Security Support Program Report
Copa Airlines
October 2015

BEST IN CLASS – INFORMATION SECURITY
INTELLIGENCE AND OPERATIONS

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1. About This Report

The intent of this report is to communicate all of the GOC activities in relation to the operational capabilities of the contracted service including recommendations for upgrade or suggested action as deemed appropriate to the member-client.

We at GLESEC believe information security is a holistic and dynamic process. This process requires on-going research and follow up. Holistic since no single "device" can provide the security necessary for an organization. Technology alone cannot provide the security necessary, but people that understand the operations and information generated by the security devices are a key to proper security. The process is dynamic since due to the nature of Internet security given the constant discovery of new security vulnerabilities and exploits, the proliferation of hacking tools that make it easier for script-kiddies with minimal knowledge to cause damage. The increase in malware, phishing, insider threats, espionage, organized crime, intellectual property theft, and hacktivism are the very cause of information security exposure and are most commonly driven by financial gain.

2. Confidentiality

GLESEC considers the confidentiality of client's information as a trade-secret. The information in this context is classified as:

a) Client name and contact information
b) System architecture, configuration, access methods and access control
c) Security content

All the above information is kept secure to the extent in which GLESEC secures its own confidential information.

3. Scope Of This Report

GLESEC Contracted Services

MSS: Managed Security Service (full outsourcing)
SSP: Security Support Program (systems management and support)

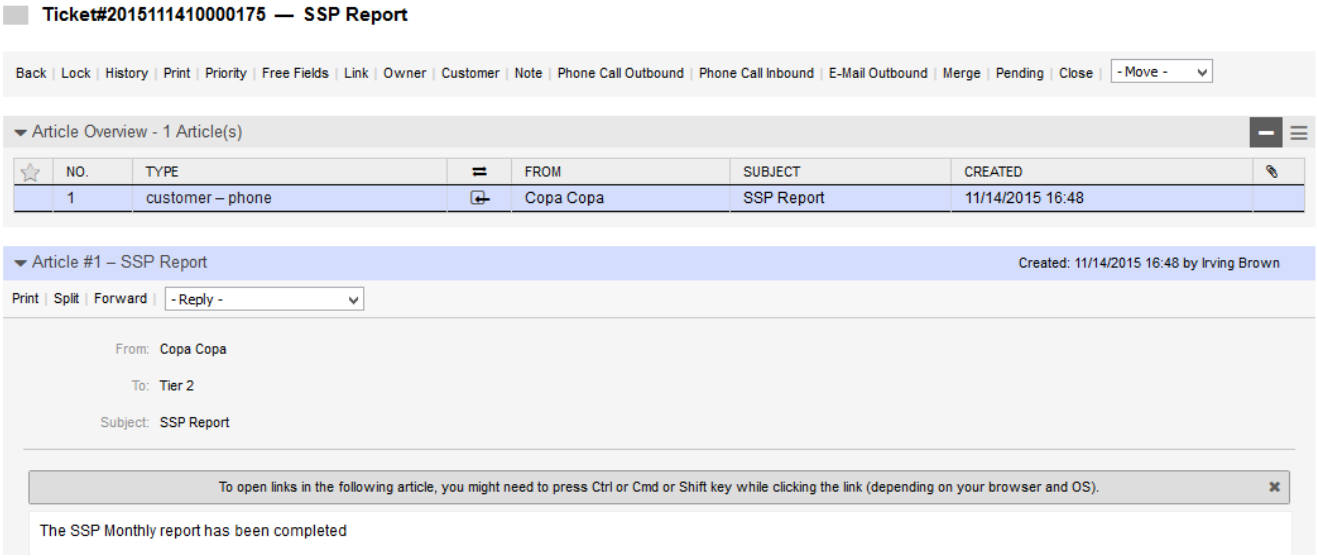
Manufacturer	Model	Service	Update Expiration	Service Expiration
Splunk	Event Management	SSP	10/15/2015	10/15/2015

4. Executive Summary

This report corresponds to the period from October 1, 2015 to October 31, 2015.

5. Change Management

The purpose of this section is to highlight the activities performed by GLESEC's Global Operations Center (GOC) specifically any Change Management activities.



