



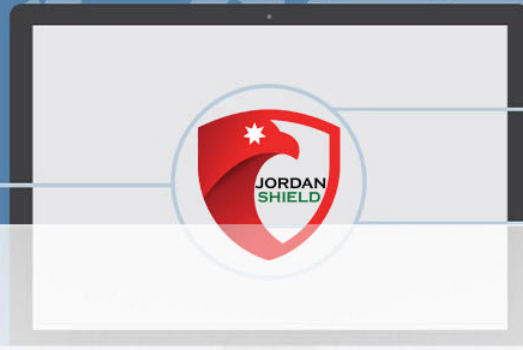
CSC – Jordan Shield Special Edition
Powered By : Mohammed Kher Al-Khawaldeh.

Cryptography

- Cryptography is associated with the process of converting ordinary plain text into unintelligible text and vice-versa. It is a method of storing and transmitting data in a particular form so that only those for whom it is intended can read and process it. Cryptography not only protects data from theft or alteration, but can also be used for user authentication.



Hashing

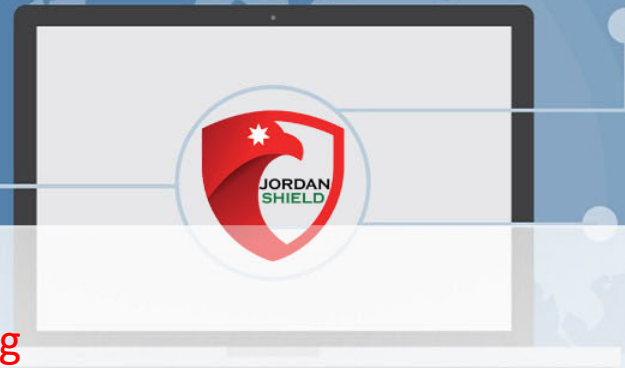


Hash : **Irreversible** mathematical code that help us to convert [User-Input] to **fixed** Length Output .

Examples on Hashes : **MD5** , **SHA-1** , **SHA256** , **SHA512** etc...

Its Called By [**One – Way – Function**]

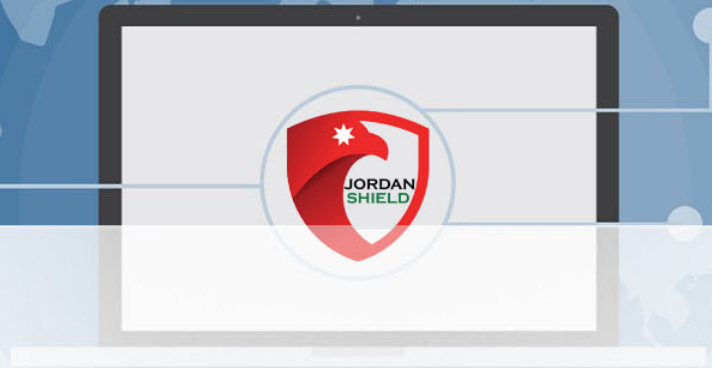
Encoding



Encoding : Encoding is the process of **converting** data from one to another.

Examples : **Base64** , **URL** , **HTML** , **Octal** , **ASCII** , **HEX** , **rot13** etc...

Encrypting



Encryption Types :

Symmetric Encryption

- **Same** Key E&D

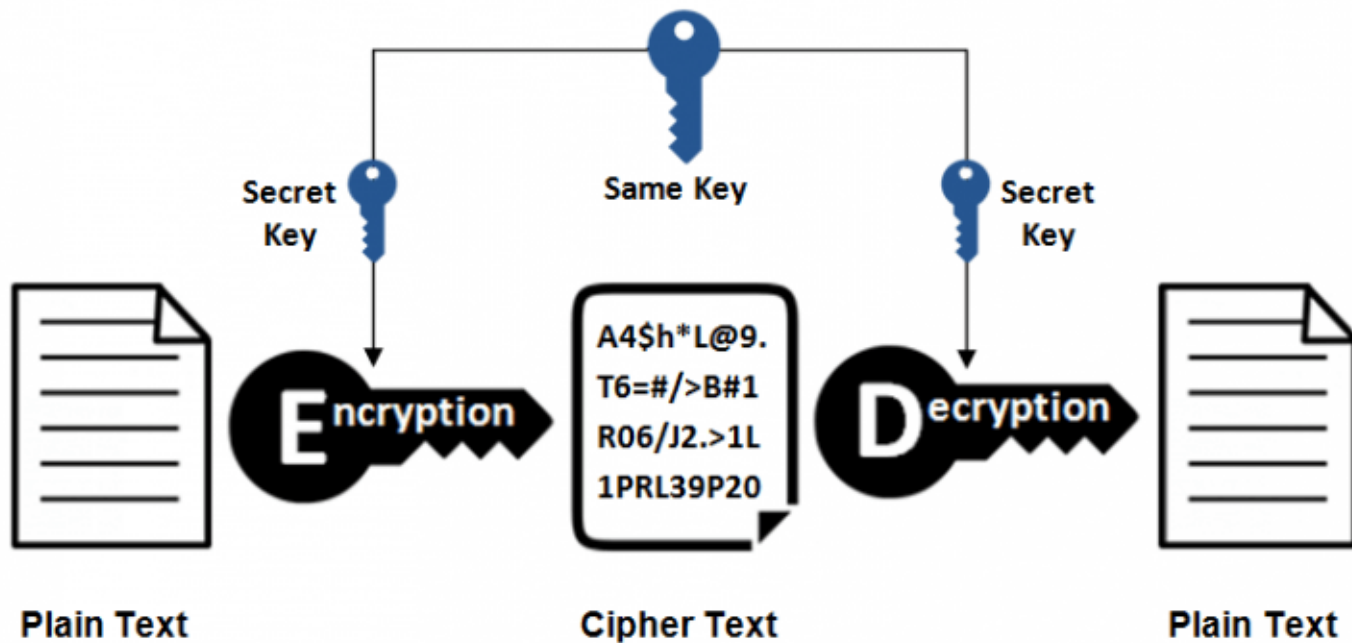
Asymmetric Encryption

- **Deferent** Key E&D

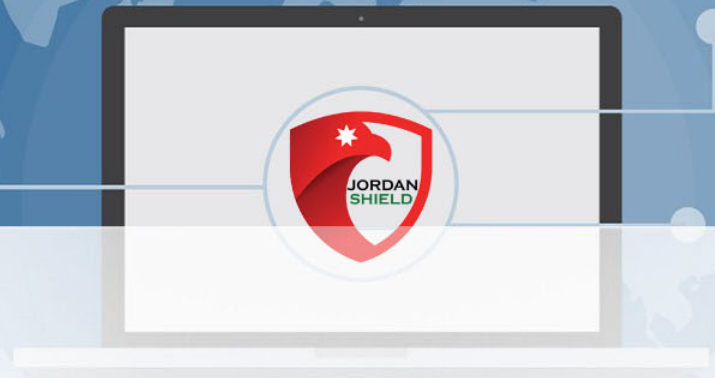
Encrypting



Symmetric Encryption



Encrypting



Encrypting



➤ Symmetric Encryption



➤ Asymmetric Encryption



Encrypting

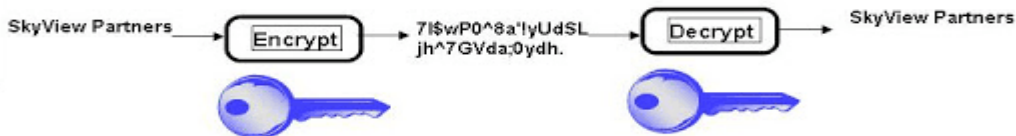


Types of Encryption

DES
TripleDES
AES
RC5

Symmetric Keys

- Encryption and decryption use the **same key**.



RSA
Elliptic
Curve

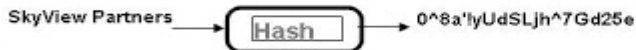
Asymmetric keys

- Encryption and decryption use different keys, a **public key** and a **private key**.

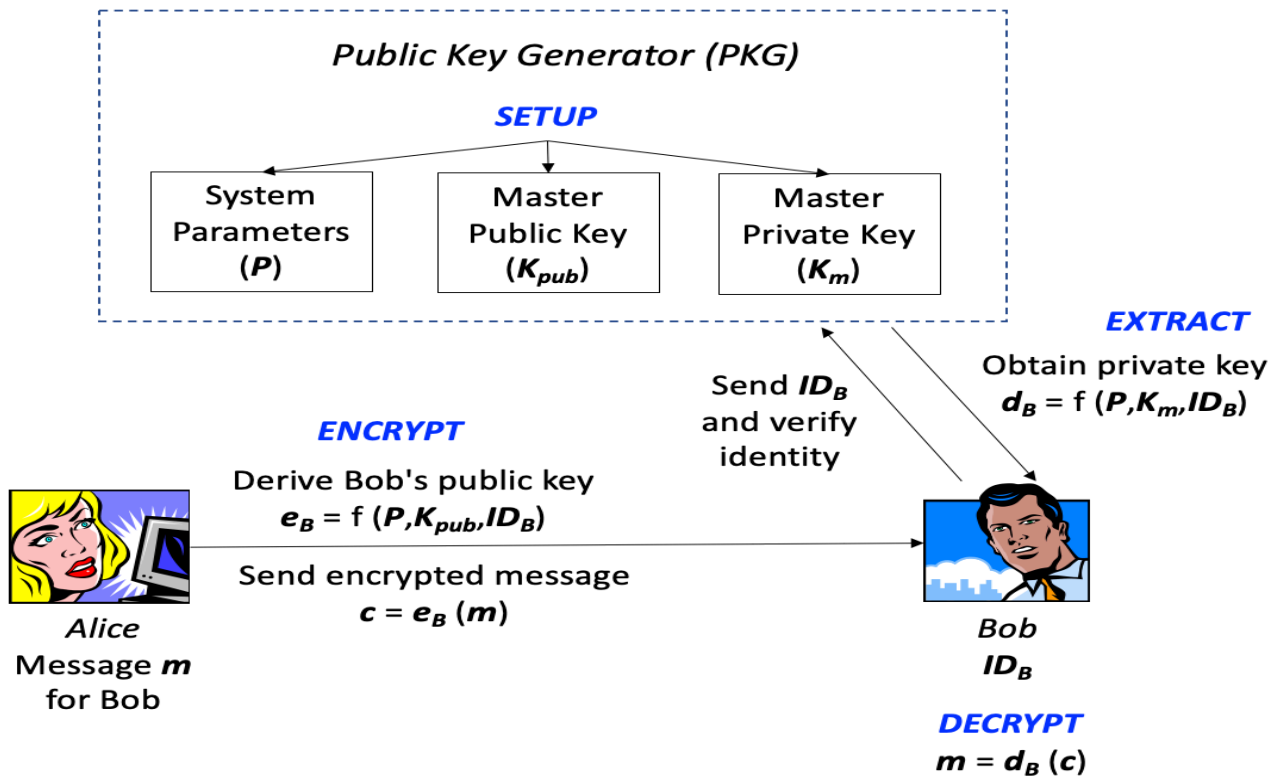
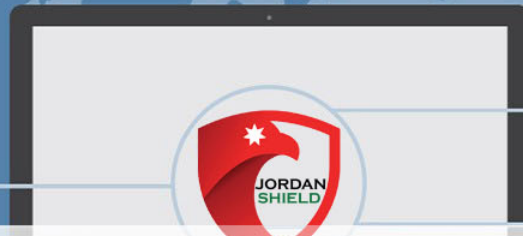


MD5
SHA-1

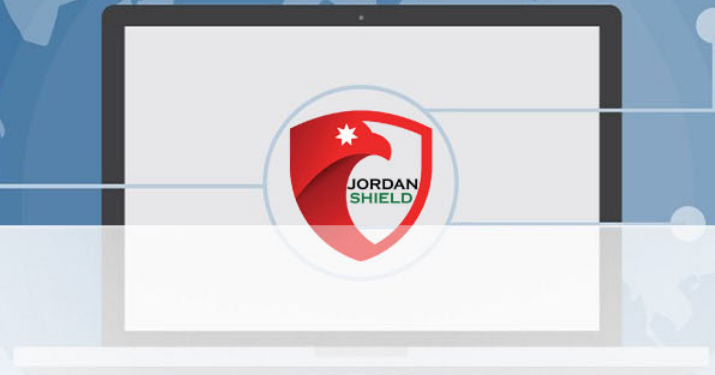
One-way hash



Encrypting



HTTP n HTTPS



HTTP : Hyper Text Transfer Protocol

HTTPS : Hyper Text Transfer Protocol Secure

SSL : **Secure Sockets Layer**

HTTP n HTTPS



Helen

HTTP

<http://www.example.com>

password: abc123



Without password encryption

Hacker see "abc123"



