



You like Networking?

Yes. You will love it.

Sign in :3



<https://da.gd/KAVhb>

whoami

Evan Deters

3rd Year CIS

ISSE

CCDC

Captain

2023-Present

Networking

2022-2023

Windows

2021-2022

CPTC

Moral Supporter

2021-Present



whoami

Marshall Ung | Shadowclaw

3rd Year CE

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Alternate Threat Hunter 2022-2023

Threat Hunter 2023

CPTC

Alternate Team Member 2022

Team Member 2023



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Dylan Tran

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Linux Team 2021-2023

Linux Lead 2023-2024

CPTC

Team Member 2021-2023

Captain 2023-2024



whoami

- ❖ **jessica leung | @jeSSH**
- ❖ **CCDC business monkey**
 - ex-windwos team
- ❖ **co-head honcho @ SWIFT**
- ❖ **pentest @ Visa**



Agenda

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**Intro to
Networking**

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**Client Server
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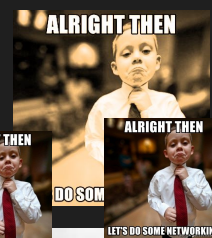
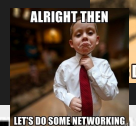
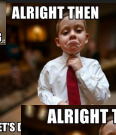
Firewalls!

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OSI Model

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Lab

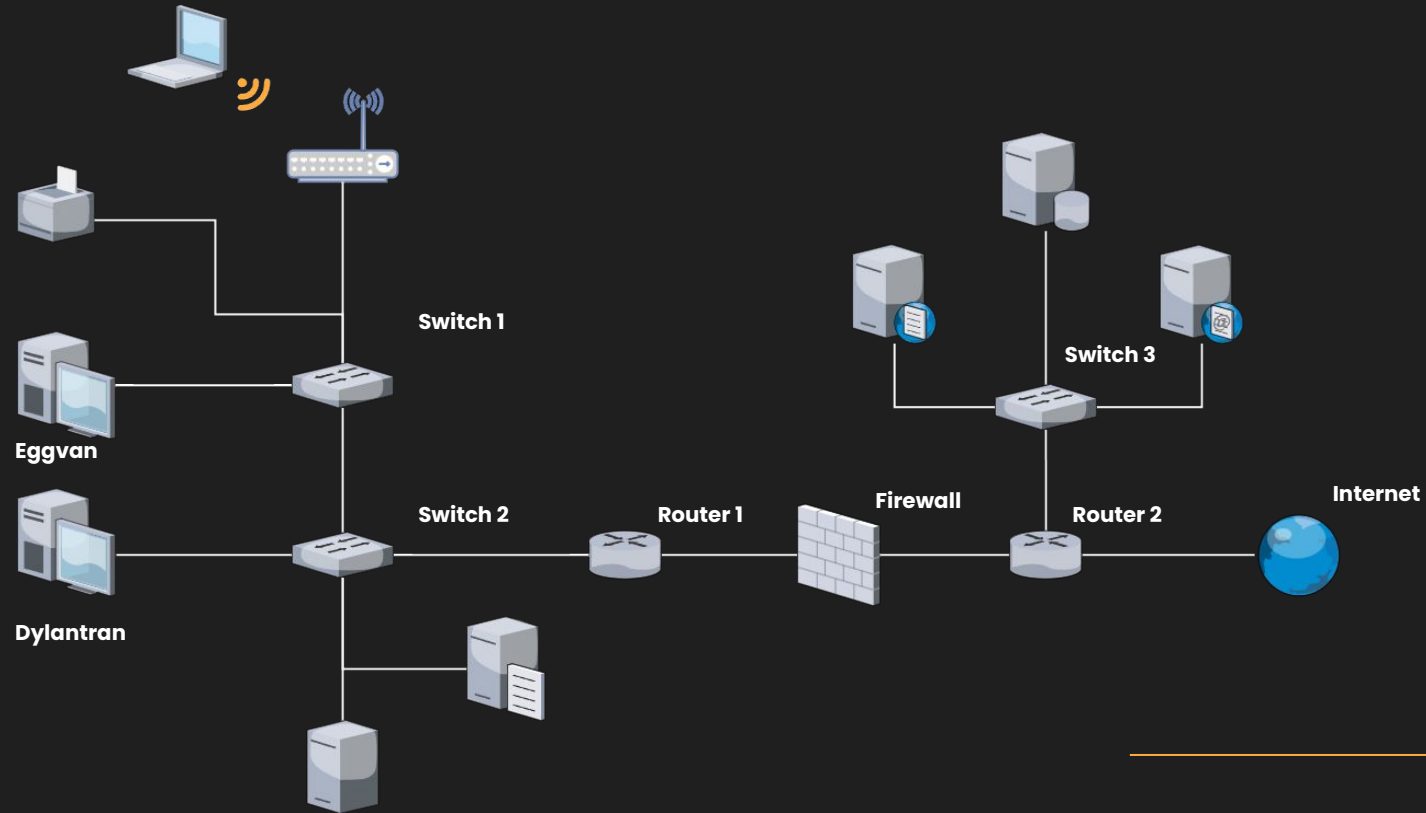


1

Intro to Networking

Alright then, let's do some networking

Basic Topology



Network Devices



Anything on the network

- Computers, phones, routers, switches, etc.
- Contains at least one **Network Interface Card**, or **NIC**
 - Wired
 - Wireless

Lingo

- IP Address
- Subnet Mask
- Router
- Default Gateway
- Service
- Protocol
- Port
- Interface
- Firewall



Subnet Masks

**IPv4
address**

192.168.1.100

255.255.255.0

**Subnet
Mask**

```
IPv4 Address. . . . . : 192.168.1.115
Subnet Mask . . . . . : 255.255.255.0
Default Gateway . . . . . : 192.168.1.1
```

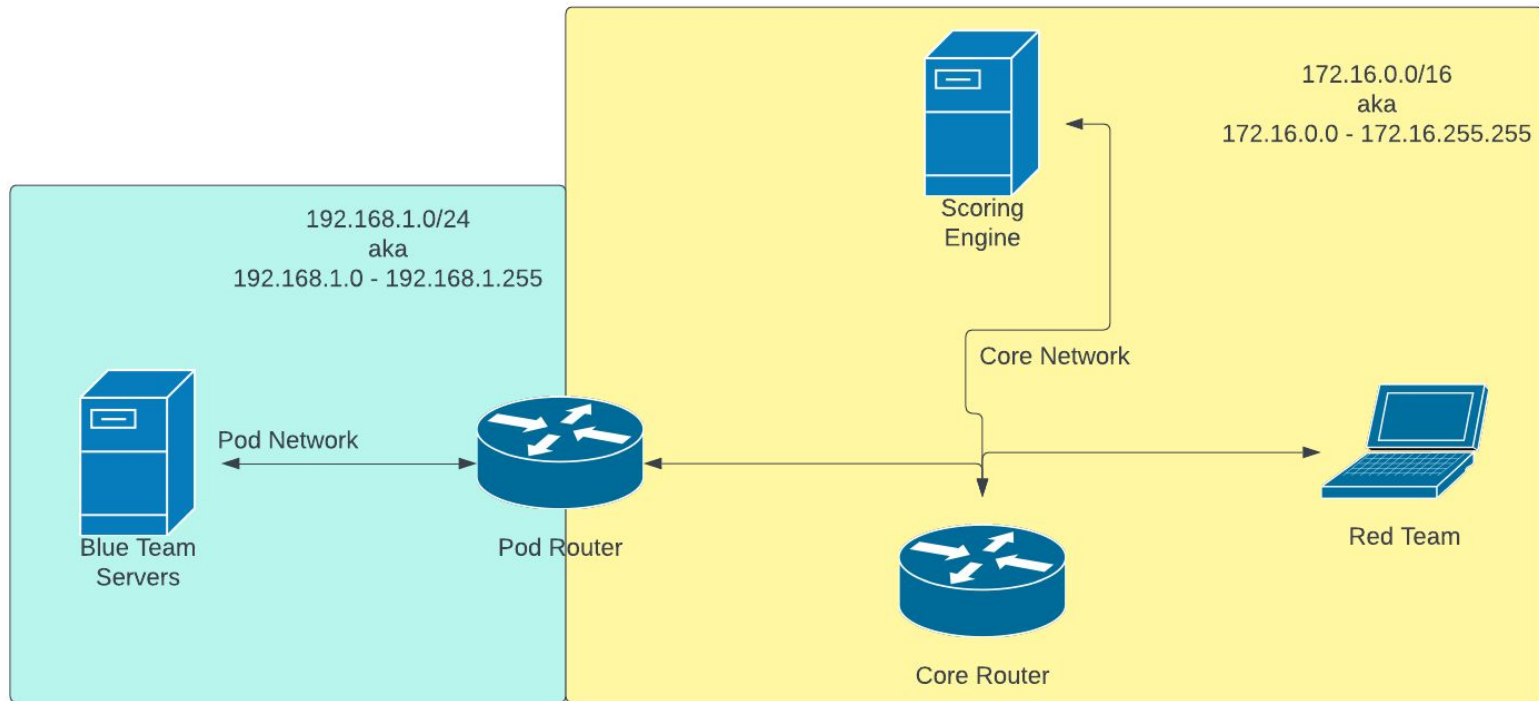
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Competition Networking