No change management procedures occurred during October 2015

6. Recommendations

GLESEC recommends "Implementing the First Five Quick Wins" based on the Twenty Critical Security Controls for Effective Cyber Defense, Version 4.1 that were formulated as a joint effort from the NSA, US Cert, DoD JTF-GNO, the Department of Energy Nuclear Laboratories, Department of State, DoD Cyber Crime Center plus the top commercial forensics experts and pen testers that serve the banking and critical infrastructure communities. These are readily available from GLESEC which has provided the following link: Top 20 Critical Security Controls

The Critical Controls represent the biggest bang for the buck to protect your organization against real security threats. Within Critical Controls 2-4 are five "quick wins." These are subcontrols that have the most immediate impact on preventing the advanced targeted attacks that have penetrated existing controls and compromised critical systems at thousands of organizations.

The five quick wins are:

a) Application white listing (in CSC2)
b) Using common, secure configurations (in CSC3)
c) Patch application software within 48 hours (in CSC4)
d) Patch systems software within 48 hours (CSC4)
e) Reduce the number of users with administrative privileges (in CSC3 and CSC12)

7. Appendix 1 – Glossary of Terms

Amplification Attack

An Amplification Attack is any attack where an attacker is able to use an amplification factor to multiply its power. Amplification attacks are "asymmetric", meaning that a relatively small number or low level of resources is required by an attacker to cause a significantly greater number or higher level of target resources to malfunction or fail. Examples of amplification attacks include Smurf Attacks (ICMP amplification), Fraggle Attacks (UDP amplification), and DNS Amplification.

Botnet

A botnet is a collection of compromised computers often referred to as "zombies" infected with malware that allows an attacker to control them. Botnet owners or

"herders" are able to control the machines in their botnet by means of a covert channel such as IRC (Internet Relay Chat), issuing commands to perform malicious activities such as distributed denial-of-service (DDoS) attacks, the sending of spam mail, and information theft. As of 2006, the average size of any given botnet around the world was around 20,000 machines (as botnet owners attempted to scale down their networks to avoid detection), although some larger more advanced botnets such as BredoLab, Conficker, TDL-4, and Zeus have been estimated to contain millions of machines.

Computer Emergency Readiness Team
Computer Emergency Response Team
Computer Security Incident Response Team
Computer Emergency Response Team is a name given to expert groups that handle computer security incidents. Most groups append the abbreviation CERT or CSIRT to their designation where the latter stands for Computer Security Incident Response Team.

DDoS (Distributed Denial-of-Service) Attack

DDoS or Distributed Denial-of-Service attacks are a variant of Denial-of-Service DoS attacks where an attacker or a group of attackers employ multiple machines to carry out a DoS attack simultaneously, therefore increasing its effectiveness and strength. The "army" carrying out the attack is mostly often composed of innocent infected zombie computers manipulated as bots and being part of a botnet controlled by the attacker via a Command and Control Server. A botnet is powerful, well coordinated and could count millions of computers. It also insures the anonymity of the original attacker since the attack traffic originates from the bots' IPs rather than the attacker's. In some cases, mostly in ideological DDoS attacks, this "army" could also be composed of recruited hackers/hacktivits participating in large DDoS attack campaigns (Operation Blackout, Operation Payback etc.). DDoS attacks are hard to detect and block since the attack traffic is easily confused with legitimate traffic and difficult to trace.

There are many types of DDoS attacks targeting both the network and the application layers. They could be classified upon their impact on the targeted computing resources (saturating bandwidth, consuming server's resources, exhausting an application) or upon the targeted resources as well:

- Attacks targeting Network Resources: UDP Floods, ICMP Floods, IGMP Floods.

- Attacks targeting Server Resources: the TCP/IP weaknesses –TCP SYN Floods, TCP RST attacks, TCP PSH+ACK attacks – but also Low and Slow attacks as Sockstress for example and SSL-based attacks, which detection is particularly challenging.
- Attacks targeting the Application Resources: HTTP Floods, DNS Floods and other Low and Slow attacks as Slow HTTP GET requests (Slowloris) and Slow HTTP POST requests (R-U-Dead-Yet).

A DDoS attack usually comprises more than three attack vectors thus increasing the attacker's chances to hit its target and escape basic DoS mitigation solutions.

