21.33 minutes @ 128 systems attacking = 2,684,272,640 bytes allocated



#### Distributed Denial-of-Service

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### Monitoring

- The failure or success of any if() statement might be a great place to add code which allows the monitoring of a process to determine if attacks are happening.
- Notify people not just log files!
- Record everything!



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### Summary

- The security battle is far from over!
- Use the technologies that you have access to. They can mitigate a serious amount of risk!



## Summary (cont.)

- Mitigate what you can!
- Monitor what you can't!
- Never use a technology or process that you cannot monitor or mitigate.



## Summary (cont.)

- Force all hackers to brute force encrypted and hashed data near the order of 2^376 number of attempts to succeed.
- Establish secure tunnels before performing authentication to stop the loss of credentials. It makes no sense to force authentication before you get a secure tunnel.
- Clients are the targets. Force all your remote access personnel to be as secure as your internal servers.



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