Networking Makes the
Services go Round

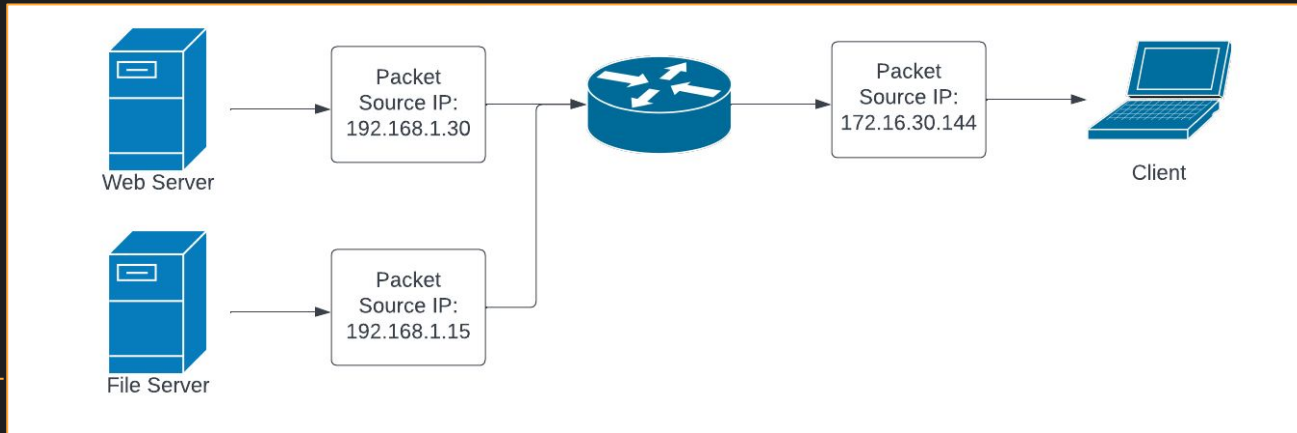
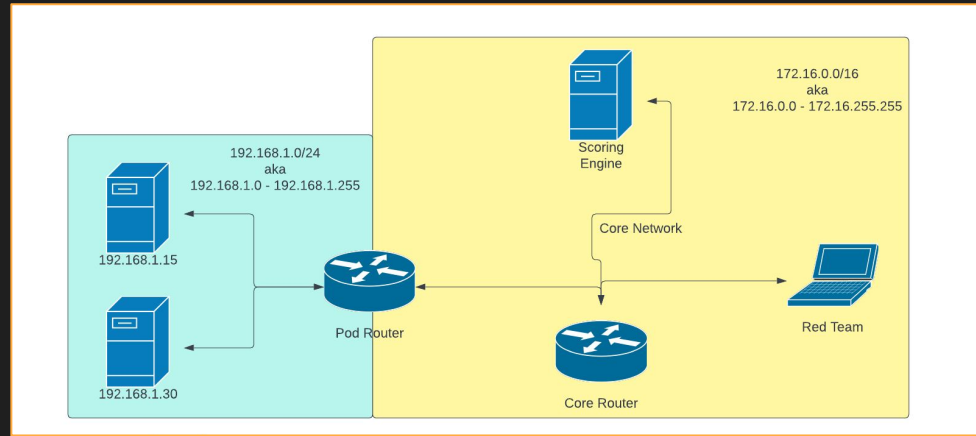