DoS (Denial-of-Service) Attack

A Denial-of-Service DOS attack is an attack targeting the availability of web applications. Unlike other kinds of attacks, DoS attacks' primary goal is not to steal information but to slow or take down a web site. The attackers' motivations are diverse, ranging from simple fun, to financial gain and ideology (hacktivism). A DoS attack generates high or slow rate attack traffic exhausting computing resources of a target, therefore preventing legitimate users from accessing the website. DoS attacks affect enterprises from all sectors (e-gaming, Banking, Government etc.), all sizes (mid/big enterprises) and all locations. They target the network layer and up to the application layer, where attacks are more difficult to detect since they could easily get confused with legitimate traffic. There are several types of DoS attacks. A (non-distributed) DoS attack is when an attacker uses a single machine's resources to exhaust those of another machine, in order to prevent it from functioning normally. Large Web servers are usually robust enough to withstand a basic DoS attack from a single machine without suffering performance loss. A DoS attack famous variant is the DDoS or Distributed Denial of Service attack where the attack originates from multiple computers simultaneously, therefore causing the victim's resources exhaustion.

DNS Amplification Attack

DNS amplification attack is a sophisticated denial of service attack that takes advantage of DNS servers' behavior in order to amplify the attack. In order to launch a DNS amplification attack, the attacker performs two malicious tasks. First, the attacker spoofs the IP address of the DNS resolver and replaces it with the victim's IP address. This will cause all DNS replies from the DNS servers to be sent to the victim's servers. Second, the attacker finds an internet domain that is registered with many DNS records. During the attack, the attacker sends DNS queries that request the entire list of DNS records for that domain. This results in

large replies from the DNS servers, usually so big that they need to be split over several packets. Using very few computers, the attacker sends a high rate of short DNS queries to the multiple DNS servers asking for the entire list of DNS records for the internet domain it chose earlier. The DNS servers look for the answer and provide it to the DNS resolver. However, because the attacker spoofed the IP address of the DNS resolver and set it to be the IP address of the victim, all the DNS replies from the servers are sent to the victim. The attacker achieves an amplification effect because for each short DNS query it sends, the DNS servers reply with a larger response, sometimes up to 100 times larger. Therefore, if the attacker generates 3 Mbps of DNS queries, it is actually amplified to 300Mbps of attack traffic on the victim. The victim is bombed with a high rate of large DNS replies where each reply is split over several packets. This requires the victim to reassemble the packet, which is a resource consuming task, and to attend to all of the attack traffic. Soon enough, the victim's servers become so busy handling the attack traffic that they cannot service any other request from legitimate users and the attacker achieves a denial-of-service.

DNS Flood

A DNS Flood is an application-specific variant of a UDP flood. Since DNS servers use UDP traffic for name resolution, sending a massive number of DNS requests to a DNS server can consume its resources, resulting in a significantly slower response time for legitimate DNS requests.

Exploit

An exploit is an implementation of a vulnerability meant to allow one to actually compromise a target. Exploits can be difficult to develop, as most modern vulnerabilities are much more complex than older ones due to the existence of advanced security measures and complicated constructs in modern hardware and software. Exploits based on previously unknown vulnerabilities, known as "Zero-Day" exploits are highly sought after by hackers and developers and manufacturers alike. By using a zero-day exploit, a hacker can guarantee that his or her attempt to break into a particular computer or device that possesses such vulnerability that the exploit is based on will succeed. Zero-day exploits are traded on both the black market and through legitimate middlemen between legitimate parties from anywhere between $5,000 to $250,000 depending on the effects of the exploit and which system they target. Where a PDF exploit might only fetch a few thousand dollars, a severe exploit targeting the latest version of Apple's mobile operating system, iOS, might fetch $100,000 or more.

Flood

"Flood" is the generic term for a denial-of-service (DoS) attack in which the attacker attempts to constantly send traffic (often high volume of traffic) to a target server in an attempt to prevent legitimate users from accessing it by consuming its resources. Types of floods include (but are not limited to): HTTP floods, ICMP floods, SYN floods, and UDP floods.

Hacker

The term "hacker" has been used to mean various things in the world of computing: one who is able to subvert computer security (regardless of intentions), one who is a member of the open-source software community and subculture, and one who attempts to push the limits of computer software and hardware through home modifications. In the world of computer security, the term "hacker" is often portrayed as negative by mass media, despite the prevalence of "white hat hacking", or ethical hacking for the purpose of discovering potential security flaws and reporting them to the proper individuals or organizations so that the flaws may be patched. Black hat hacking, on the other hand, is the breaking into computer systems without any intention of reporting discovered vulnerabilities, often with malicious or financial incentives. The hackers who fall somewhere on the spectrum between "white hats" and "black hats" are referred to as "grey hats". Grey hat hackers will often perform mischievous activities with (usually non-malicious although at times questionably ethical) motivations. Additionally, grey hat hackers often choose not to report security flaws to the proper channels; rather, they report such information to the hacking community and the general public, enjoy watching the fallout as those with the security flaws scramble to fix them before they can be abused by black hat hackers. Within the open-source software and computer hobbyist communities, however, "hacker" usually has a less negative connotation. Within these cultures, hackers are often individuals regarded as intelligent and clever, and able to come up with creative solutions to existing problems that a software or hardware product developer may have not thought of or publicly released yet. These hackers often refer to "hackers" within the computer security world as "crackers" (as in safe-cracker) to emphasize their belief that calling such individuals "hackers" is incorrect. With the rise of hacker and "hacktivist" groups such as LulzSec (now LulzSec Reborn) and Anonymous, the mass media portrayal of the term "hacker" continues to lead the general public to believe "hacker" is synonymous with "cybercriminal".