Carol

HTTPS

<https://www.example.com>

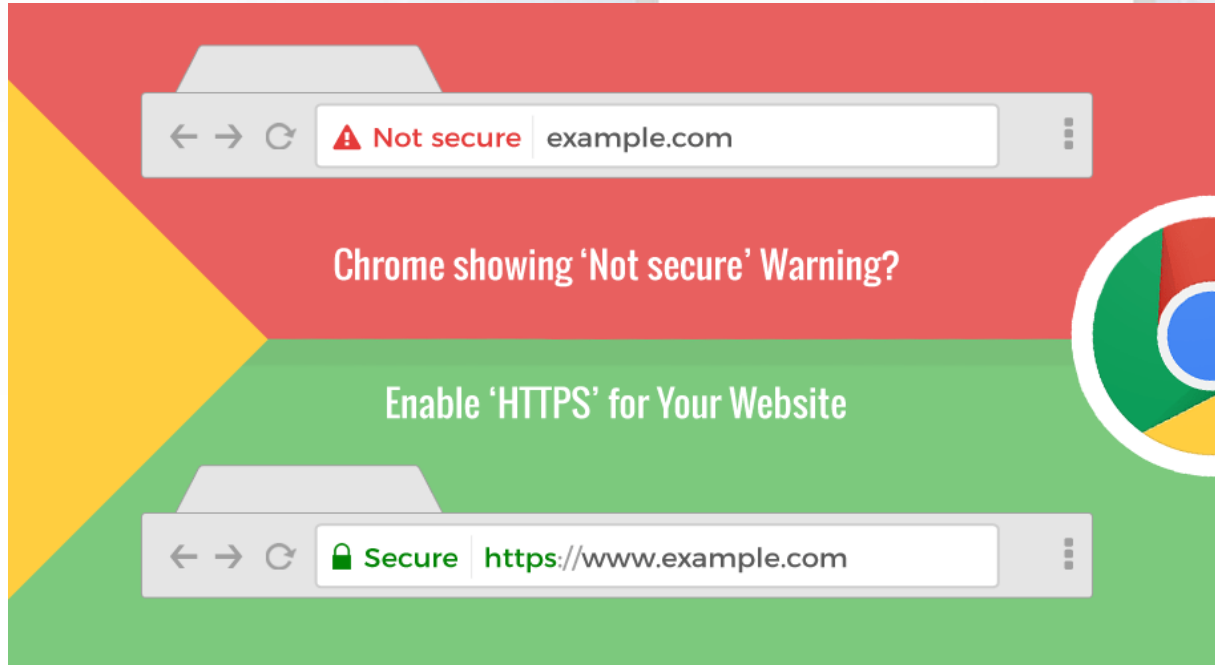
password: abc123



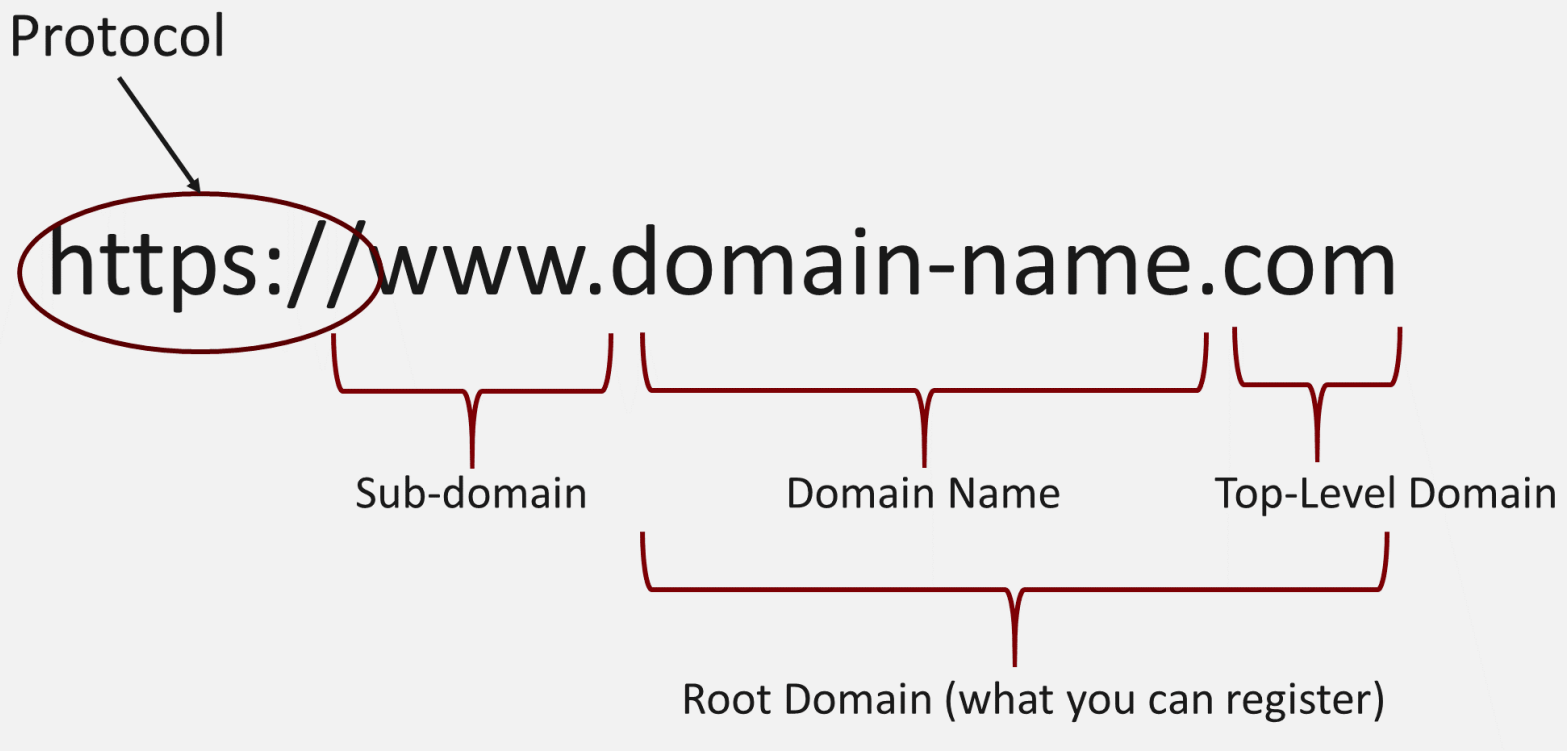
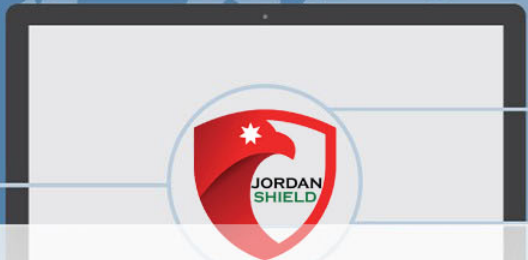
With password encryption

Hacker see "xyaerXzabc"

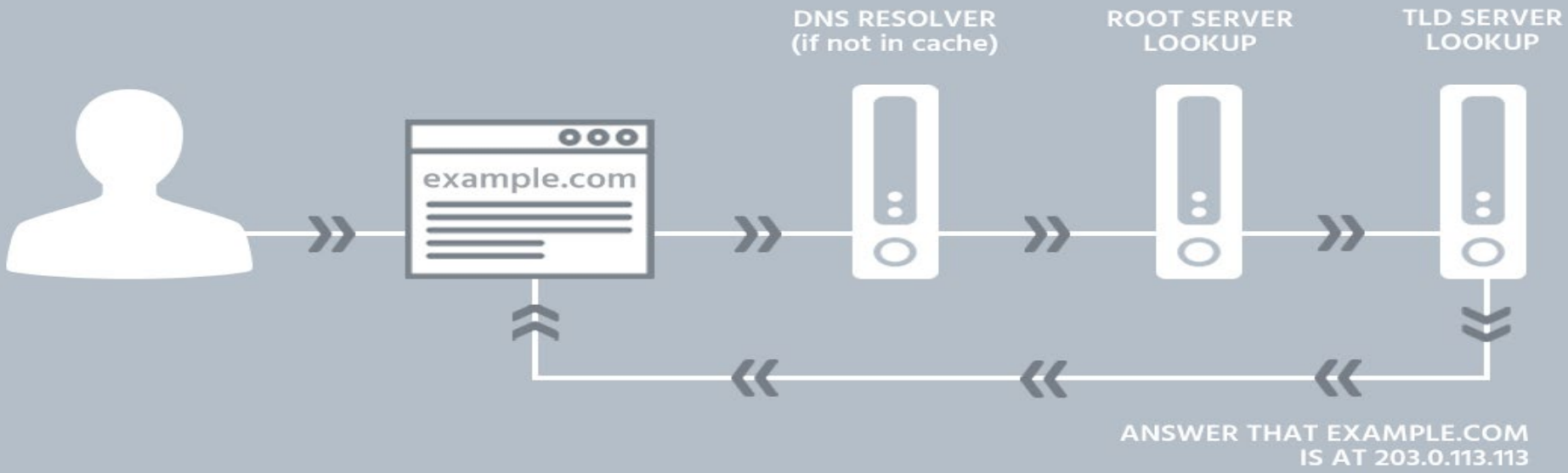
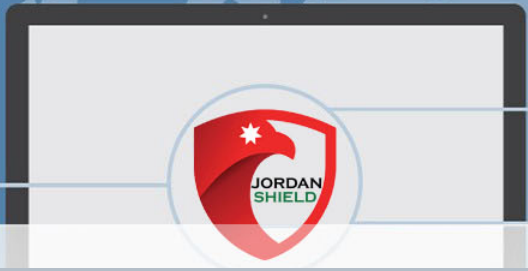
HTTP n HTTPS



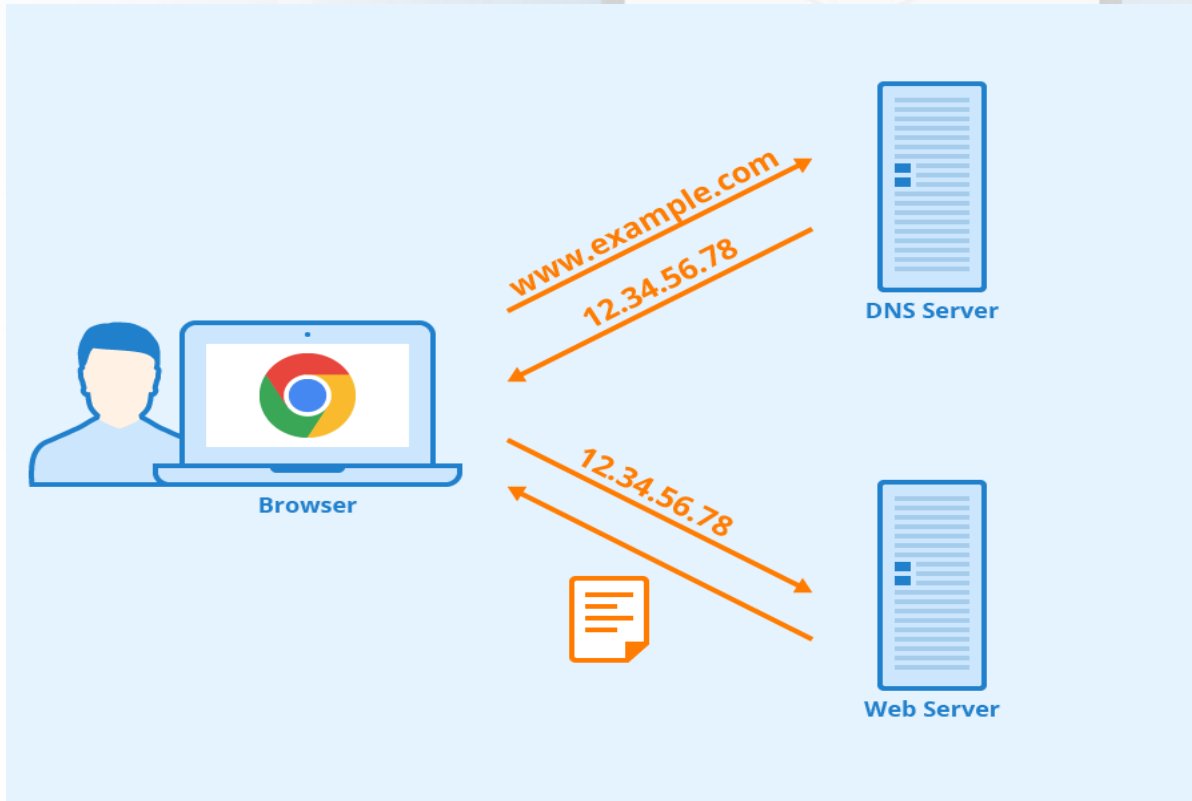
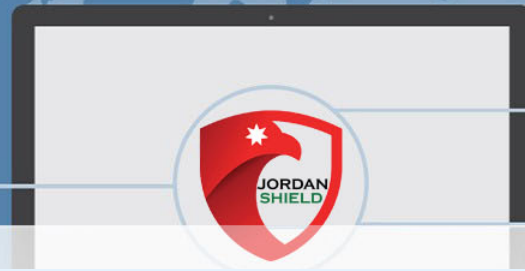
Domain



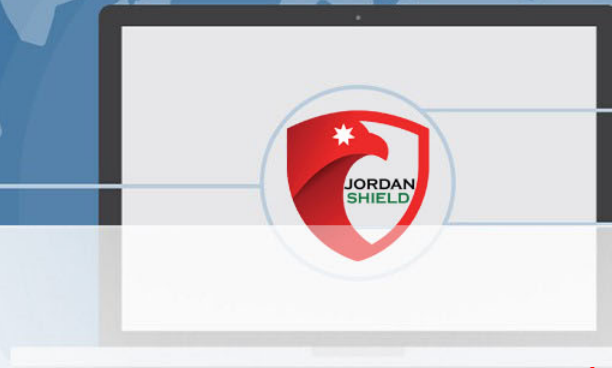
DNS



DNS



IP Address



IP Address : Internet Protocol Address

Size : 32 bit OR 4 byte

All Range : $2^{32} = 4,294,967,296$ Addresses

1 Byte = 8 bits

1 KB = 1024 Byte

1 MB = 1024 KB

1 GB = 1024 MB

IPv4 :

