

TPCT's
College of Engineering, Osmanabad

Laboratory Manual

Computer system security & Laws

For

Fanal Year Students

Manual Prepared by

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Author COE, Osmanabad



TPCT's

College of Engineering

Solapur Road, Osmanabad

Department of Computer Science & Engineering

Vision of the Department:

To achieve and evolve as a center of academic excellence and research center in the field of Computer Science and Engineering. To develop computer engineers with necessary analytical ability and human values who can creatively design, implement a wide spectrum of computer systems for welfare of the society.

Mission of the Department

The department strives to continuously engage in providing the students with in-depth understanding of fundamentals and practical training related to professional skills and their applications through effective Teaching- Learning Process and state of the art laboratories pertaining to CSE and inter disciplinary areas. Preparing students in developing research, design, entrepreneurial skills and employability capabilities.

College of Engineering

Technical Document

This technical document is a series of Laboratory manuals of Department of Computer Science & Engineering and is a certified document of College of Engineering, Osmanabad. The care has been taken to make the document error-free. But still if any error is found. Kindly bring it to the notice of subject teacher and HOD.

Recommended by,

HOD

Approved by,

Principal

Copies:

1. Departmental Library
2. Laboratory
3. HOD
4. Principal

FOREWORD

It is my great pleasure to present this laboratory manual for third year engineering students for the subject of CSSL keeping in view the implementing advanced java concepts.

As a student, many of you may be wondering with some of the questions in your mind regarding the subject and exactly what has been tried is to answer through this manual.

Faculty members are also advised that covering these aspects in initial stage itself, will greatly relived them in future as much of the load will be taken care by the enthusiasm energies of the students once they are conceptually clear.

H.O.D.

LABORATORY MANUAL CONTENTS

This manual is intended for the final year students of engineering branches in the subject of CSSL. This manual typically contains practical/Lab Sessions related Signals and Systems covering various aspects related to the subject to enhance understanding.

Students are advised to thoroughly go through this manual rather than only topics mentioned in the syllabus as practical aspects are the key to understanding and conceptual visualization of theoretical aspects covered in the books.

Mr. A.A.Nikam

SUBJECT INDEX

1. Do's and Don'ts in the laboratory
2. Pre-lab (Introduction to Advanced Java)
3. Lab Experiments:
4. Quiz on the subject

1. DOs and DON' Ts in Laboratory:

1. Make entry in the Log Book as soon as you enter the Laboratory.
2. All the students should sit according to their roll numbers starting from their left to right.
3. All the students are supposed to enter the terminal number in the log book.
4. Do not change the terminal on which you are working.
5. All the students are expected to get at least the algorithm of the program/concept to be implemented.
6. Strictly observe the instructions given by the teacher/Lab Instructor.

Instruction for Laboratory Teachers::

- Submission related to whatever lab work has been completed should be done during the next lab session. The immediate arrangements for printouts related to submission on the day of practical assignments.
- Students should be taught for taking the printouts under the observation of lab teacher.
- The promptness of submission should be encouraged by way of marking and evaluation patterns that will benefit the sincere students.

2.Pre-Lab

Introduction to Computer system security & Laws

Questions:

- 1] What do you mean by Computer security?
- 2]What is Principle of Security?What is network security model?
- 3]Describe authentication & authorization?

1.Installation & Demonstration of N-Map tool

Aim-To install & demonstrate nmap tool.

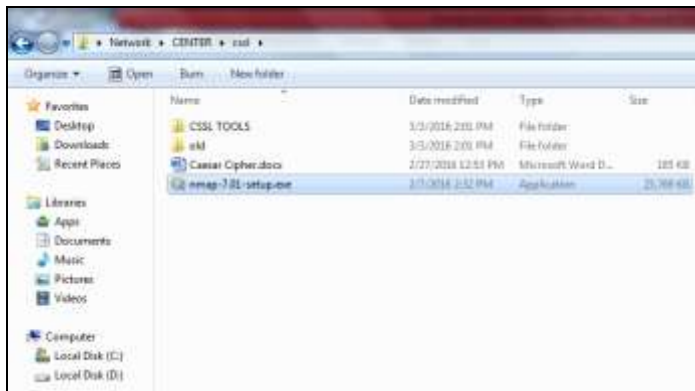
Objective:Student will be able to install namap tool.

Tools required :N-Map software tool.

Theory: Zenmap is the official graphical user interface (GUI) for the Nmap Security Scanner. It is a multi-platform, free and open-source application designed to make Nmap easy for beginners to use while providing advanced features for experienced Nmap users.