Hacktivist

"Hacktivist", a portmanteau of "hack" and "activism", was a term coined in 1996 by Omega, a member of the hacking coalition "Cult of the Dead Crow" (cDc). The term can be loosely defined as, "the ethically ambiguous use of computers and computer networks in order to affect the normal operation of other systems, motivated by a desire to protest or promote political ends."Oftentimes these events take the form of web site defacements, denial-of-service attacks, information theft, web site parodies, virtual sit-ins, typo squatting, and virtual sabotage. The term has become popular among media outlets in recent years due to the rise of various politically motivated cyber attacks by groups such as Anonymous and LulzSec (now LulzSec Reborn) on governments and corporations across the world.

Honeypot

In computer security, a honeypot is a program or a server voluntarily made vulnerable in order to attract and lure hackers. The attackers who think they are targeting a real resource behave "normally", using their attack techniques and tools against this lure site, which allow the defenders to observe and monitor their activities, analyze their attacking methods, learn and prepare the adequate defenses for the real resources. There are several kinds of honeypots, some used for research purposes only while others are actively acting as defenses for the real sites.

HTTP Flood

An HTTP flood is an attack method used by hackers to attack web servers and applications. It consists of seemingly legitimate session-based sets of HTTP GET or POST requests sent to a target web server. These requests are specifically designed to consume a significant amount of the server's resources, and therefore can result in a denial-of-service condition (without necessarily requiring a high rate of network traffic). Such requests are often sent en masse by means of a botnet, increasing the attack's overall power. HTTP flood attacks may be one of the most advanced non-vulnerability threats facing web servers today. It is very hard for network security devices to distinguish between legitimate HTTP traffic and malicious HTTP traffic, and if not handled correctly, it could cause a high number of false-positive detections. Rate-based detection engines are also not successful at detecting HTTP flood attacks, as the traffic volume of HTTP floods may be under detection thresholds. Because of this, it is necessary to use several parameters detection including rate-based and rate-invariant.

ICMP Flood

Internet Control Message Protocol (ICMP) is a connectionless protocol used for IP operations, diagnostics, and errors. An ICMP Flood - the sending of an abnormally large number of ICMP packets of any type (especially network latency testing "ping" packets) - can overwhelm a target server that attempts to process every incoming ICMP request, and this can result in a denial-of-service condition for the target server.

Internet pipe saturation

These attacks are volumetric floods and often involve flooding the target with an overwhelming bandwidth. Common attacks utilize UDP as it is easily spoofed and difficult to mitigate downstream. Out of state, SYN floods and malformed packets are also often seen. While many attacks aim at saturating inbound bandwidth, it's not uncommon for attackers to identify and pull large files from websites, ftp shares, etc. in order to saturate outbound bandwidth as well.

IP Address

An IP address is an identifier for a device connected to a network using TCP/IP - a protocol that routes network traffic based on the IP address of its destination. IP addresses can either be 32-bit IPv4 addresses consisting of four base-10 numbers separated by periods representing eight digit binary (base-2) numbers called "octets" (i.e. 0.0.0.0 to 255.255.255.255), or 128-bit IPv6 addresses consisting of eight hexadecimal (base-16) numbers separated by colons representing sixteen digit binary (base-2) numbers (i.e. 0000:0000:0000:0000:0000:0000:0000:0000 to FFFF:FFFF:FFFF:FFFF:FFFF:FFFF:FFFF:FFFF where consecutive groups of four zeroes are replaced by a double colon). When the Internet first became popular, IPv4, with its 32-bit addresses, offered 232, or roughly 4.3 x 109 unique addresses. As the number of Internet-connected devices began to grow significantly, people worried that the IPv4 protocol would not contain enough addresses to meet the growing demand for new unique addresses - this is why IPv4 will eventually be replaced by IPv6 on a large scale (IPv6 already officially launched in August 2012), which contains 2128 or roughly 3.4 x 1038 unique addresses. The Dynamic Host Configuration Protocol (DHCP), which runs on special devices (usually routers) allows for the assigning of IP addresses within a local area network (LAN). DHCP assigns IP addresses on a temporary "lease" basis; once a device's IP address lease expires, a DHCP server will assign it a new (potentially different) one. IP addresses automatically assigned by a DHCP server are therefore referred to as "dynamic IP addresses", as a device with a DHCP-assigned IP address may

eventually receive an IP different from its original one.