8 Bit

8 Bit

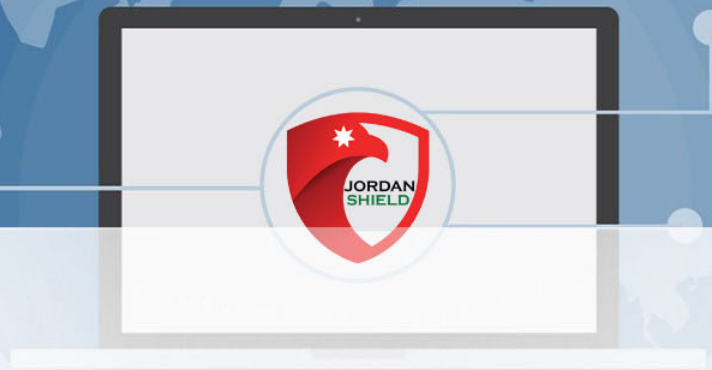
8 Bit

8 Bit

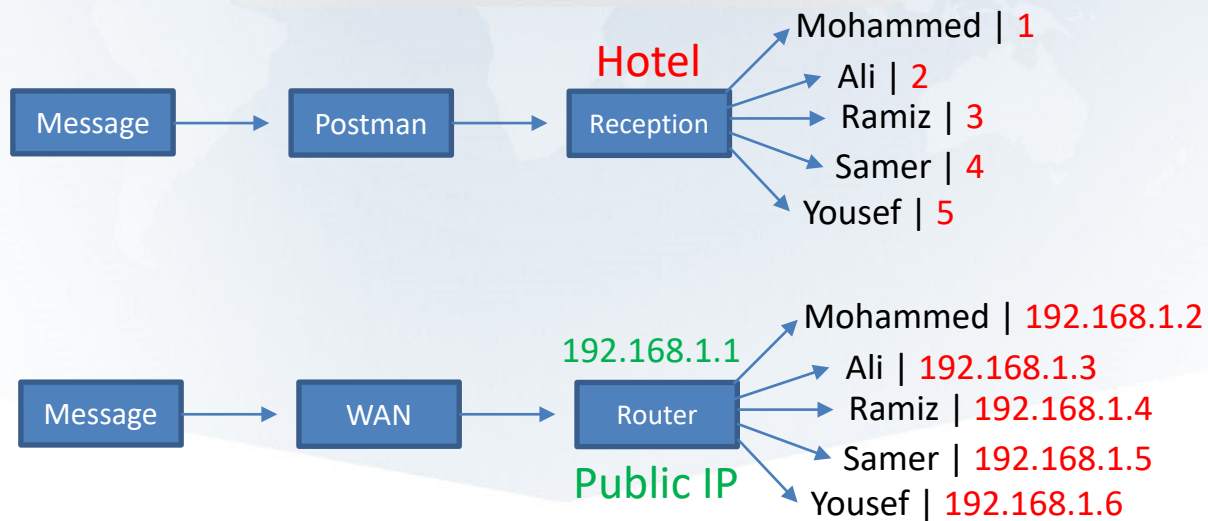
214.67.34.129

2^7	2^6	2^5	2^4	2^3	2^2	2^1	2^0
128	64	32	16	8	4	2	1
1	1	0	1	0	1	1	0

NAT

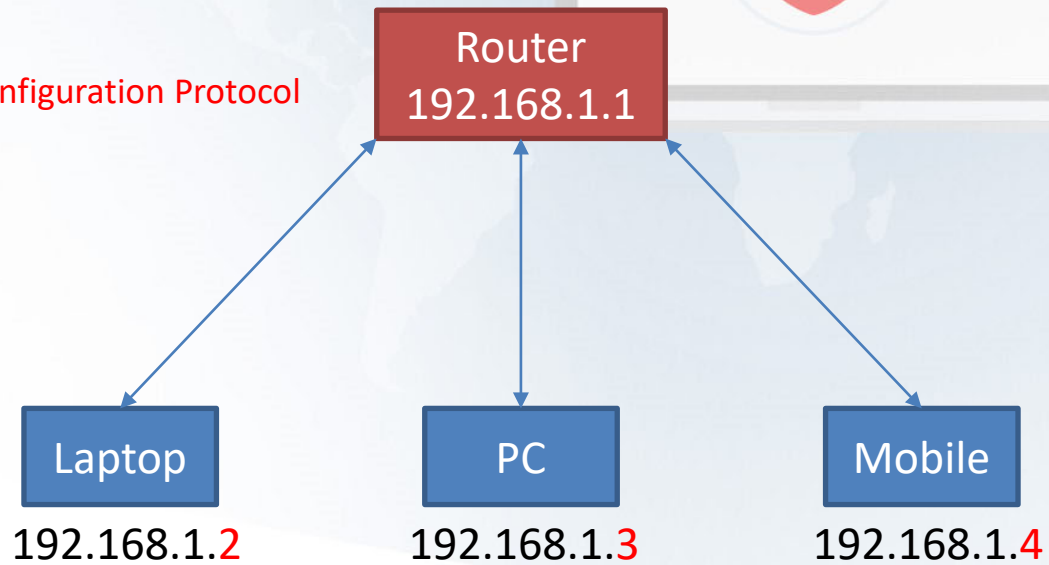


NAT : Network Address Translation



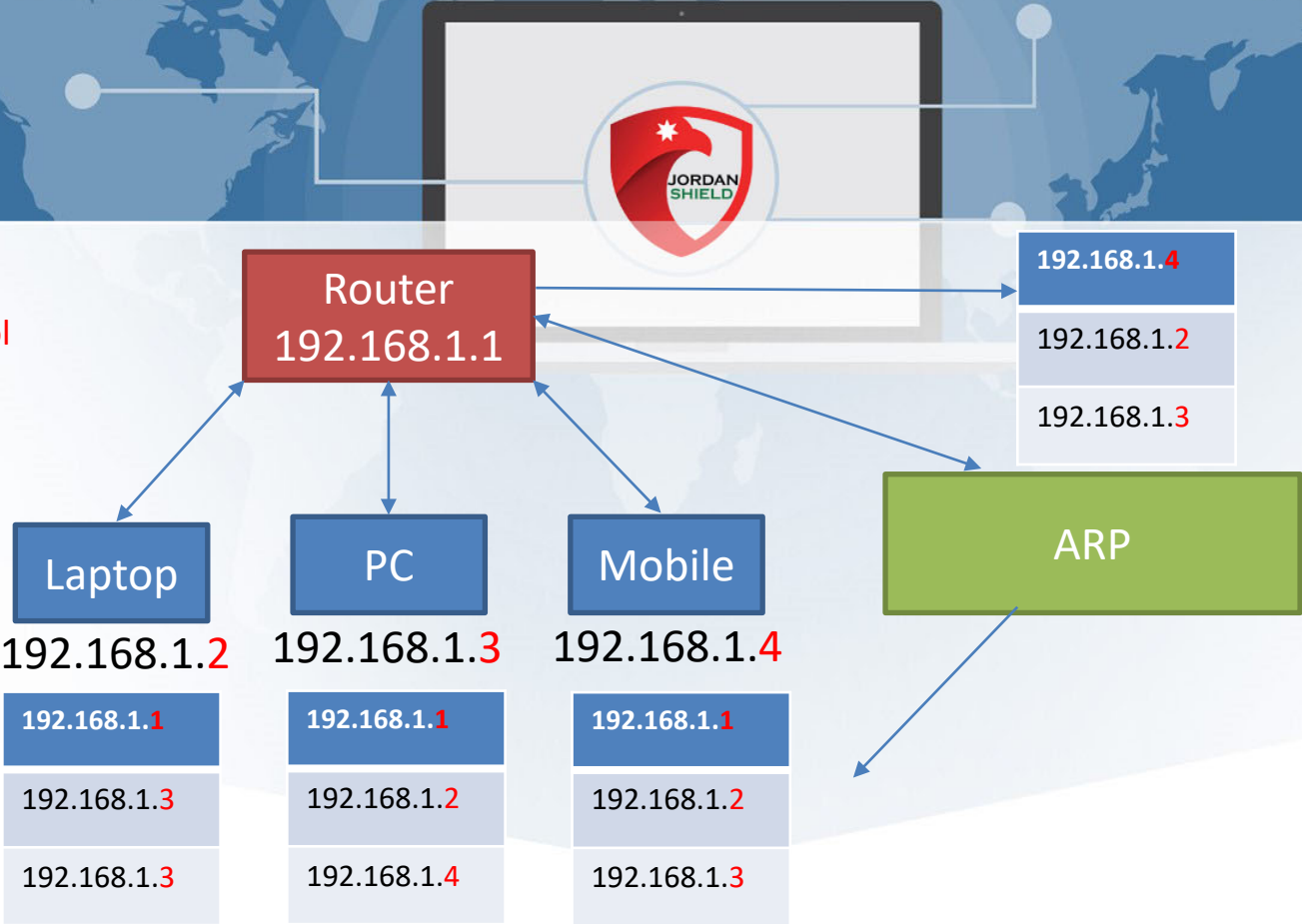
DHCP

DHCP : Dynamic Host Configuration Protocol

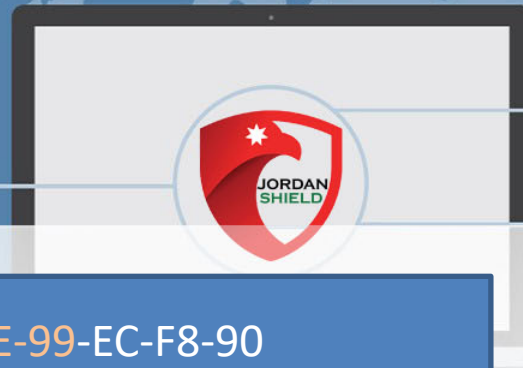


ARP

ARP : Address Resolution Protocol



MAC Address



MAC : Media Access Control

B4-2E-99-EC-F8-90

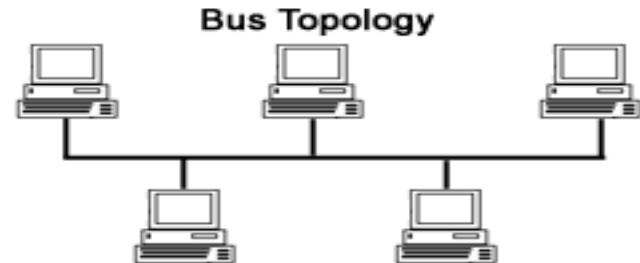
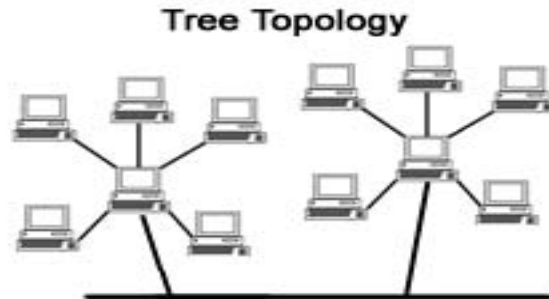
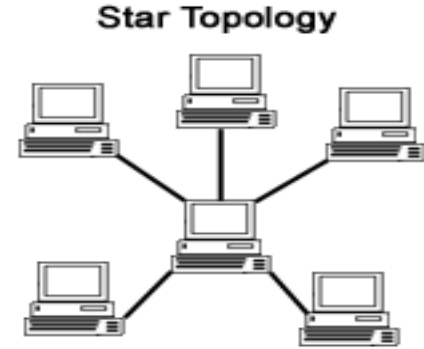
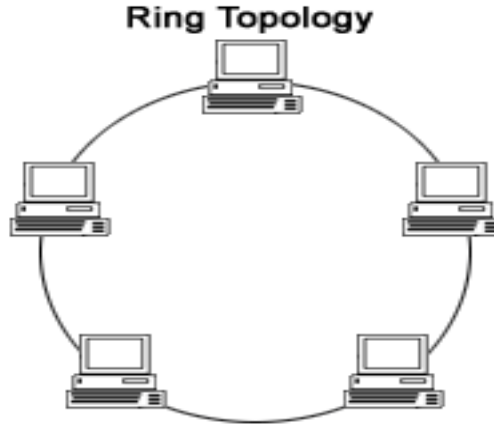
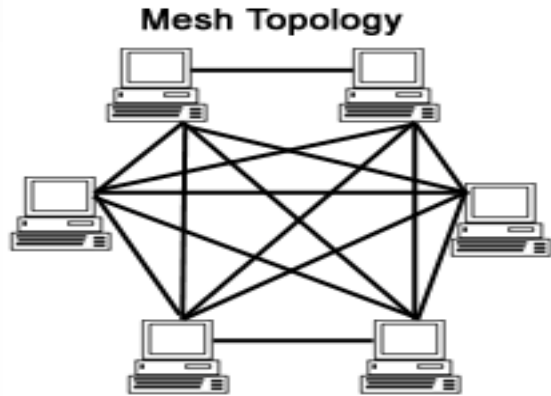
0 1 2 3 4 5 6
7 8 9 A B C D E F

Counter :