Competition Topology



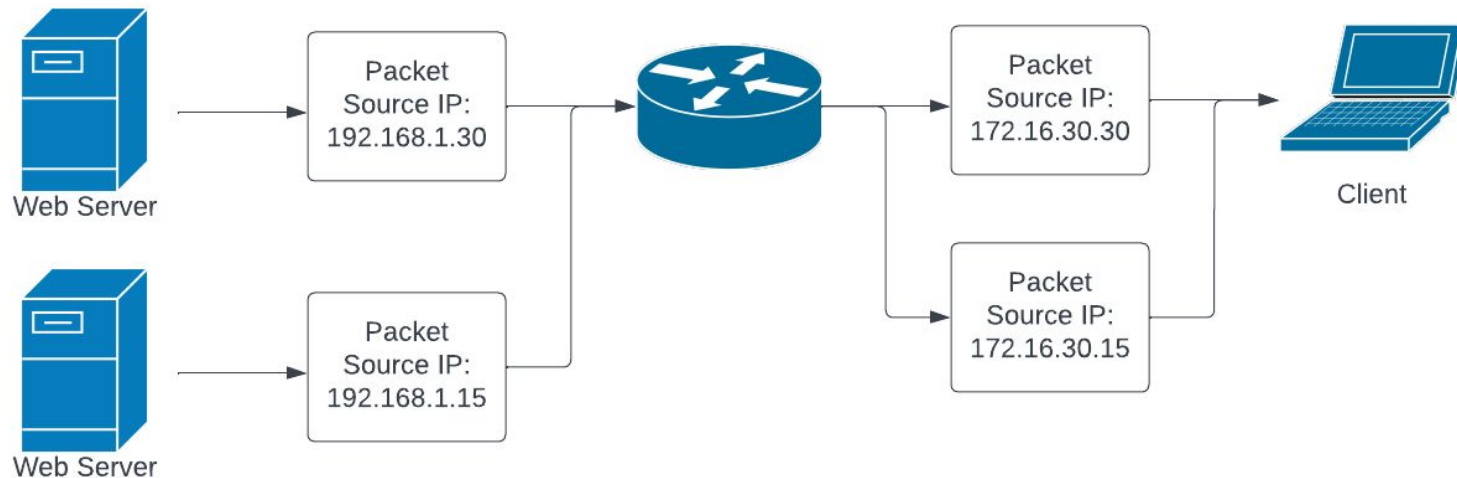
NAT

- Network Address Translation
- Built to conserve IP addresses
 - One-to-Many Translation