DHCP servers will not assign devices just any IP address in the maximum range of IPv4 addresses (0.0.0.0 to 255.255.255.255), as certain IP addresses are reserved for special purposes. Such addresses include:

- Represents the "default" network, i.e. any connection 255.255.255.255 – Represents the broadcast address, or place to route messages to be sent to every device within a network
- 127.0.0.1 – Represents "localhost" or the "loopback address", allowing a device to refer to itself, regardless of what network it is connected to
- 169.254.X.X – Represents a "self-assigned IP address", which a device will assign itself if it is unable to receive an IP address from a DHCP server

Users' DHCP-assigned IP addresses on a LAN are not the same as their "external" or Internet IP address. This address will be the same for all users connected to a DHCP server, which itself receives an IP address from the Internet Service Provider (ISP) it is connected to. As IP addresses can be used as unique identifiers for users' machines (and subsequently the users themselves), knowledge of a malicious user's external Internet IP address can allow law enforcement officials to block, locate, and eventually arrest him or her. As a result, the more advanced attack tools and hackers will employ anonymization techniques - such as the use of proxy servers, VPNs, or a routing network like Tor or I2P - that can make it seem like they are using a different IP address other than their own, located somewhere else in the world. An attack tool called Low Orbit Ion Cannon (LOIC) became infamous for not hiding its users' IP addresses; this resulted in the arrest of various LOIC users around the world for their participation in distributed denial-of-service (DDoS) attacks.

IP Spoofing

IP Spoofing is the act of creating an IP packet with a forged source IP address for the purpose of hiding the true source IP address, usually for the purpose of launching special types of distributed denial-of-service (DDoS attacks). By forging the source IP address of a packet; the individual sending it can direct the target IP address' machine to send its reply packet somewhere other than the real IP address of the source machine. Those wishing to launch DDoS attacks without large botnets can therefore send packets with random spoofed source IP addresses in order to both conceal their own identity and make the attack harder to block (as it looks like it is originating from many sources).

IRC (Internet Relay Chat)

IRC (Internet Relay Chat) is a protocol for real-time text messaging between internet-connected computers created in 1988. It is mainly used for group discussion in chat rooms called "channels" although it supports private messages between two users, data transfer, and various server-side and client-side commands. As of April 2011, the top 100 IRC networks served over 500,000 users at a time on hundreds of thousands of channels. IRC is a popular method used by botnet owners to send commands to the individual computers in their botnet. This is done either on a specific channel, on a public IRC network, or on a separate IRC server. The IRC server containing the channel(s) that are used to control bots is referred to as a "command and control" or C2 server.

ISP (Internet Service Provider)

An Internet Service Provider (ISP) is a company that provides internet access for its customers. ISPs are required by law in many countries to provide a certain level of monitoring capabilities to aid government law enforcement and intelligence agencies, and are often asked by such officials to intervene during cyber-attacks by cutting off internet service to the offending machines.

itsoknoproblembro

The 'itsoknoproblembro' tool was designed and implemented as a general purpose PHP script injected into a victim's machine allowing the attacker to upload and execute arbitrary Perl scripts on the target's machine. The 'itsoknoproblembro' script injects an encrypted payload, in order to bypass IPS and Malware gateways into the website main file index.php, allowing the attacker to upload new Perl scripts at any time. Initial server infection is usually done by using the well known Remote File Inclusion (RFI) technique. By uploading Perl scripts that run different DOS flood vectors, the server might act as a Bot in a DDOS Botnet army. Although originally designed for general purpose, some variants of this tool found in the wild were customized to act as a proprietary DDOS tool, implementing the flood vector logics inside without the need to upload additional scripts.