00-00-00-00-00-00

FF-FF-FF-FF-FF-FF

Network Topology



Network Types



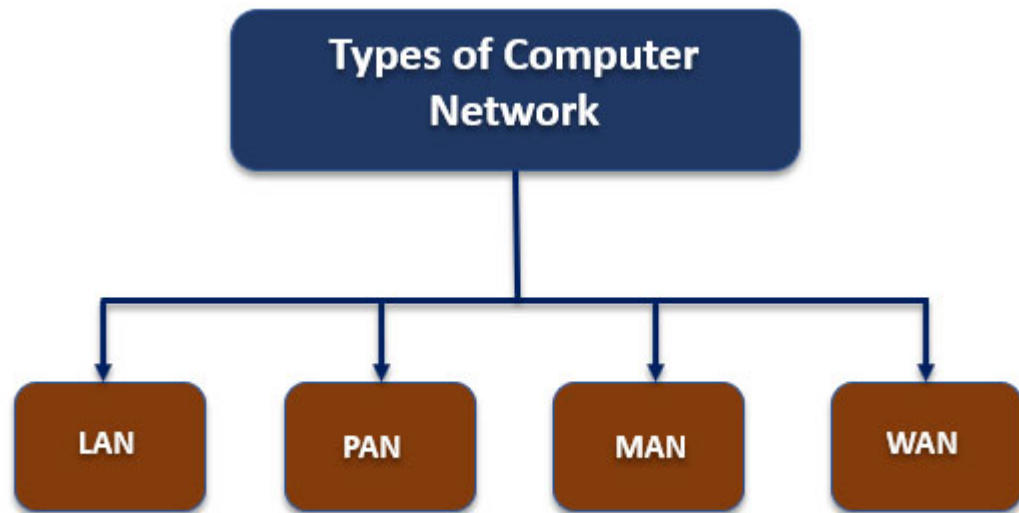
LAN : Local Area Network

PAN : Personal Area Network

MAN : Metropolitan Area Network

WAN : Wide Area Network

WLAN : Wireless Local Area Network

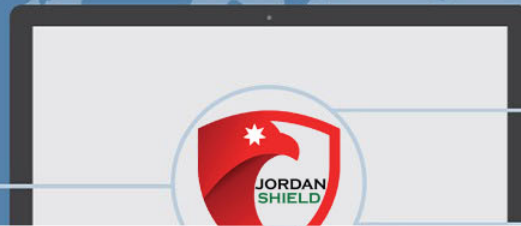


Network Types



Types of Computer Networks





7 Layers of the OSI Model

Application

- End User layer
- HTTP, FTP, IRC, SSH, DNS

Presentation

- Syntax layer
- SSL, SSH, IMAP, FTP, MPEG, JPEG

Session

- Synch & send to port
- API's, Sockets, WinSock

Transport

- End-to-end connections
- TCP, UDP

Network

- Packets
- IP, ICMP, IPSec, IGMP

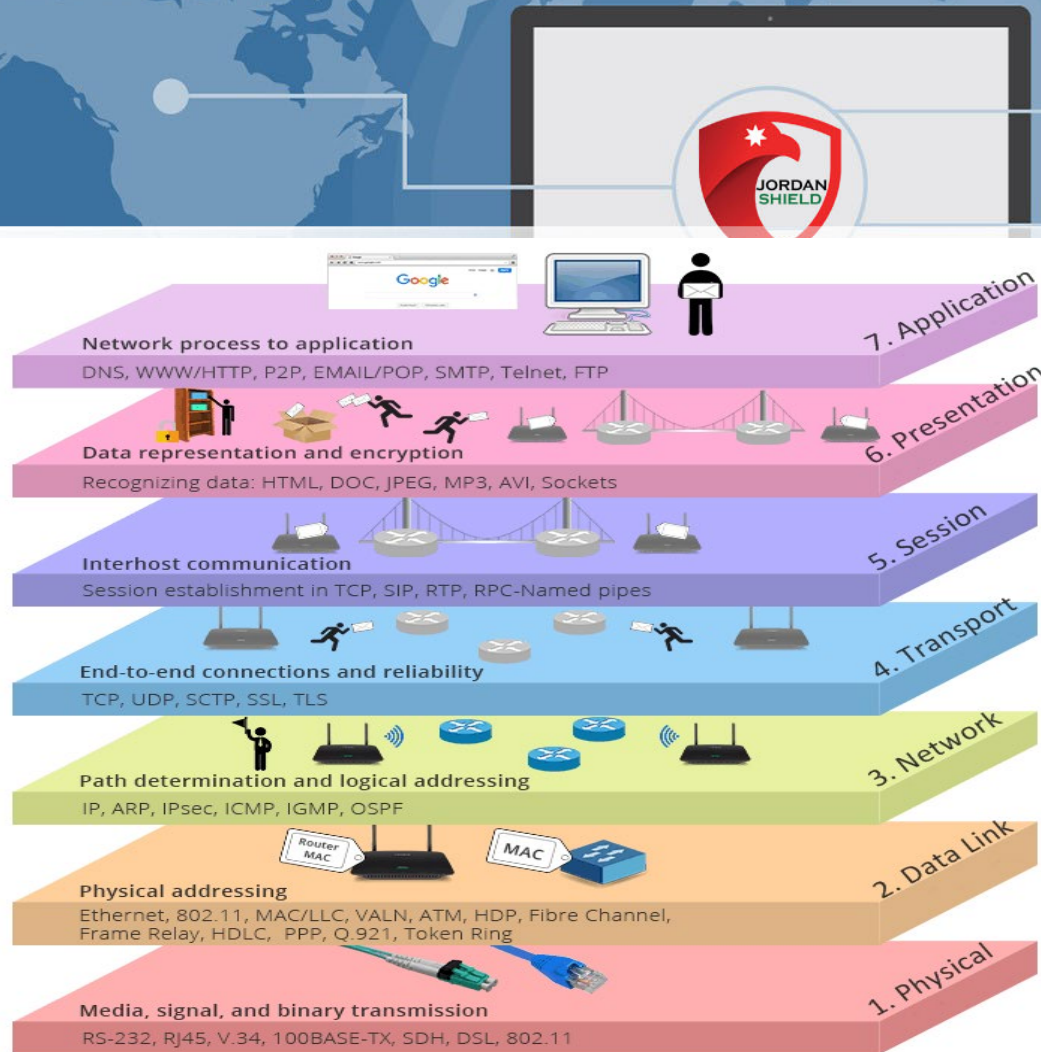
Data Link

- Frames
- Ethernet, PPP, Switch, Bridge

Physical

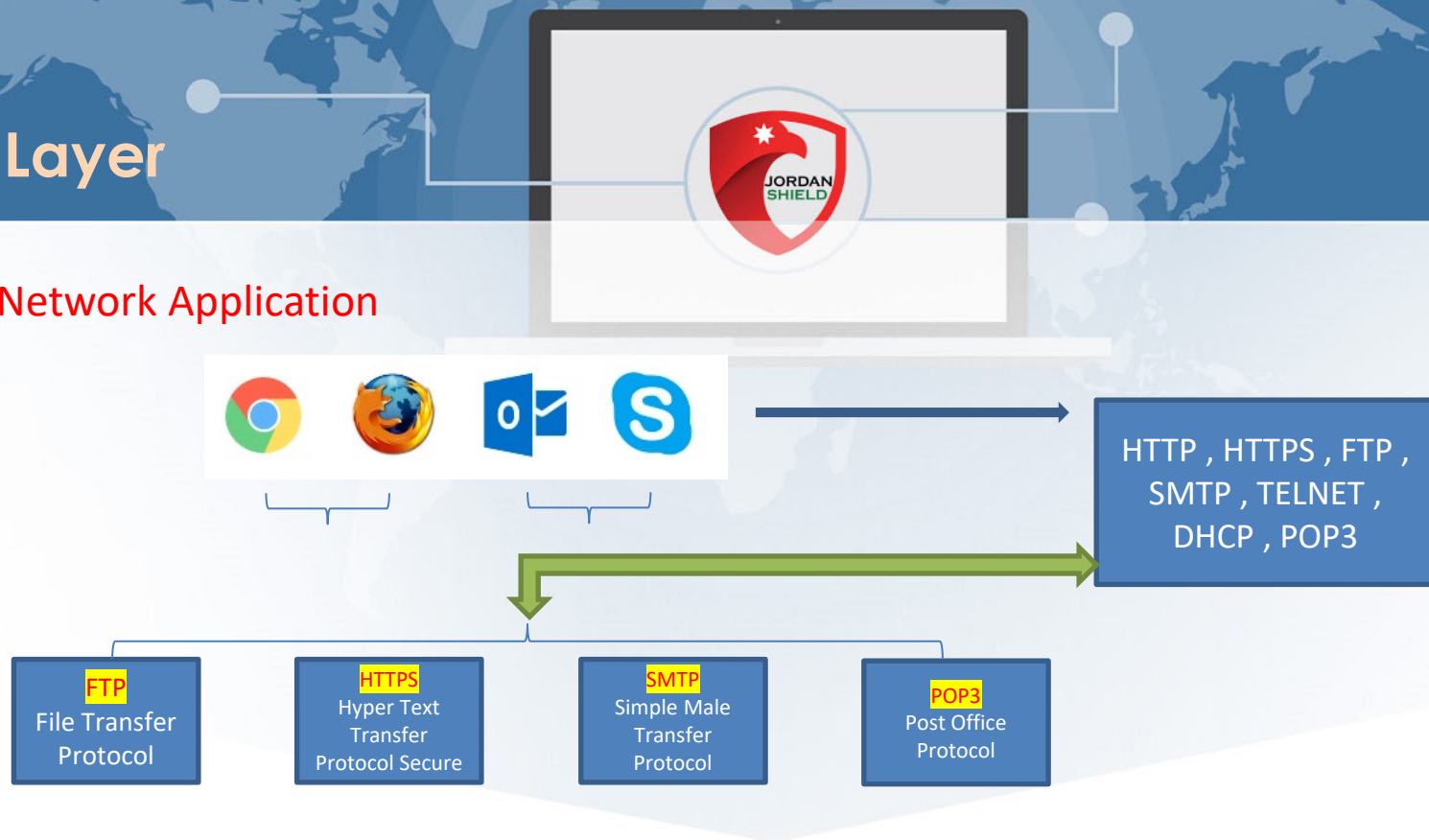
- Physical structure
- Coax, Fiber, Wireless, Hubs, Repeaters

OSI Model

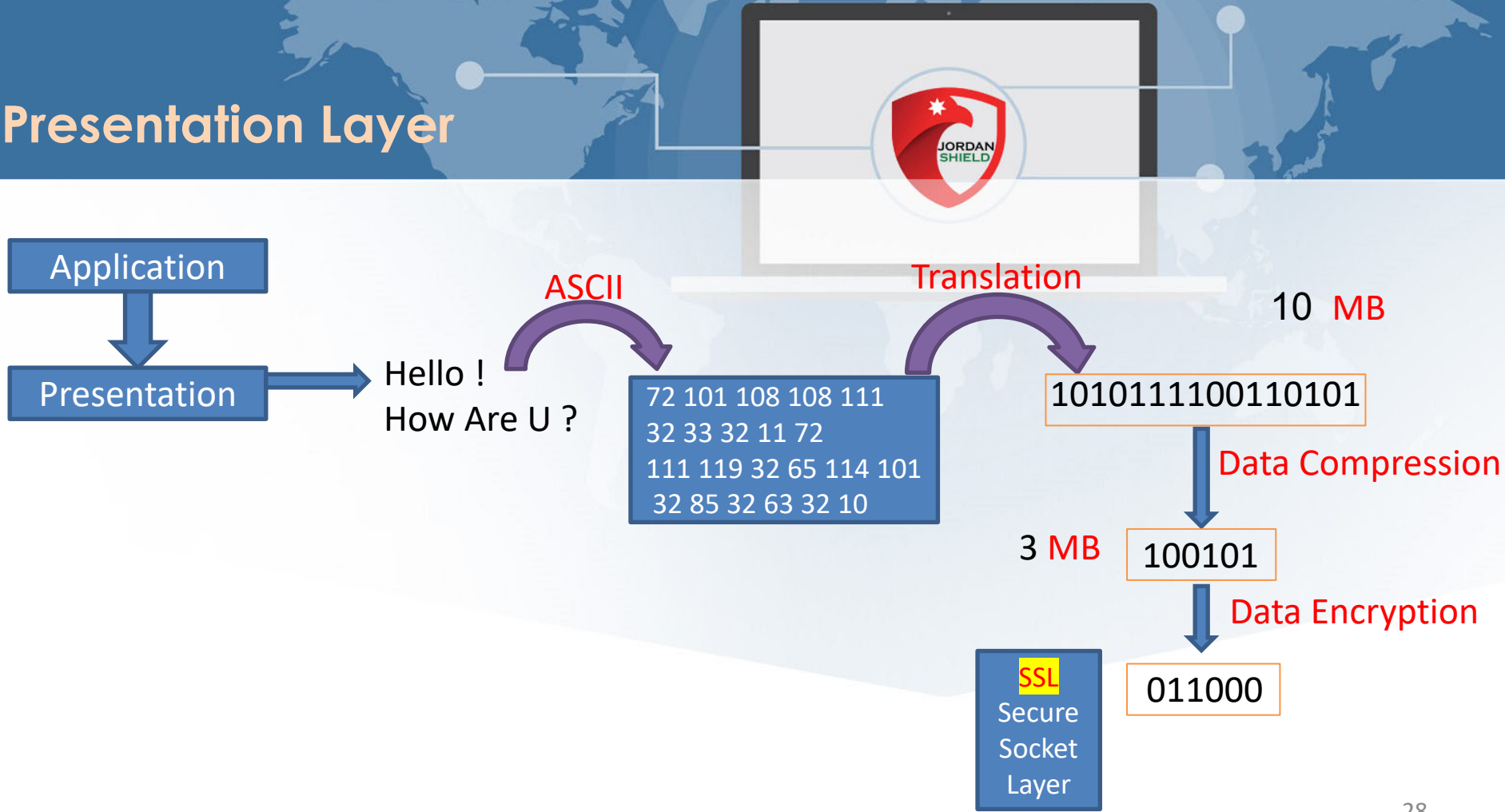


Application Layer

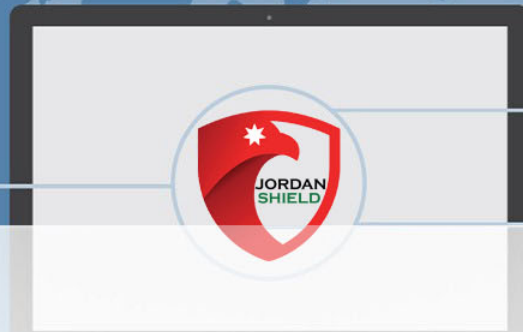
Application Layer : Network Application



Presentation Layer



Session Layer



Application

Presentation

Session

Computer

Server

Authentication

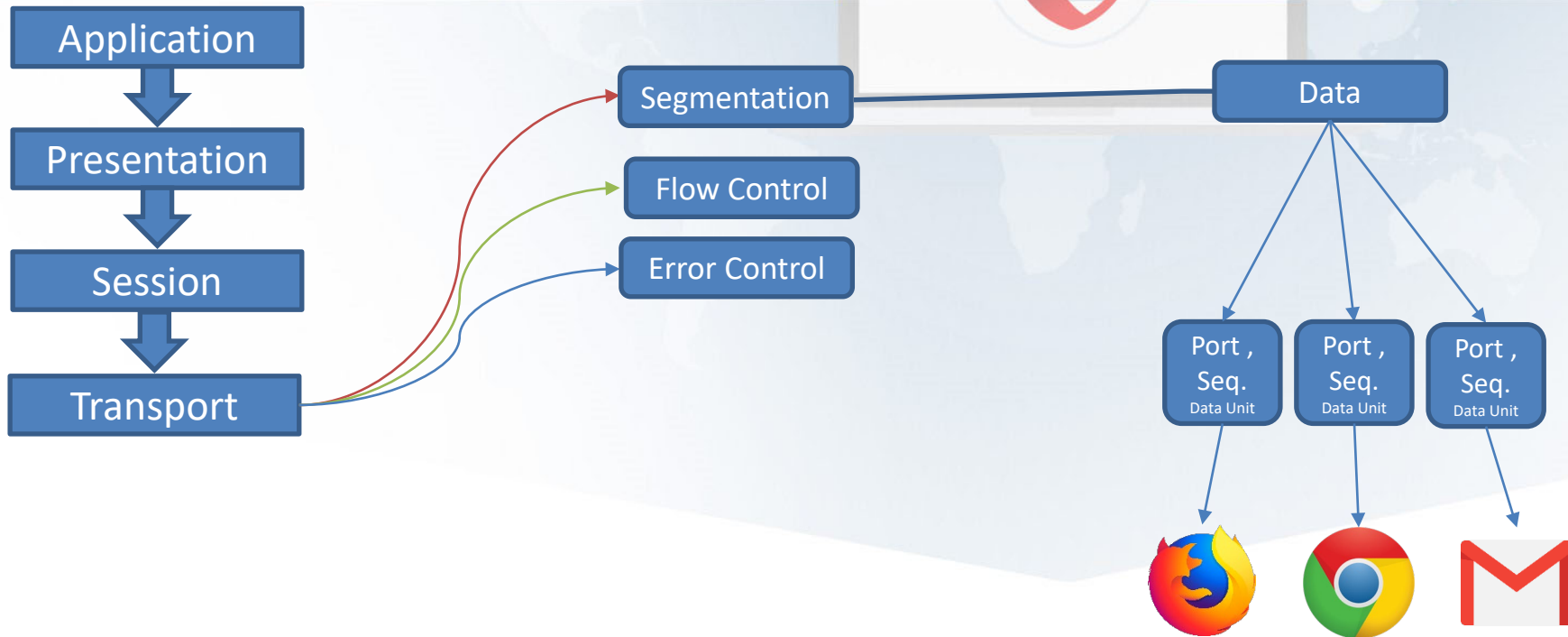
Who Are U ?