1:1 NAT

- Direct Translations
- 192.168.1.0/24 → 172.16.30.0/24



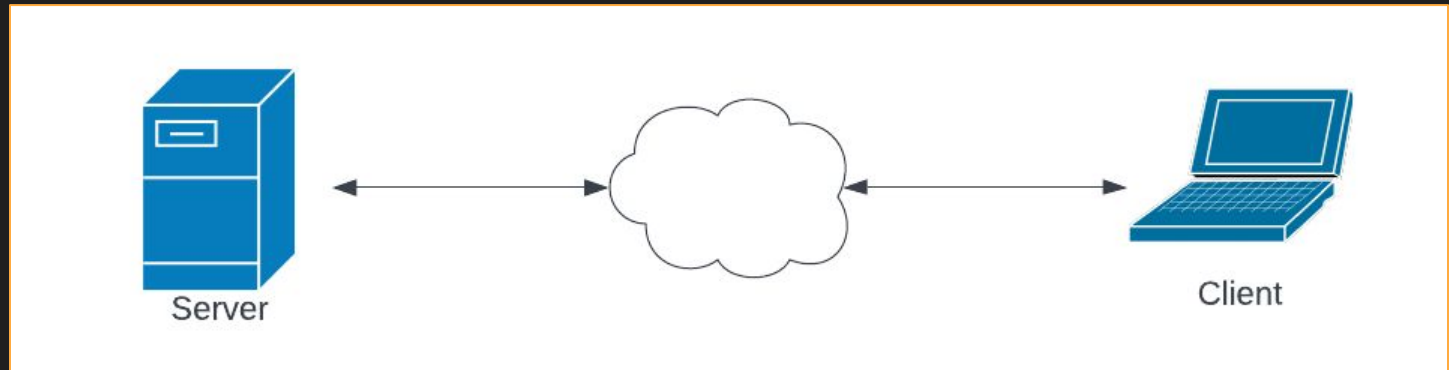


3

Client-Server Model

**A Restaurant, but for
Packets**

Client-Server Model



What are ports?

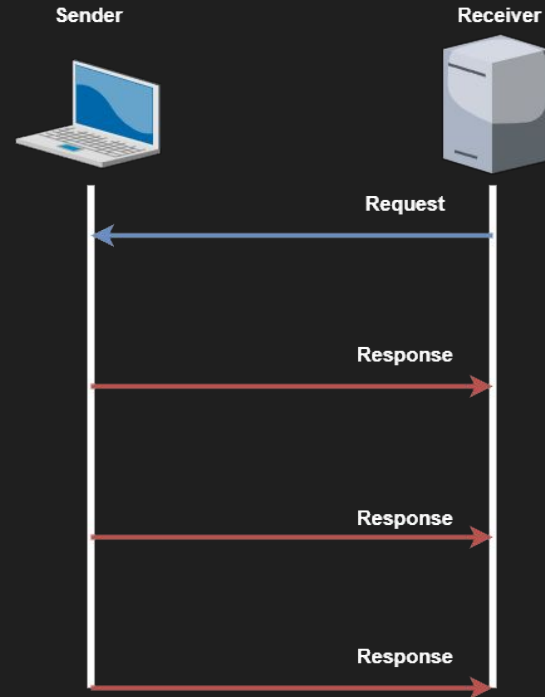
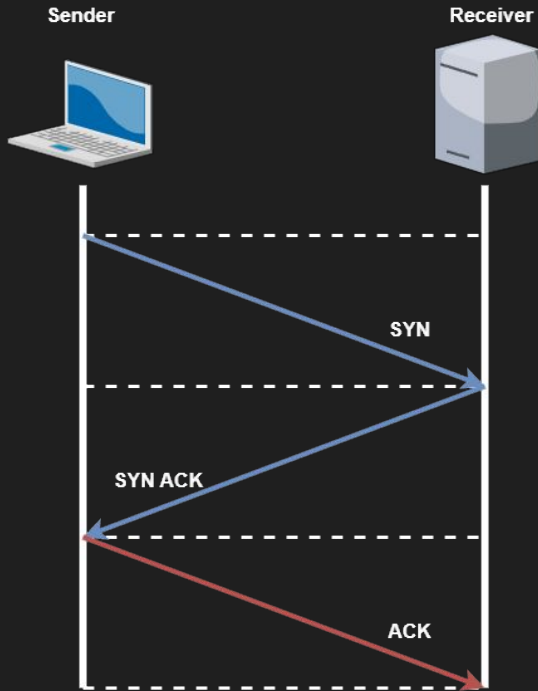
Numbers that identify specific running services on a machine