Malware

"Malware", short for "malicious software", is any program designed to help a hacker negatively affect the normal operation of a computer. Most forms of malware - including viruses, worms, Trojan horses, spyware, adware, and rootkits - are intended to allow hackers to gain unauthorized access to a machine, without the knowledge of its owner, in order to perform criminal tasks including

information theft and amassing botnets to perform distributed denial-of-service (DDoS) attacks. Computer users are often tricked into installing malware through social engineering techniques, or are unaware that a seemingly non-malware infected program they have installed was infected, containing additional code designed to stealthily perform malicious tasks.

MSSP

An MSSP (Managed Security Service Provider) is an organization which provides "Security as a Service" (Sec-aaS) and may include elaborate operations such as SOCs and NOCs, or something as simple as a cloud-based key management service. Generally speaking, an MSSP is considered an outsourced operation of what was an internal security device or process management function.

Network scan

Scanning is typically an automated process that is used to discover devices such as pc, server and peripherals that exist on a network. Results can include details of the discovered devices, including IP addresses, device names, operating systems, running applications/services, open shares, usernames and groups. Scanning is often related to pre -attack or reconnaissance activities. There are two types of scanning: Horizontal Scan in which the scanner scans for the same port on multiple IPs, and Vertical Scan in which the scanner scans multiple ports on one IP.

Packet

A packet is a formatted unit of data used to transmit information piece by piece across a packet switched network. Packets usually contain three sections: a header, the payload, and a trailer (also called "footer"). A packet header contains information such as the length of the packet (if the network does not use a predetermined fixed packet size), synchronization bits to help the packet match up with the network, a packet number to differentiate each packet from the others, the protocol (i.e. type of information contained within the packet), and the source and destination IP addresses. The "payload" of a packet contains the actual information being transmitted. The trailer or "footer" usually contains a series of bits signaling to the receiving device that it has reached the end of the packet, as well as some type of error-checking information to ensure that the packet was not modified in transit.

Port Scan

A port scanner is a technical leverage to identify available technical services (ports) on a server or application and may include logic to evaluate whether or not those

services are vulnerable to common exploits or configuration issues. This is done by sending predetermined traffic to the target and based on a response or lack of a response, the port scanner in use makes its own conclusions with regards to the functionality of the port being scanned.

Reflector/Reflective DoS attacks

Reflection Denial of Service attacks makes use of a potentially legitimate third party component to send the attack traffic to a victim, ultimately hiding the attackers' own identity. The attackers send packets to the reflector servers with a source IP address set to their victim's IP therefore indirectly overwhelming the victim with the response packets.

The reflector servers used for this purpose could be ordinary servers not obviously compromised, which makes this kind of attack particularly difficult to mitigate. A common example for this type of attack is Reflective DNS Response attack.

SIP Brute Force

SIP brute force is an adaptation of normal brute force attacks which attack SIP servers and attempt access to servers to make unauthorized outbound calls at another's expense.

SIP Client Call Flood

This is a flood technique focused on SIP application protocol which involves illegitimate call requests. The idea here is to flood the Session Boarder Control (SBC) and / or SIP / VOIP PBX with too many requests to handle and thus making the service unavailable.

SIP Malformed Attack

Application layer attack on the Session Initiation Protocol- SIP in use in VoIP services, targeted at causing denial of service to SIP servers. A SIP malformed attack consists of sending any kind of non-standard messages (malformed SIP Invite for ex) with an intentionally invalid input, therefore making the system unstable.

SIP Register flood

Application layer attack on the Session Initiation Protocol- SIP in use in VoIP services, targeted at causing denial of service to SIP servers. A SIP Register flood consists of sending a high volume of SIP REGISTER or INVITE packets to SIP servers (indifferently accepting endpoint requests as first step of an authentication process), therefore exhausting their bandwidth and resource

SIP Server Flood
Application layer attack on the Session Initiation Protocol- SIP (in use in VoIP services), targeted denial of service to SIP servers. Common attack vectors include SIP invite and register floods.

Scrubbing Center
A centralized data cleansing station where traffic is analyzed and malicious traffic (ddos, known vulnerabilities and exploits) is removed. Scrubbing centers are often used in large enterprises, such as ISP and Cloud providers, as they often prefer to off-ramp traffic to an out of path centralized data cleansing station. When under attack, the traffic is redirected (typically using DNS or BGP) to the scrubbing center where an attack mitigation system mitigates the attack traffic and passes clean traffic back to the network for delivery. The scrubbing center should be equipped to sustain high volumetric floods at the network and application layers, low and slow attacks, RFC Compliance checks, known vulnerabilities and zero day anomalies.