Authorization

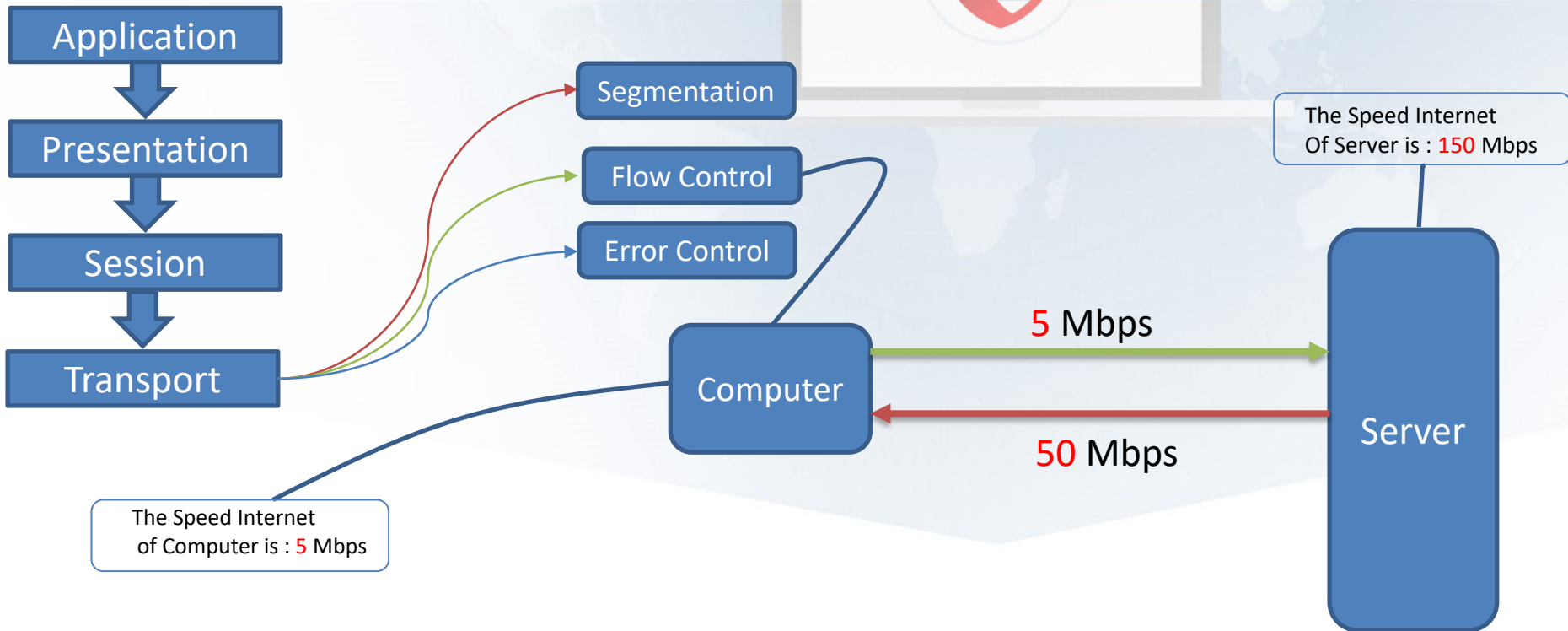
You don't have
A permission to
access this page

Tracking
Downloading files.

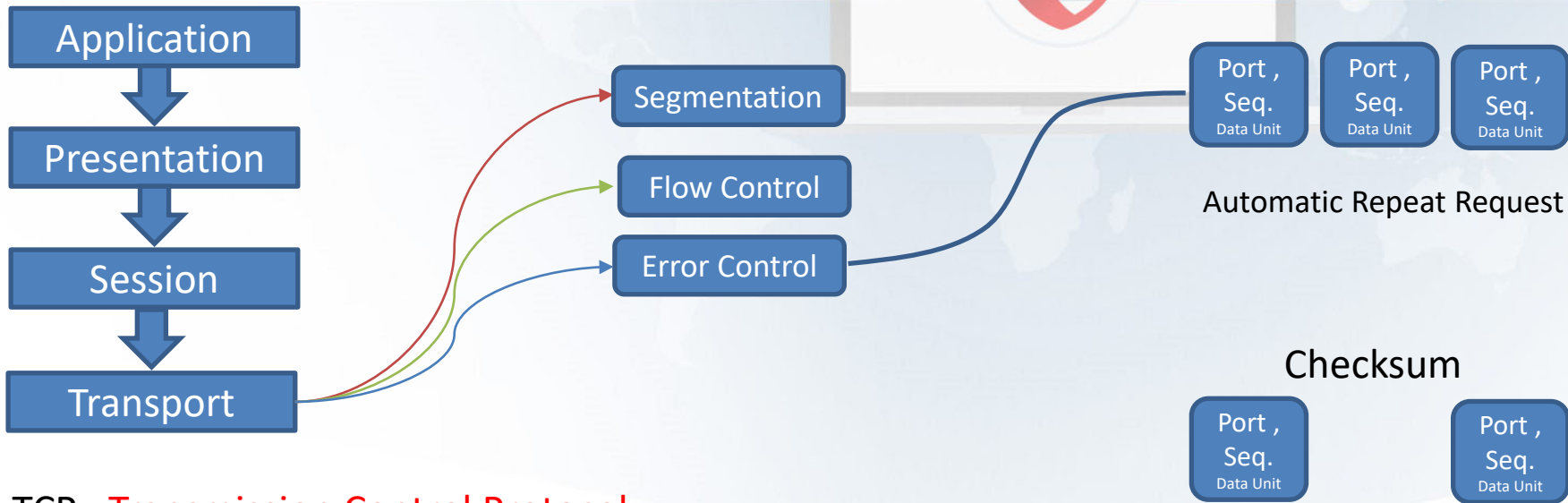
Transport Layer



Transport Layer



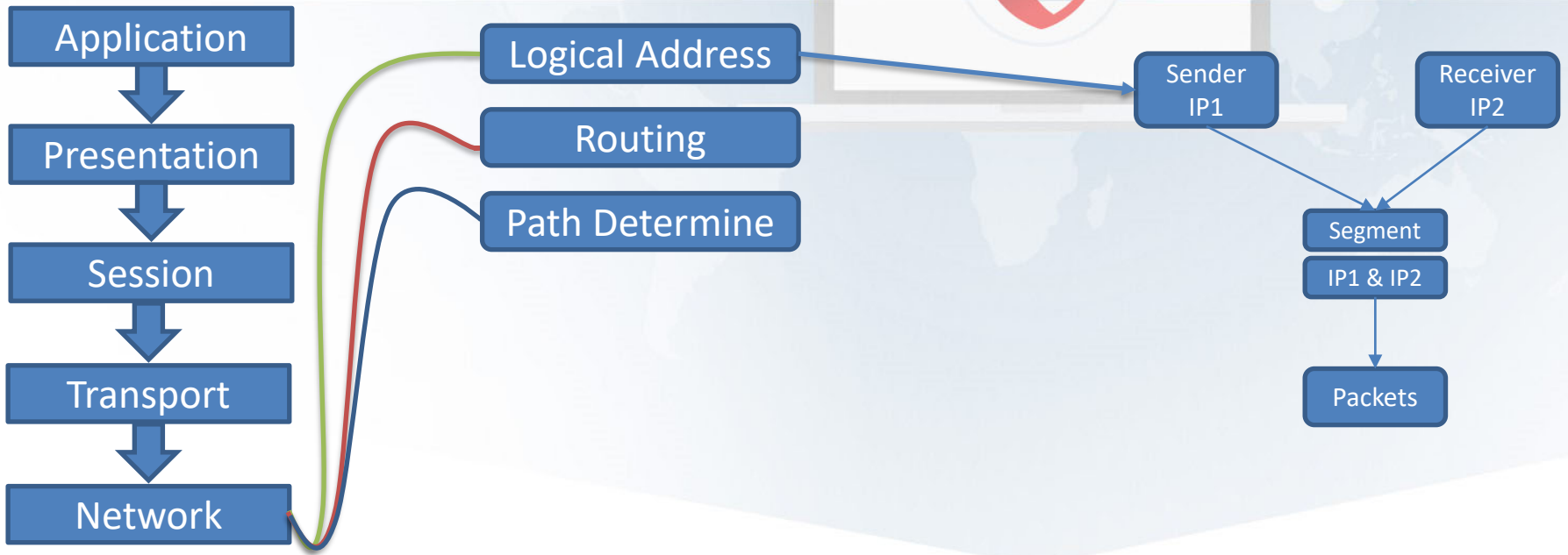
Transport Layer



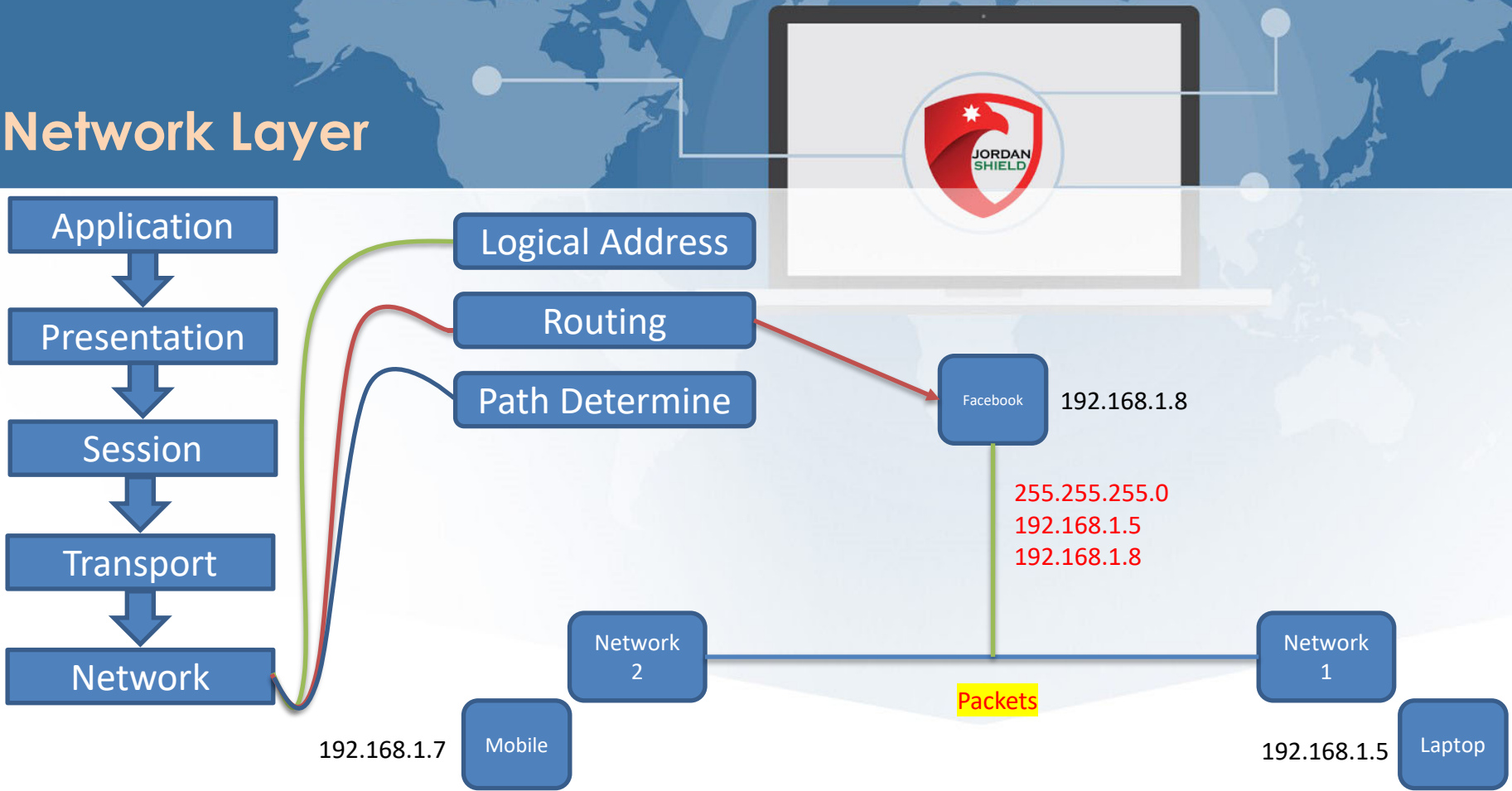
TCP : **Transmission Control Protocol**

UDP : **User Datagram Protocol**

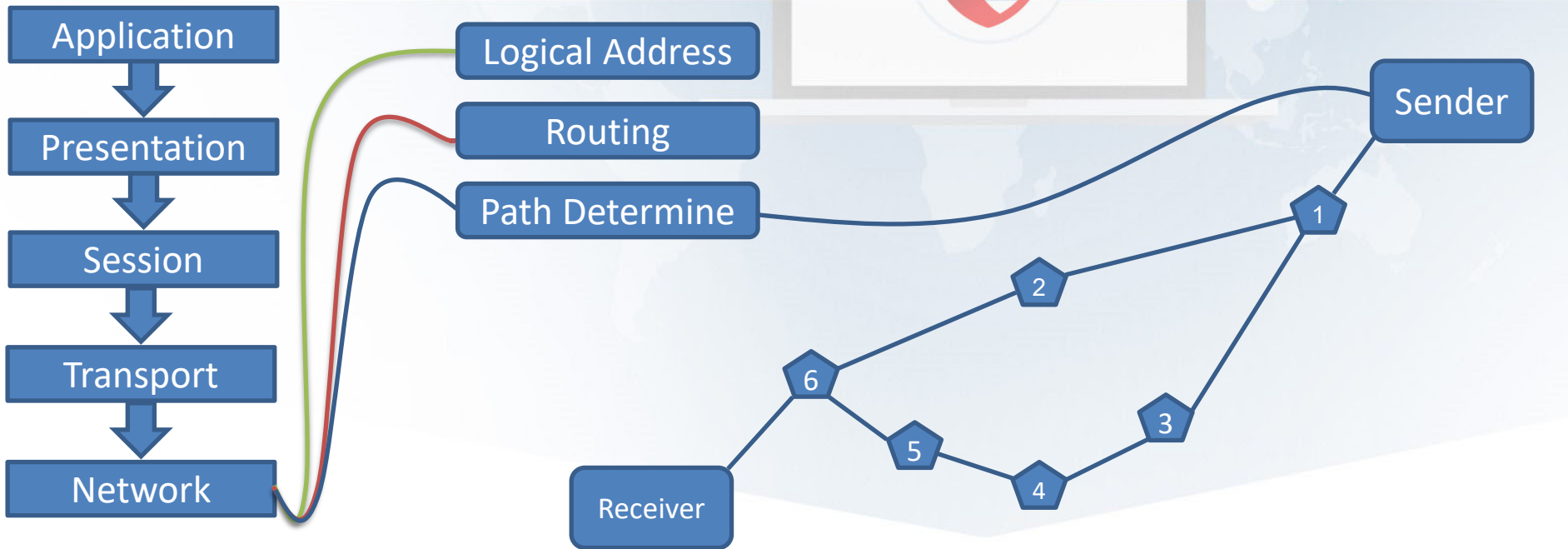
Network Layer



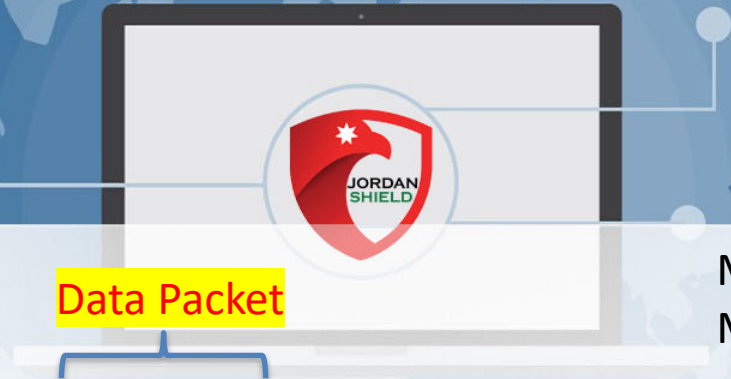
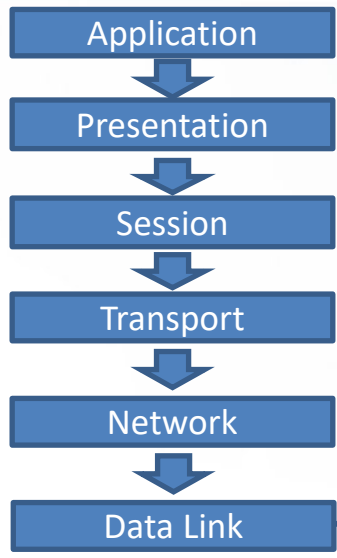
Network Layer



Network Types

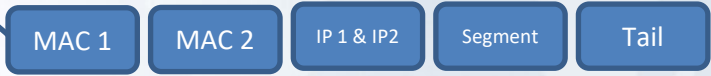


Data Link



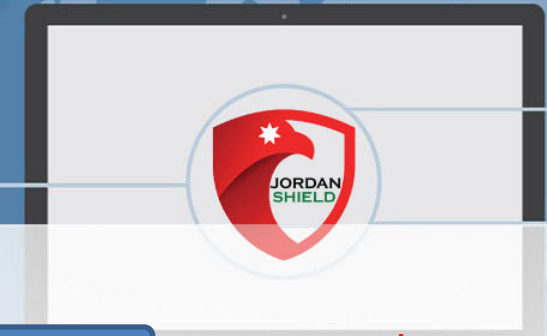
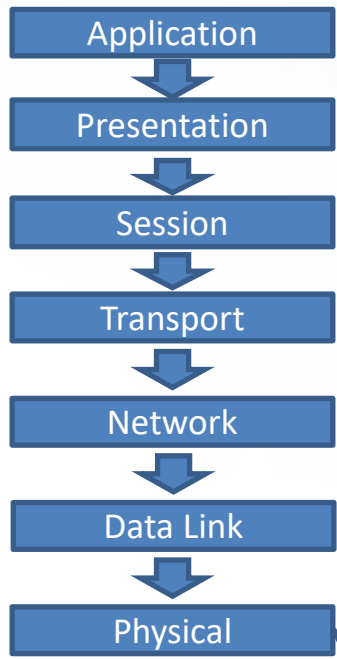
Data Packet

MAC 1 : Sender
MAC 2 : Receiver



Frame

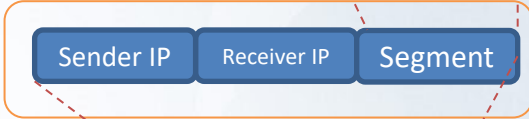
Physical



Hi !