- Common port numbers
 - TCP 20 and 21 - FTP
 - TCP 22 - SSH
 - TCP 25 - SMTP
 - UDP 53 - DNS
 - TCP 80 - HTTP
 - TCP 443 - HTTPS
 - etc.

TCP and UDP

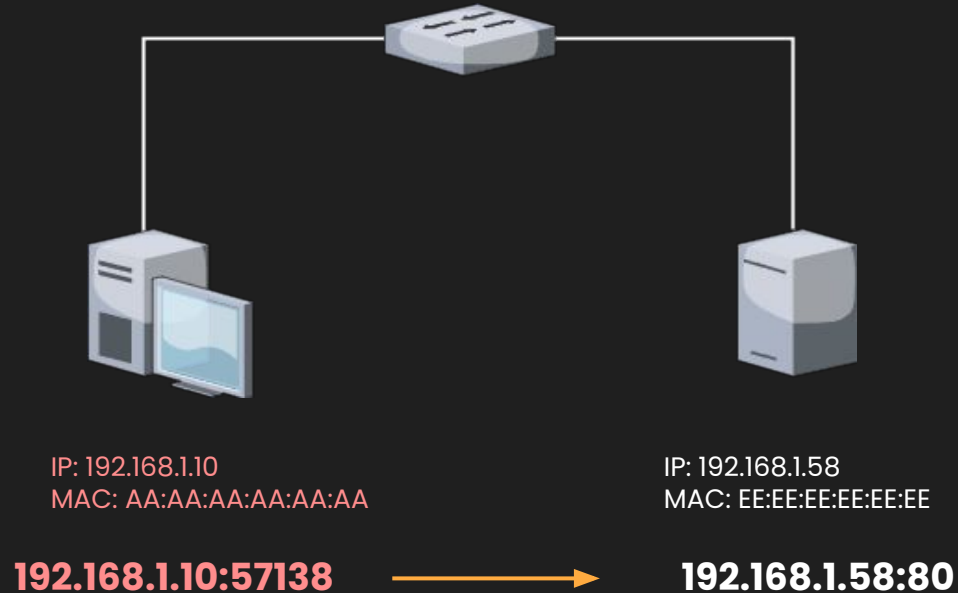
- TCP – Slow but reliable
 - Synchronization
 - Flow control
 - TCP Handshake
- UDP – Fast but unreliable
 - No error-checking
 - No acknowledgements
 - Just send data

TCP and UDP



What are sockets?

Each end of a connection, basically a pairing between an IP and a port.



why

Identify normal/abnormal traffic

- Is it coming from scoring engine/orange team? Or is it red team?

Troubleshooting services

- Firewall issue? Service disabled?

```
C:\Windows\System32>netstat -ano
```

Active Connections

Proto	Local Address	Foreign Address	State	PID
TCP	0.0.0.0:135	0.0.0.0:0	LISTENING	1372
TCP	0.0.0.0:445	0.0.0.0:0	LISTENING	4
TCP	0.0.0.0:902	0.0.0.0:0	LISTENING	4868
TCP	0.0.0.0:912	0.0.0.0:0	LISTENING	4868

Ports & Services Review

- TCP and UDP
- Ports - numbers that identify a running service/application
- Common ports
- Source and destination addresses/ports
 - **Ephemeral ports** on client-side
 - Sockets