Social Engineering
Social Engineering (within the context of computer security) is the act of using psychological manipulation in order to gain access to sensitive information, computers, or computer networks. Many famous computer hackers (both white hat and black hat) have used social engineering in combination with computer-related methods in order to gain information; reformed cyber criminal Kevin Mitnick admitted that it's much easier to trick a person into giving up sensitive passwords or information than it is to obtain the same material solely through the use of computers. One example of a social engineering technique is "pretexting", or engaging the target subject in a specific manner with some form of background information that makes it more likely that he or she will divulge sensitive information. Pretexting often involves extensive research, as the social engineer will need to prepare answers to identifying questions that he or she may be asked during the process of obtaining information. This newly obtained information can often be used in further pretexting attempts, especially in scenarios where the social engineer wishes to gain even greater access to his or her target.

SQL Injection
SQL injection is an attack targeting web applications taking advantage of poor application coding where the inputs are not sanitized therefore exposing

application vulnerabilities. SQL injection is the most famous type of injection attacks which also count LDAP or XML injections. The idea behind a sql injection is to modify an application SQL (database language) query in order to access or modify unauthorized data or run malicious programs. Most web applications indeed rely on databases where the application data is stored and being accessed by SQL queries and modifications of these queries could mean taking control of the application. An attacker would for example be able to access the application database with administrator access, run remote commands on the server, drop or create objects in the database and more.

For instance, the sql query below, aiming at authenticating users, is common in web applications:

- myQuery= ”SELECT * FROM userstable WHERE username = 'userinput1' and password ='userinput2';”
- Replacing userinput1 by: ‘OR 1=1’); -- would result in granting the attacker access to the database without knowing the real username and password as the assertion “1=1” is always true and the rest of the query is being ignored by the comment character (- - in our case).
- Replacing the userinput1 by ' OR 1=1"); drop table users;-- would additionally drop the application users table.

SYN Flood

A SYN flood is a denial-of-service (DoS) attack that relies on abusing the standard way that a TCP connection is established. Typically, a client sends a SYN packet to an open port on a server asking for a TCP connection. The server then acknowledges the connection by sending SYN-ACK packet back to the client and populating the client’s information in its Transmission Control Block (TCB) table. The client then responds to the server with an ACK packet establishing the connection. This process is commonly known as a “three-way handshake”. A SYN flood overwhelms a target machine by sending thousands of connection requests to it using spoofed IP addresses. This causes the target machine to attempt to open a connection for each malicious request and subsequently wait for an ACK packet that never arrives. A server under a SYN flood attack will continue to wait for a SYN-ACK packet for each connection request, as the delay could be normal and related to network congestion. However, because a SYN-ACK packet never arrives for any of the connection requests; the massive number of half-open connections quickly fills up the server’s TCB table before it can time any connections out. This process continues for as long as the flood attack continues.

Attackers will sometimes add legitimate information to their requests as well, such as sequence number or source port 0, as this increases a target server's CPU usage on top of causing network congestion, and could more effectively cause a denial-of-service condition.

TCP Flood

TCP SYN floods are one of the oldest yet still very popular Denial of Service (DoS) attacks. The most common attack involves sending numerous SYN packets to the victim. The attack in many cases will spoof the SRC IP meaning that the reply (SYN+ACK packet) will not come back to it. The
intention of this attack is overwhelm the session/connection tables of the targeted server or one of the network entities on the way (typically the firewall). Servers need to open a state for each SYN packet that arrives and they store this state in tables that have limited size. As big as this table may be it is easy to send sufficient amount of SYN packets that will fill the table, and once this happens the server starts to drop a new request, including legitimate ones. Similar effects can happen on a firewall which also has to process and invest in each SYN packet. Unlike other TCP or application level attacks the attacker does not have to use a real IP; this is perhaps the biggest strength of the attack.

UDP Flood

A UDP flood is a network flood and still one of the most common floods today. The attacker sends UDP packets, typically large ones, to single destination or to random ports. In most cases the attackers spoof the SRC IP which is easy to do since the UDP protocol is "connectionless" and does not have any type of handshake mechanism or session. The main intention of a UDP flood is to saturate the Internet pipe. Another impact of this attack is on the network and security elements on the way to the target server, and most typically the firewalls. Firewalls open a state for each UDP packet and will be overwhelmed by the UDP flood connections very fast.