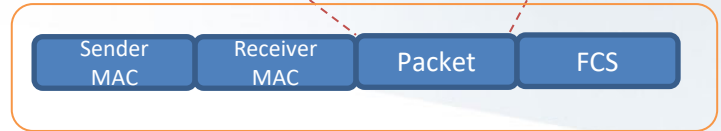
Transport Layer

Packet



Network Layer

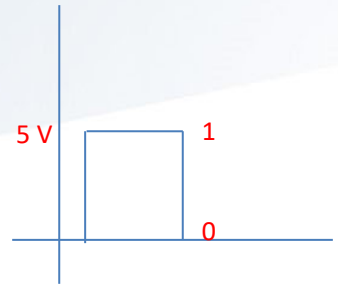
Frame



Data Link Layer

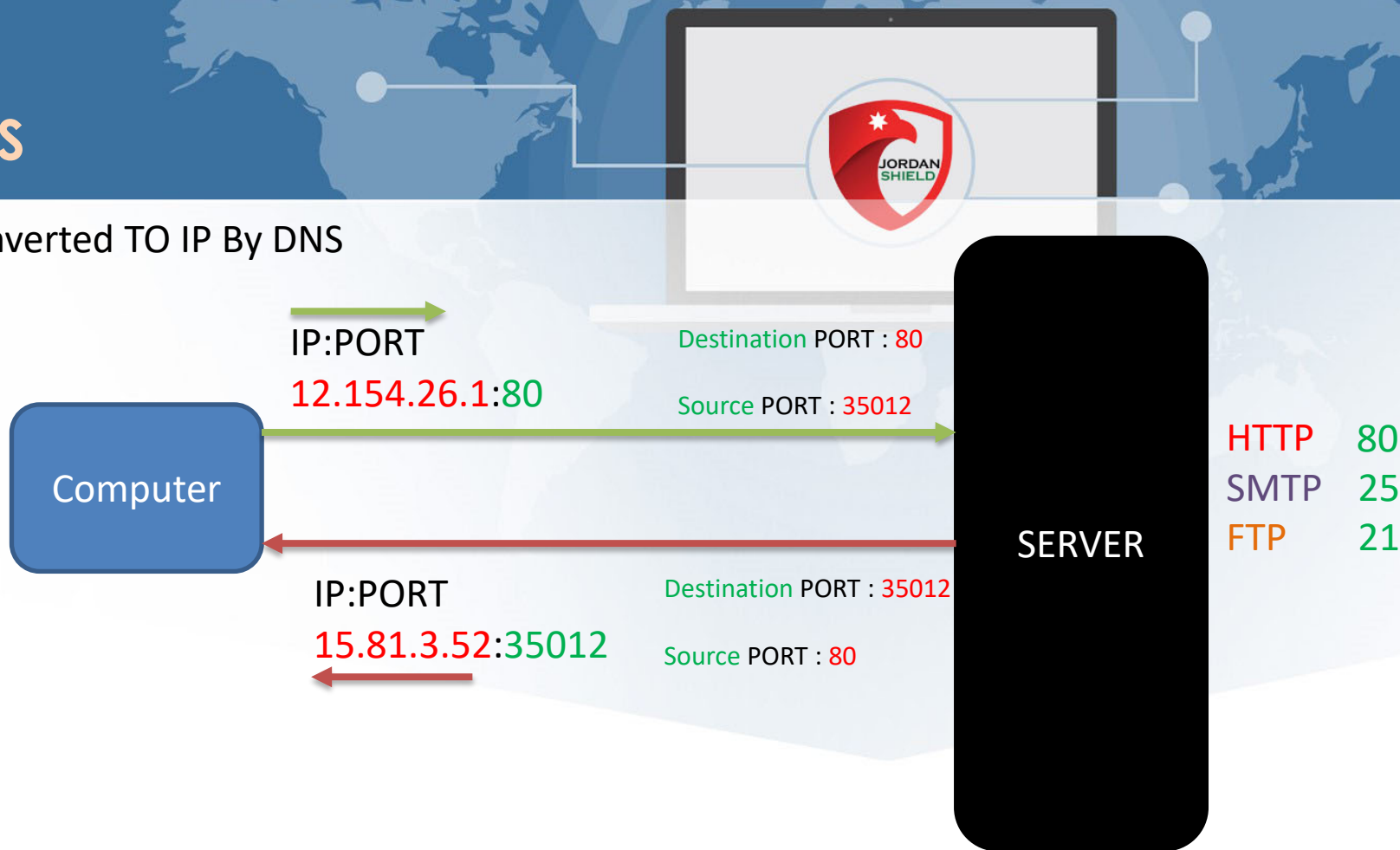
Frame Like : 10111001100110011111001010

Physical Convert it to : Electric Signal



PORTS

URL Converted TO IP By DNS



PORTS



Most Ports Must Be Known

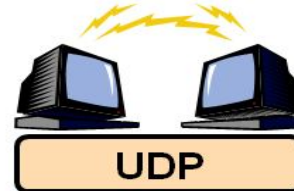
Protocol	NAME	TYPE	PORT
DNS	Domain Name System	TCP/UDP	53
SMTP	Simple Main Transfer Protocol	TCP	25
HTTP	Hyper Text Transfer Protocol	TCP	80
HTTPS	Hyper Text Transfer Protocol Secure	TCP	443
FTP Control	File Transfer Protocol Control	TCP	21
FTP Data	File Transfer Protocol Data	TCP	20
SMB	Server Message Block	TCP	445
DHCP	Dynamic Host Configuration Protocol	TCP	67,68
SSH	Secure Shell	TCP	22
TELNET	Telnet	TCP	23
POP3	Post Office Protocol 3	TCP	110
SNMP	Simple Network Management Protocol	UDP	161

TCP vs UDP



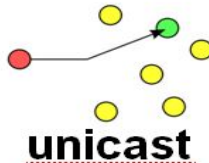
TCP

- **Slower but reliable transfers**
- **Typical applications:**
 - Email
 - Web browsing

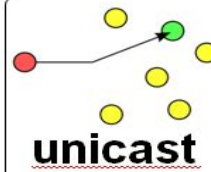


UDP

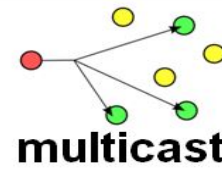
- **Fast but non-guaranteed transfers ("best effort")**
- **Typical applications:**
 - VoIP
 - Music streaming



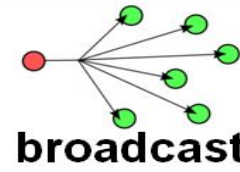
unicast



unicast



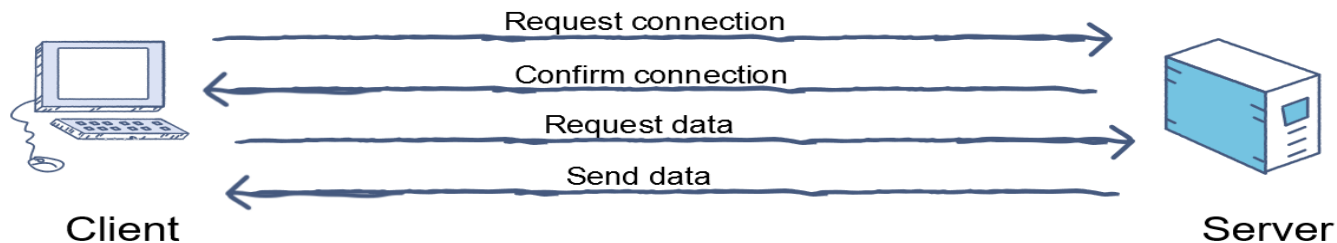
multicast



broadcast

TCP vs UDP

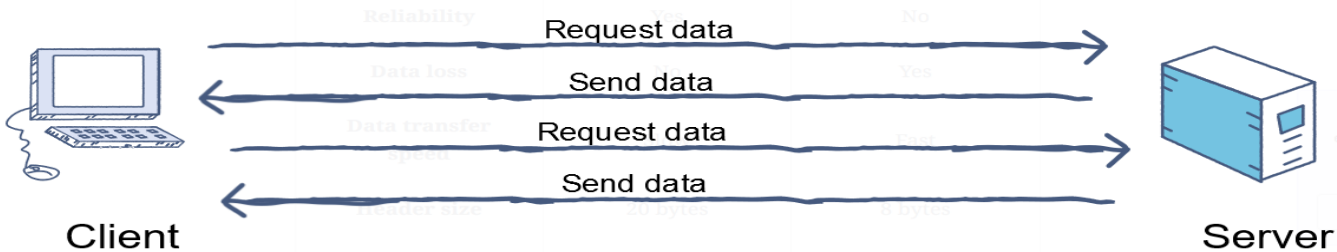
TCP



Feature by feature comparison

The following table compares TCP and UDP in terms of specific features.

UDP



TCP vs UDP



Feature	TCP	UDP
Reliability	Yes	No
Data loss	No	Yes
Data transfer speed	Slow	Fast
Header size	20 bytes	8 bytes
Error checking	Yes	Yes
Error recovery	Yes	No
Flow control	Yes	No

Repeater

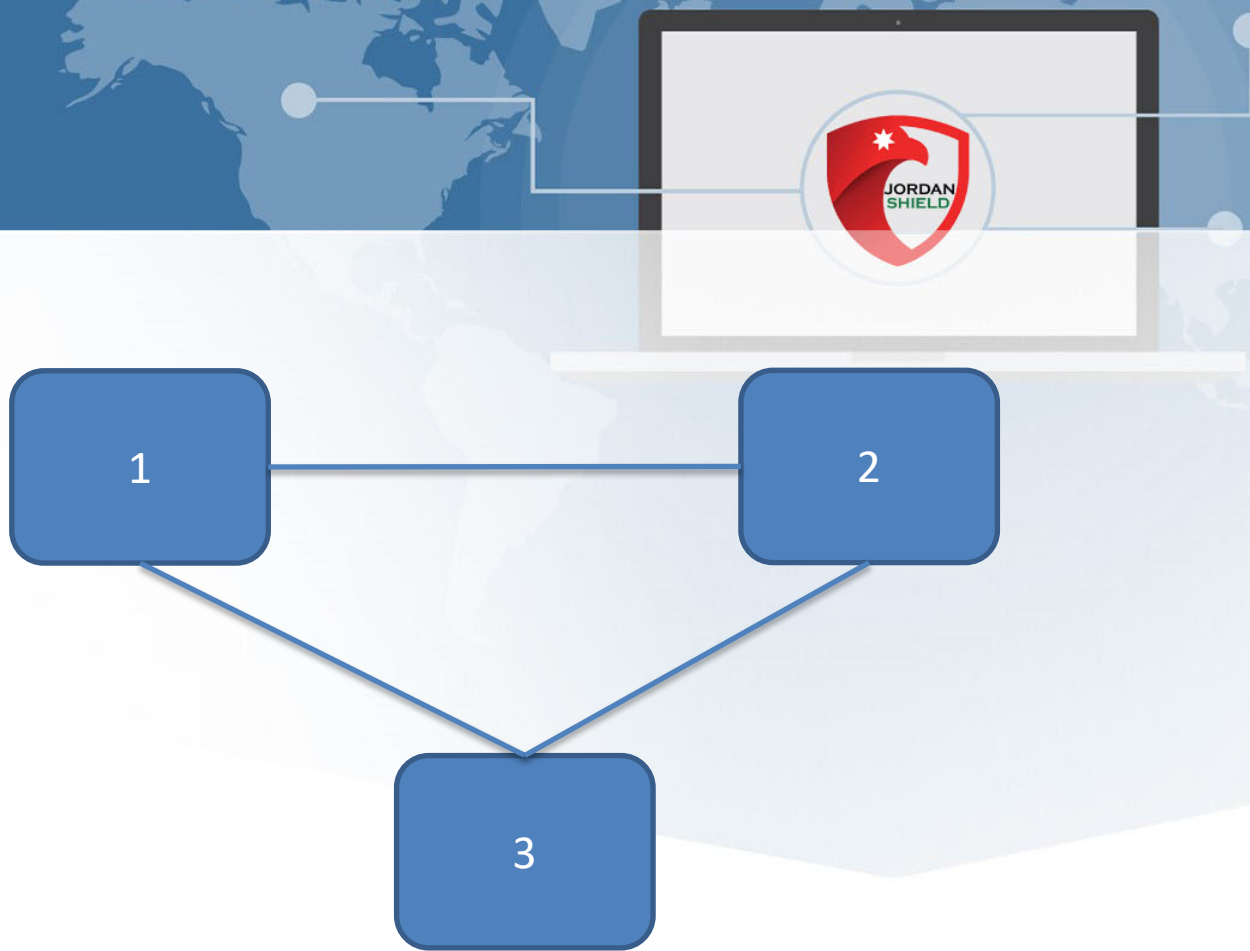
Repeater : Regenerate incoming electrical signal
In physical devices [Ethernet , WIFI] .