4

Firewalls

FIREWALL TIME BABEYY

| Block IPs

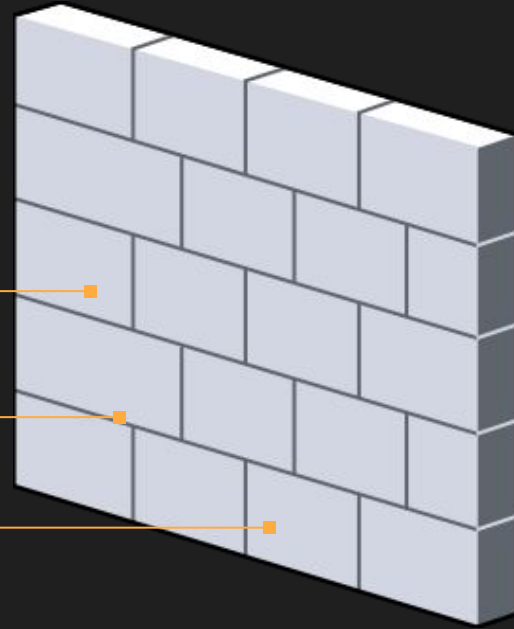
Can block a whole subnet or individual.

| Block Ports

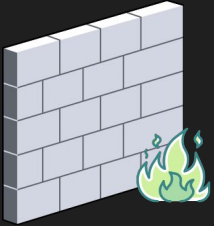
Block which ports the external network can access on the LAN

| Filtering

Ingress and Egress filtering rules.

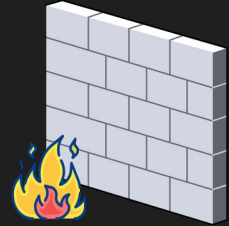


NGFW vs Traditional

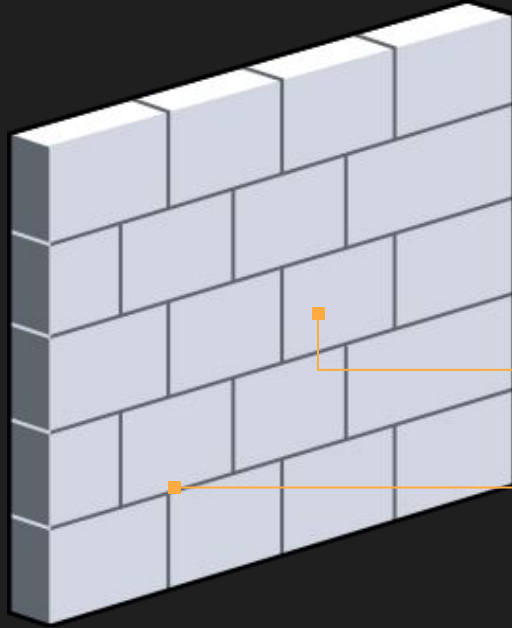


- Stateful Inspection on incoming and outgoing traffic
- Comprehensive application control and visibility
- Easy to install, configure, integrate security tools, reducing administrative controls
- SSL traffic can be decrypted and inspected.
- IPS & IDS are integrated

- Stateful Inspection on incoming and outgoing traffic
- Partial application control and visibility only
- Managing security tools separately is \$\$\$
- Cannot decrypt and inspect SSL traffic
- Integrated IPS and IDS are deployed separately in traditional firewalls



Stateless vs Stateful



Stateless

ACL. Looks at
Individual packets.

Stateful

Traffic patterns and flows.
Remembers connections.