Vulnerability

A vulnerability (in computer security) is any weakness in a computer system, network, software, or any device that allows one to circumvent security measures and perform actions not intended by its developers or manufacturers. Vulnerabilities range from minor to major, with the most significant allowing for privilege escalation (unauthorized administrator or root privileges) or code execution (the running of unsigned 3rd party software). New vulnerabilities can often be discovered by the process of "fuzzing", or purposely trying to break

something by attempting to give it unreasonable input values. Once some kind of crash occurs and can be analyzed, one can discover the existence of a vulnerability that may have not been previously documented. Previously unknown vulnerabilities, known as "Zero-Day" vulnerabilities are highly sought after by hackers and developers and manufacturers alike. By using an exploit based on zero-day vulnerability, a hacker can guarantee that his or her attempt to break into a particular computer or device that possesses such vulnerability will succeed. Zero-day exploits are traded on both the black market and through legitimate middlemen between parties for anywhere from $5,000 to $250,000 depending on the effects of the exploit and which system they target. Where a PDF exploit might only fetch a few thousand dollars, a severe exploit targeting the latest version of Apple's mobile operating system, iOS, might fetch $100,000 or more.

Vulnerability Scanner

A vulnerability scanner is a type of computer program used to gather information on computers and systems on a network in order to find their weaknesses. By using a vulnerability scanner tool such as nmap or unicornscan, one can determine the number of clients attached to a particular network as well as various information regarding their addresses, ports, applications and services and potential exploits that can be used against them. Some scanners offer the ability to deploy payloads for the purpose of using a found exploit, and others simply display information on network topology. Types of vulnerability scanners include: port scanners, network enumerators, network vulnerability scanners, web application security scanners, database security scanners, ERP security scanners, and computer worms (which require scanning capabilities to spread within a network).

Wireshark

Wireshark is a free cross-platform open-source network traffic capture and analysis utility. It began as a project called "Ethereal" in the late 1990s, but its name was changed to "Wireshark" in 2006 due to trademark issues. The initial code was written by Gerald Combs, a computer science graduate of the University of Missouri-Kansas City, today the Wireshark website now lists over 600 contributors. The program is GUI-based and uses pcap to capture packets, although there is also a command-line version of Wireshark called TShark with the same functionality. Wireshark essentially "understands" the formats of various types of network packets, and is able to display the header and content information of captured packets in an easy-to-read format with various filtering options. Packets can be either captured directly with Wireshark, or captured with

a separate utility and later viewed within Wireshark. As a powerful (and free) network analysis tool, Wireshark has become an industry standard utility for network traffic analysis.

Zeus

Zeus is a well-known Trojan Horse that steals financial information from a user's browser using man-in-the-browser key logging and form grabbing. Additionally, Zeus installs a backdoor on the machines it infects, so these machines can become part of a botnet used for distributed denial-of-service (DDoS) attacks and other malicious activities. Zeus was first detected in 2007 when it was used to attack the United States Department of Transportation, however, it did not become significantly widespread until March 2009. Attacks involving the use of Zeus occurred throughout 2010, including an October 2010 attack by a large organized crime ring attempting to steal over $70M from individuals in the US with Zeus-infected computers. The FBI made over 90 arrests of suspected members in the US, and various others were arrested in the UK and Ukraine in connection with the attack. In May 2011 the source code of the version used then of Zeus (v2) was leaked, leading to various customized Zeus-based bots being created. Some of the more advanced custom bots based on the leaked code (such as Ice IX) attempted to fix many of the existing issues with Zeus rendering it even harder to detect. However, many security researchers have discovered that even the most well-known custom versions are extremely similar to the original leaked Zeus source code, and are therefore not significantly more innovative or dangerous.

Zero-Day/Zero-Minute Attack

A Zero-Day (or Zero-Minute) Attack is a type of attack that uses a previously unknown vulnerability. Because the attack is occurring before "Day 1" of the vulnerability being publicly known, it is said that the attack occurred on "Day 0" - hence the name. Zero-Day exploits are highly sought after - often bought and sold by private firms anywhere from $5,000 to $250,000, depending on what applications and operating systems they target - as they almost guarantee that an attacker is able to stealthily circumvent the security measures of his or her target. Private security firms aside, software vendors will also usually offer a monetary reward among other incentives to report zero-day vulnerabilities in their own software directly to them.

Zombie

A "zombie" or "bot" is a compromised computer under the control of an attacker who often controls many other compromised machines that together make up a

botnet. The term “zombie” was coined to describe such an infected computer because the computer’s owner is often not aware that his or her computer is being used for malicious activities.

References

http://security.radware.com/knowledge-center/DDoSPedia/

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