We use repeater in distance limitation in LAN.



WIFI-Repeater

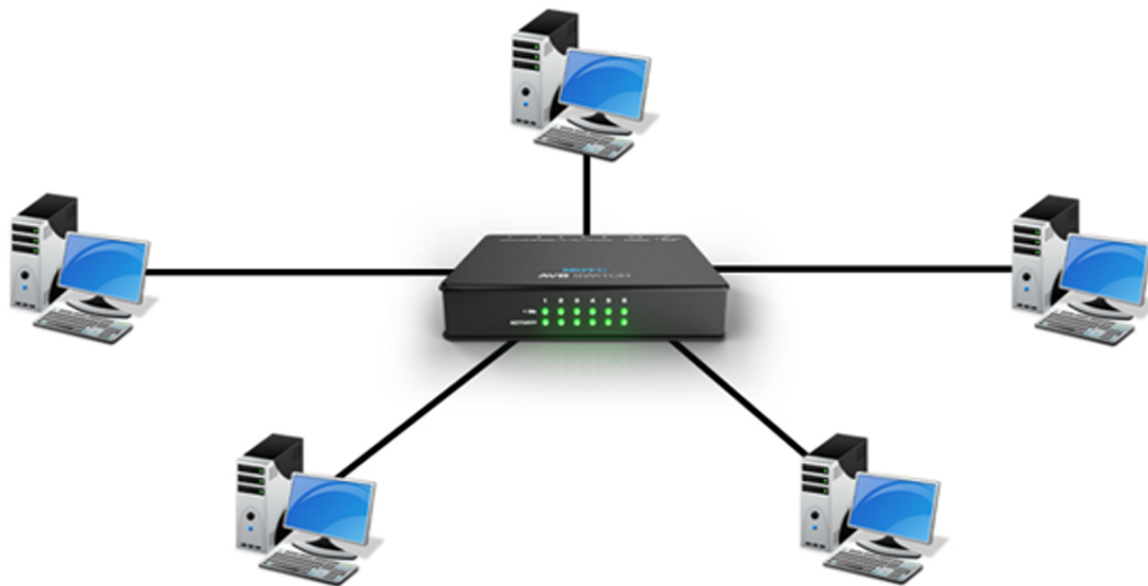
HUB



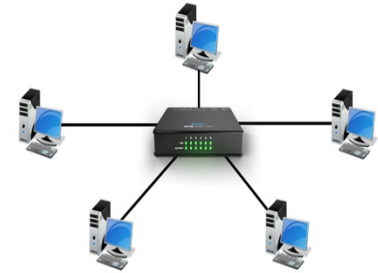
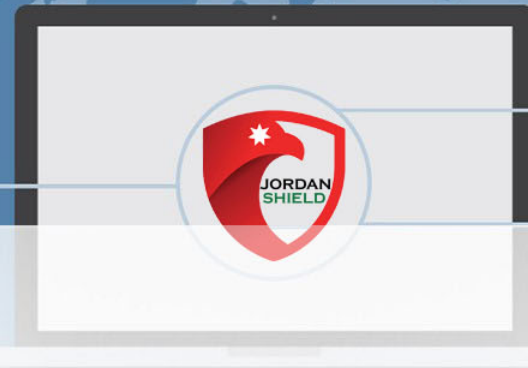
HUB



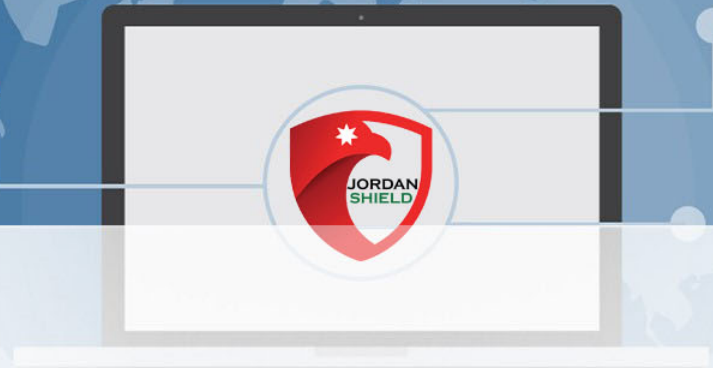
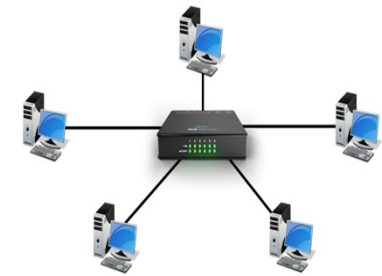
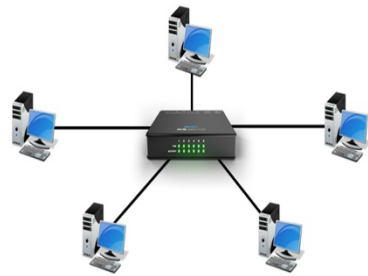
HUB



Bridge



Bridge



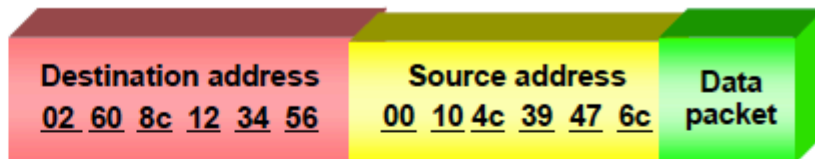
SWITCH



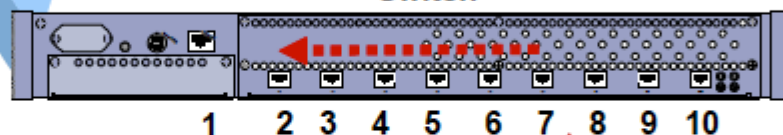
Switch lookup table

<u>00</u>	<u>10</u>	<u>4c</u>	<u>39</u>	<u>47</u>	<u>6c</u>	Port 7
<u>02</u>	<u>60</u>	<u>8c</u>	<u>12</u>	<u>34</u>	<u>56</u>	Port 2

Ethernet frame



Switch



Ethernet frame

Ethernet frame



Device A

MAC = 02 60 8c 12 34 56



Device B

MAC = 02 60 8c 34 56 78



Device C

MAC = 00 10 4c 39 47 6c



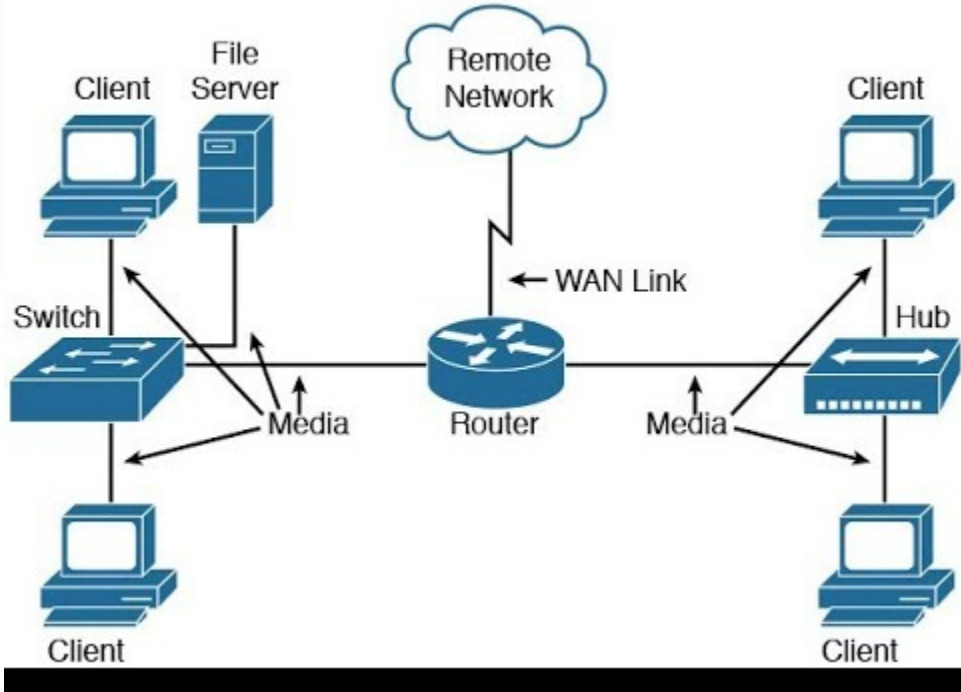
Device D

MAC = 00 02 67 80 5c 1a

ROUTER

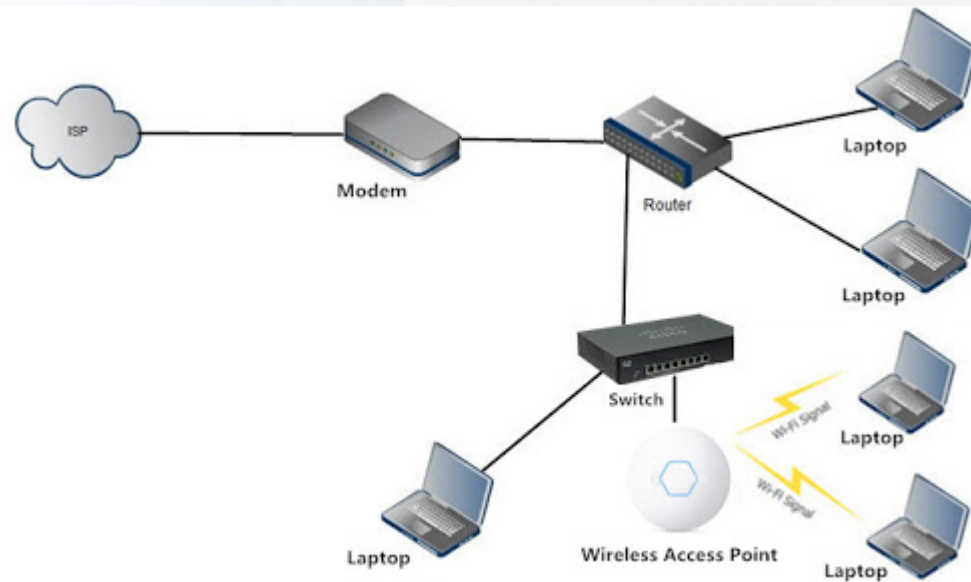
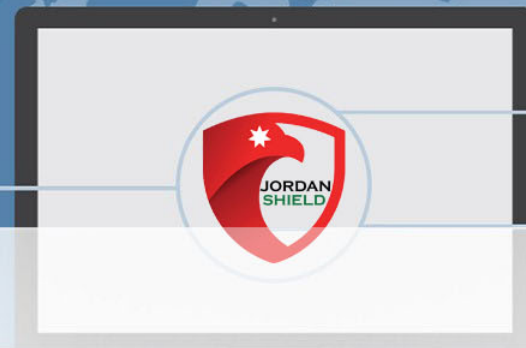


10.2.3.0



192.168.1.0

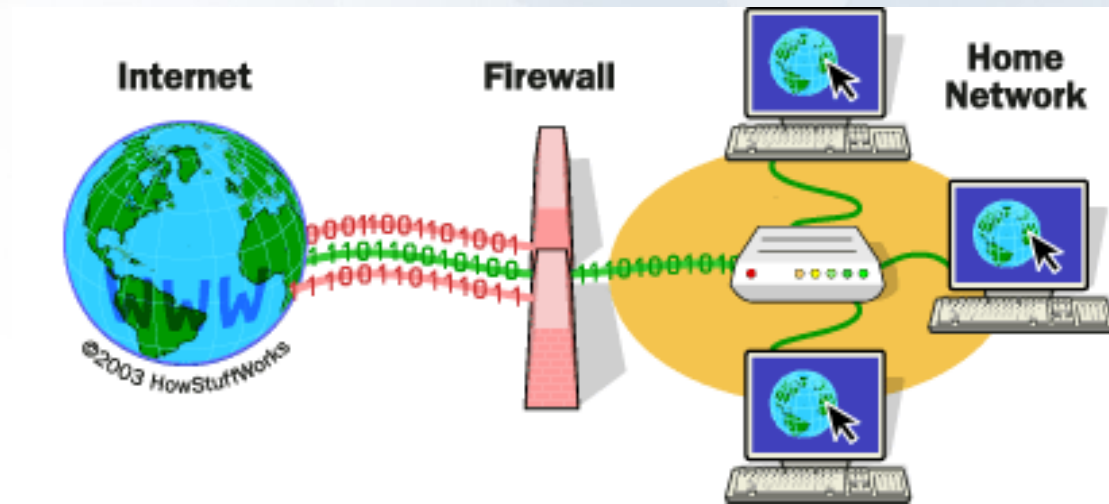
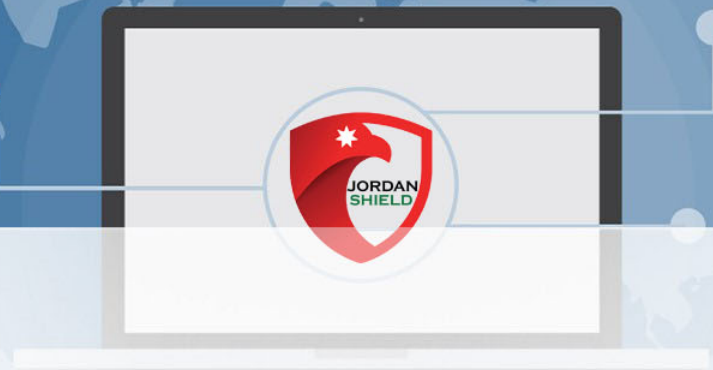
Access Point