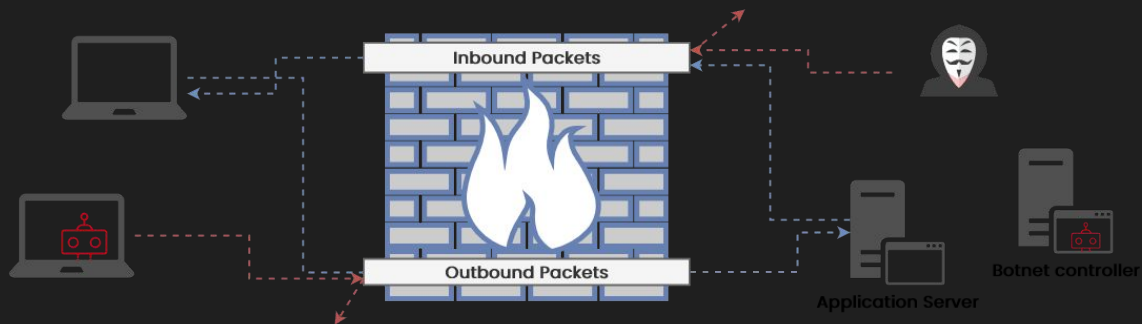
FW Example

Inbound

- Only allow required services
- Allow certain subnets
- Allow certain ip addresses

Outbound

- Block everything going outbound (break internet)



WAN Firewall

Floating WAN LAN

Rules (Drag to Change Order)

<input type="checkbox"/>	States	Protocol	Source	Port	Destination	Port	Gateway	Queue	Schedule	Description	Actions
<input type="checkbox"/>	✓	21 / 80 KiB	IPv4 *	172.16.109.39	*	*	*	*	none		



Add



Add



Delete



Save



Separator

LAN Firewall

Floating

WAN

LAN

Rules (Drag to Change Order)

<input type="checkbox"/>	States	Protocol	Source	Port	Destination	Port	Gateway	Queue	Schedule	Description	Actions
<input checked="" type="checkbox"/>	✓ 0 / 3.83 MiB	*	*	*	LAN Address	443 80	*	*		Anti-Lockout Rule	
<input type="checkbox"/>	✗ 0 / 0 B	IPv4 *	*	*	*	*	*	none			
<input type="checkbox"/>	✓ 3 / 2.07 GiB	IPv4 *	LAN net	*	*	*	*	none		Default allow LAN to any rule	
<input type="checkbox"/>	✓ 0 / 0 B	IPv6 *	LAN net	*	*	*	*	none		Default allow LAN IPv6 to any rule	



Add



Add



Delete



Save



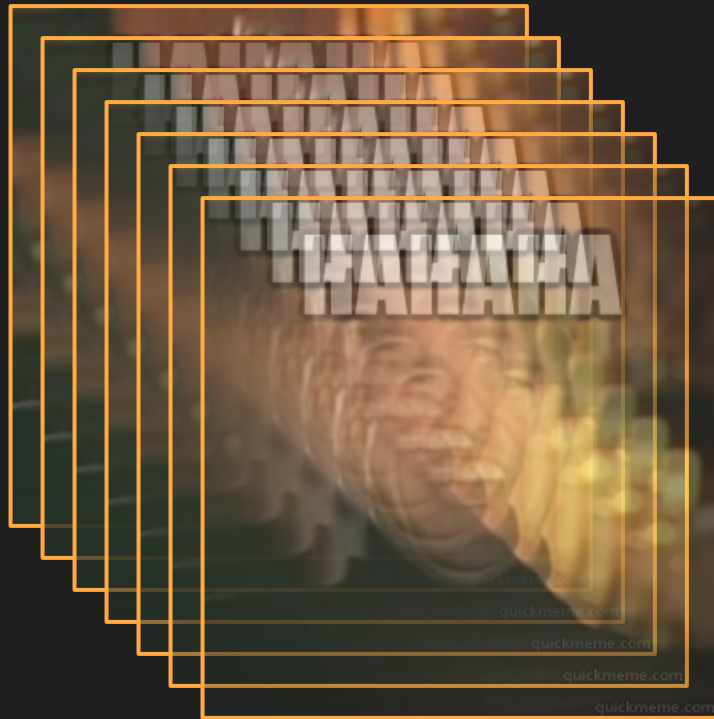
Separator

— Firewall Demo

5

OSI Model

no



6 Lab



Thanks!

Any questions? Questions are very cool. Please ask questions I am very lonely :((