Firewall



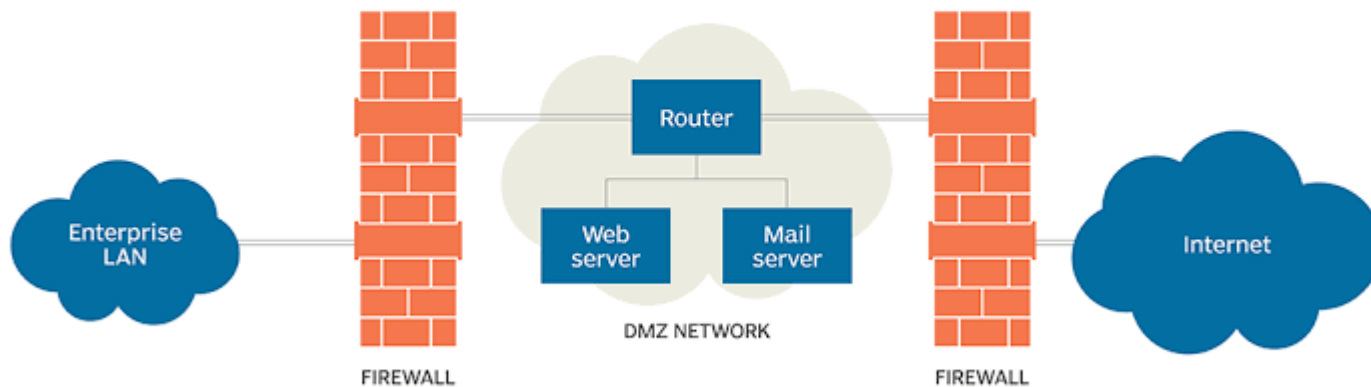
Firewall



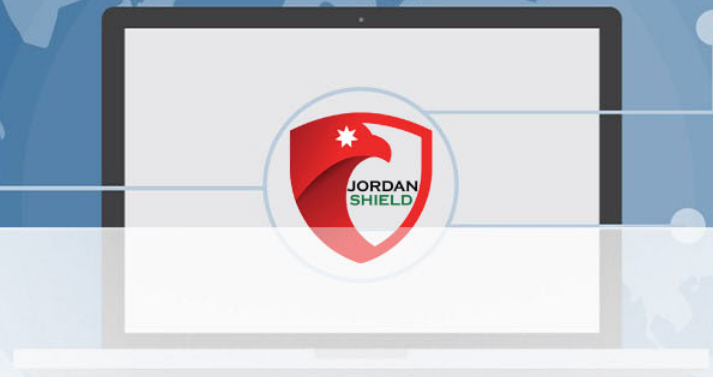
Firewall



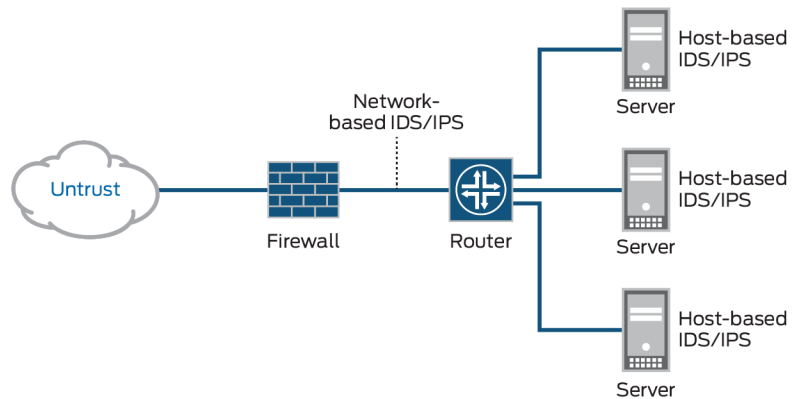
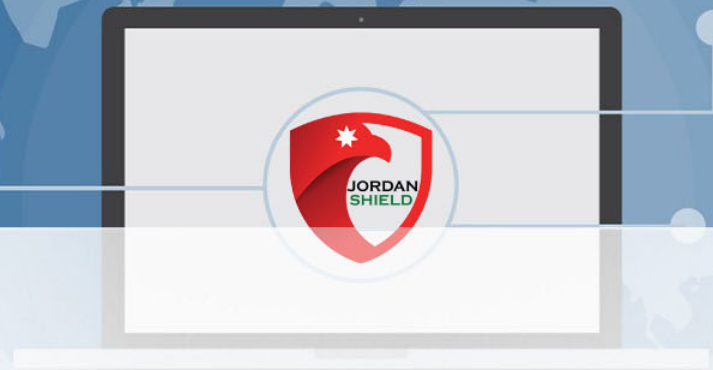
DMZ network architecture



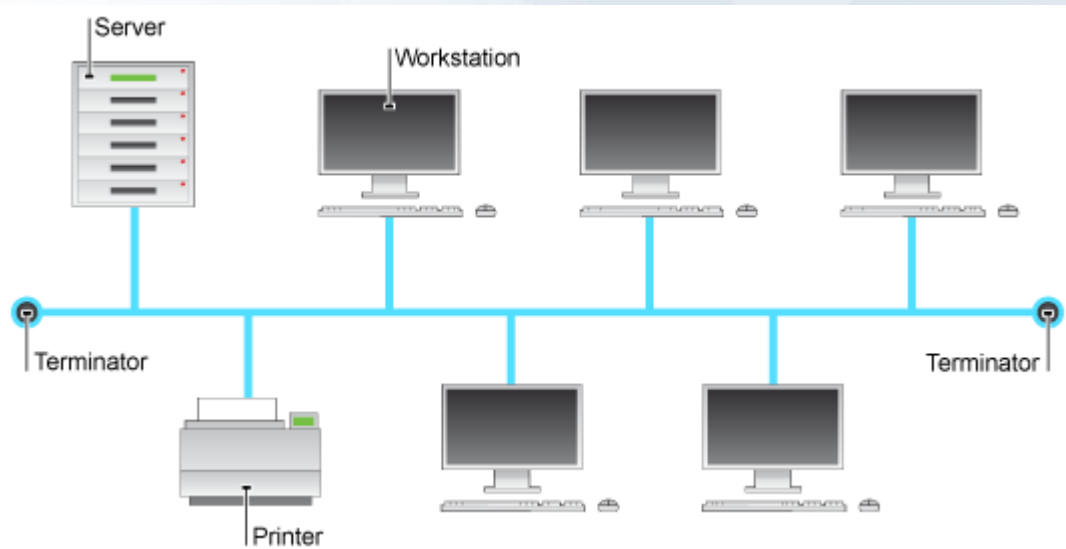
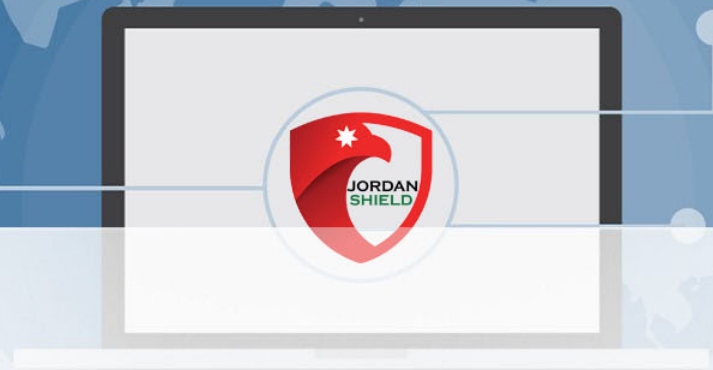
IDS / IPS



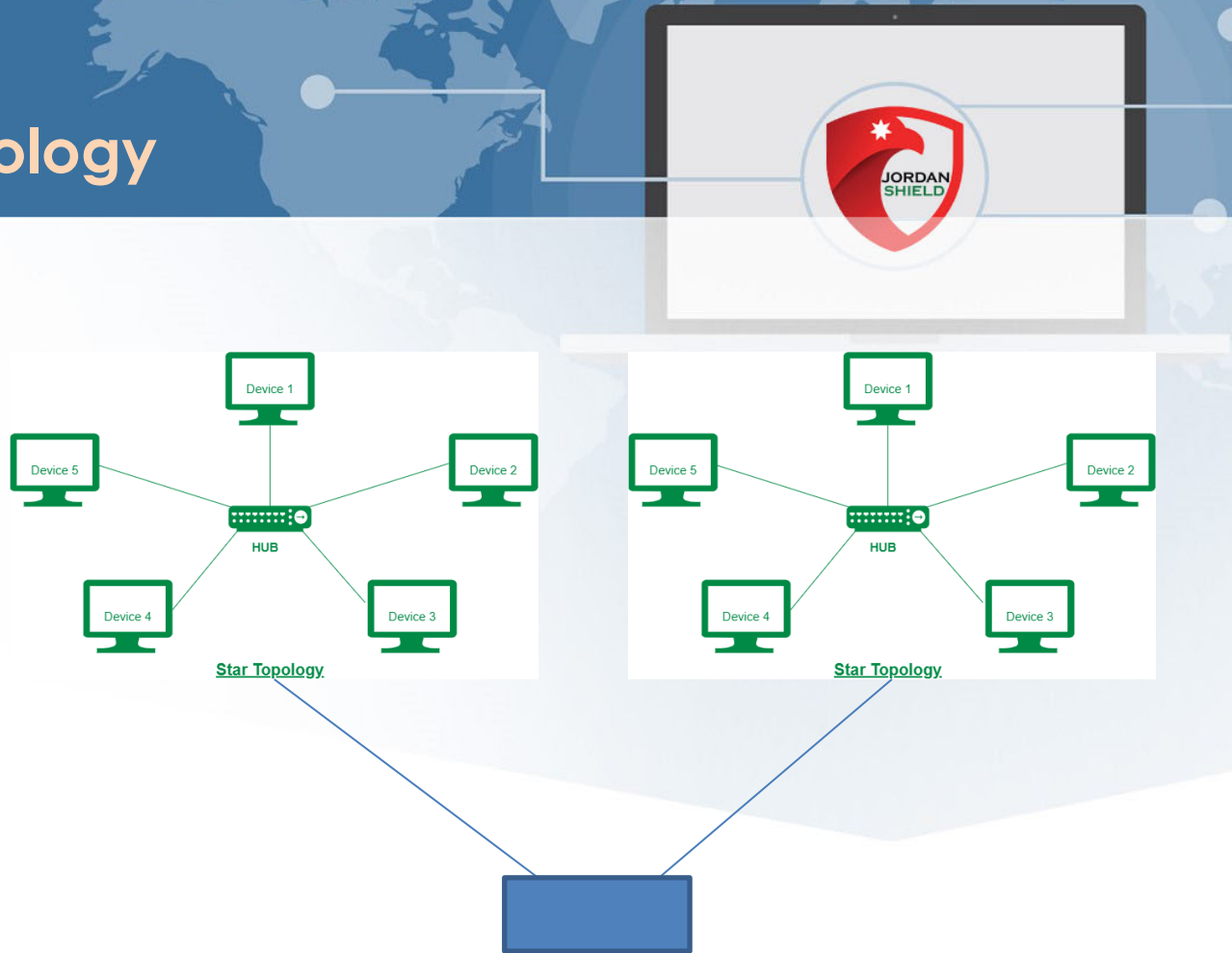
IDS / IPS



BUS Topology



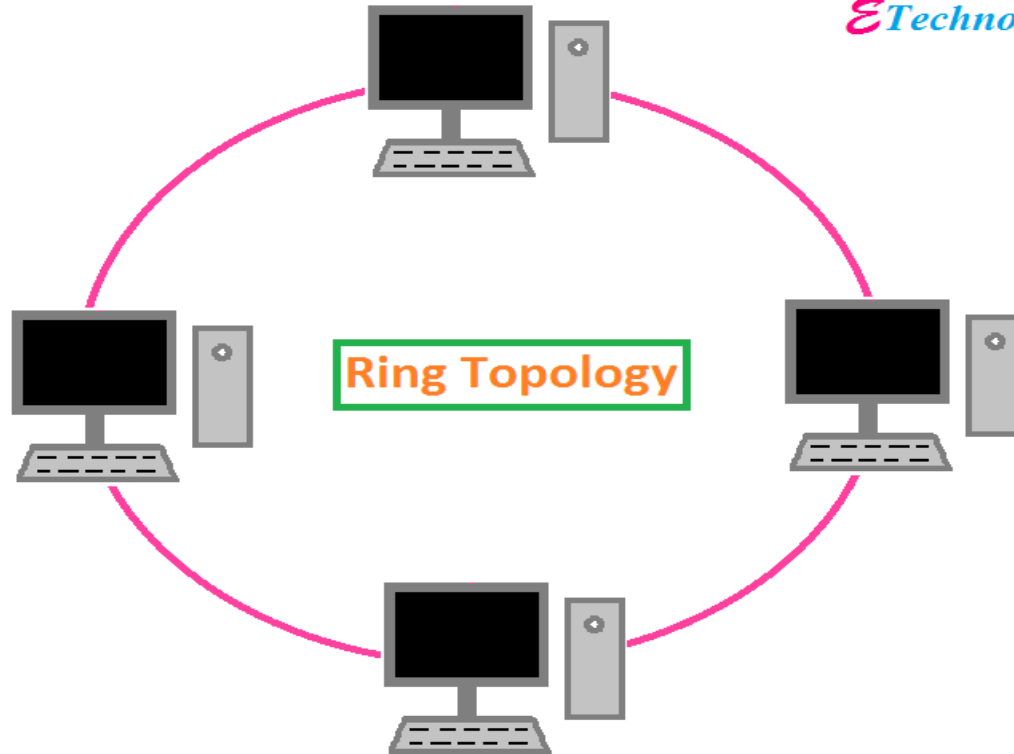
Star Topology



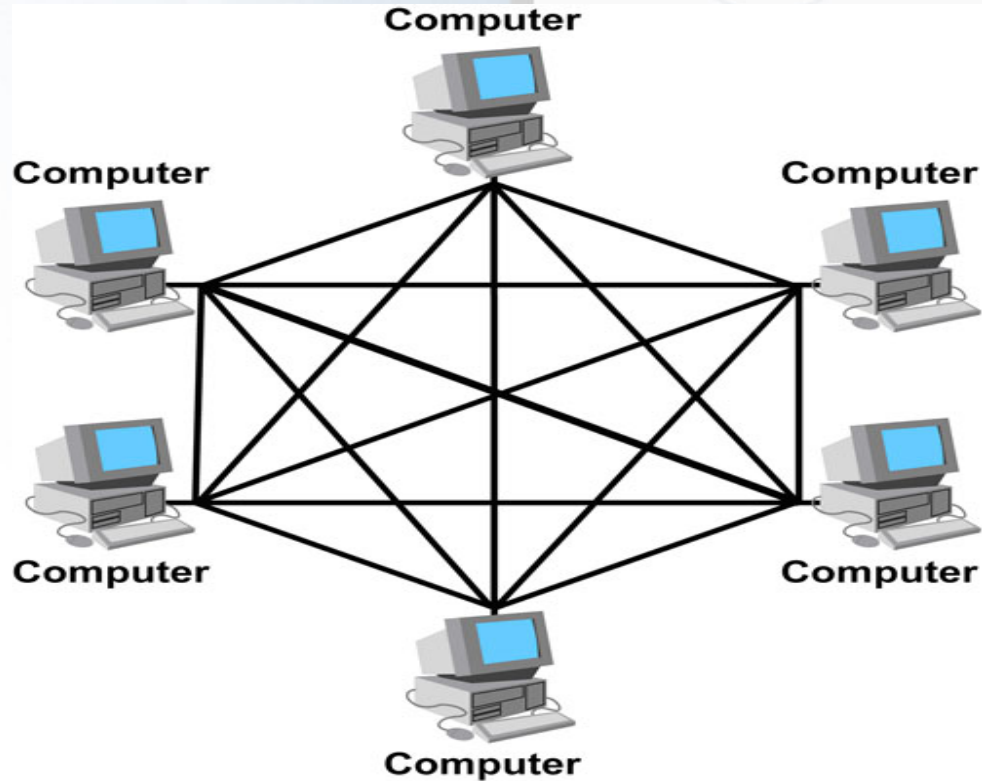
Ring Topology



*E*TechnoG



Mesh Topology



IDS / IPS