Steps to install:-

1.Select installation file and run it



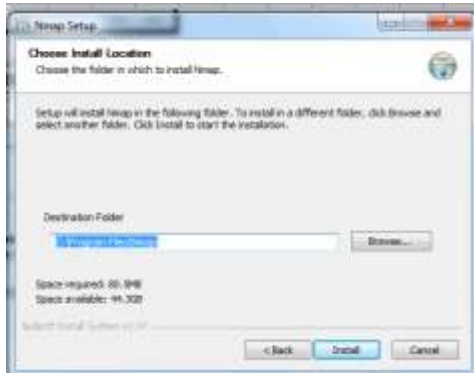
2.lisence agreement & Click on I agree



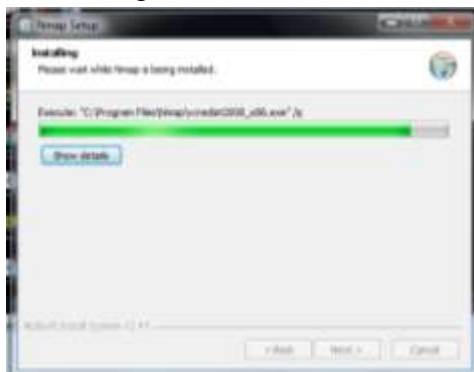
3. Choose Component & Click Next Button



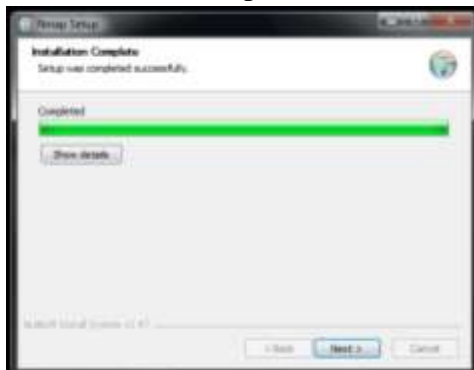
4. Choose Install Location Click on Install Button



5. Installing



6. Installation complete & Click on Next button



7.Create Shortcut & Click on Next Button



8.Finished & Click on Finish Button



Conclusion:Hence we installed & demonstrate n-map tool.

2. Perform an experiment to demonstrate use of nmap tool for Port Scanning.

Aim-To perform n-map tool for port scanning.

Objective:-students will be able to perform port scanning using n-map tool.

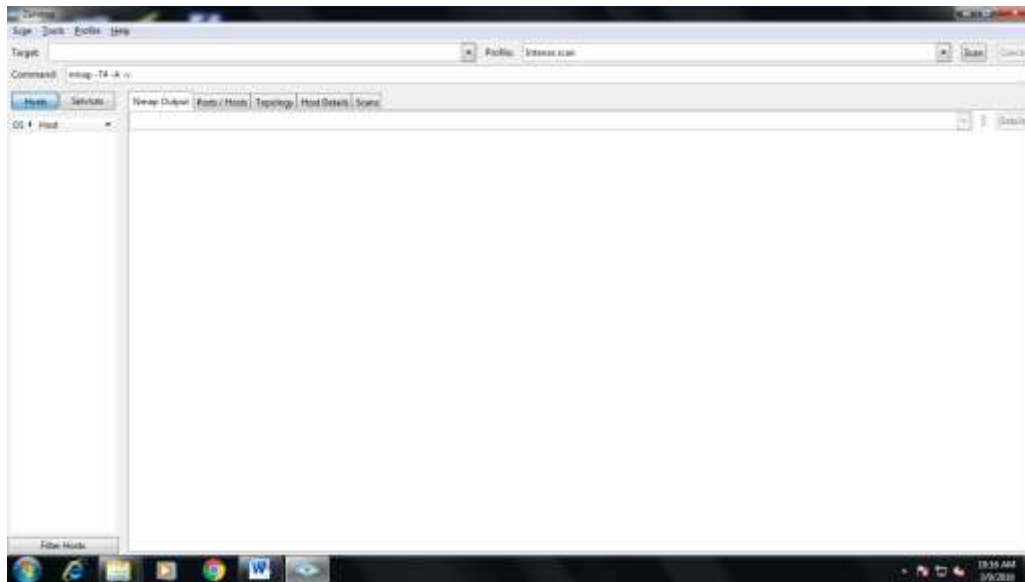
Tools required:-N-map software tool.

Theory:-

Zenmap is the official graphical user interface (GUI) for the Nmap Security Scanner. It is a multi-platform, free and open-source application designed to make Nmap easy for beginners to use while providing advanced features for experienced Nmap users. Frequently used scans can be saved as profiles to make them easy to run repeatedly. A command creator allows interactive creation of Nmap command lines. Scan results can be saved and viewed later. Saved scans can be compared with one another to see how they differ. The results of recent scans are stored in a searchable database.

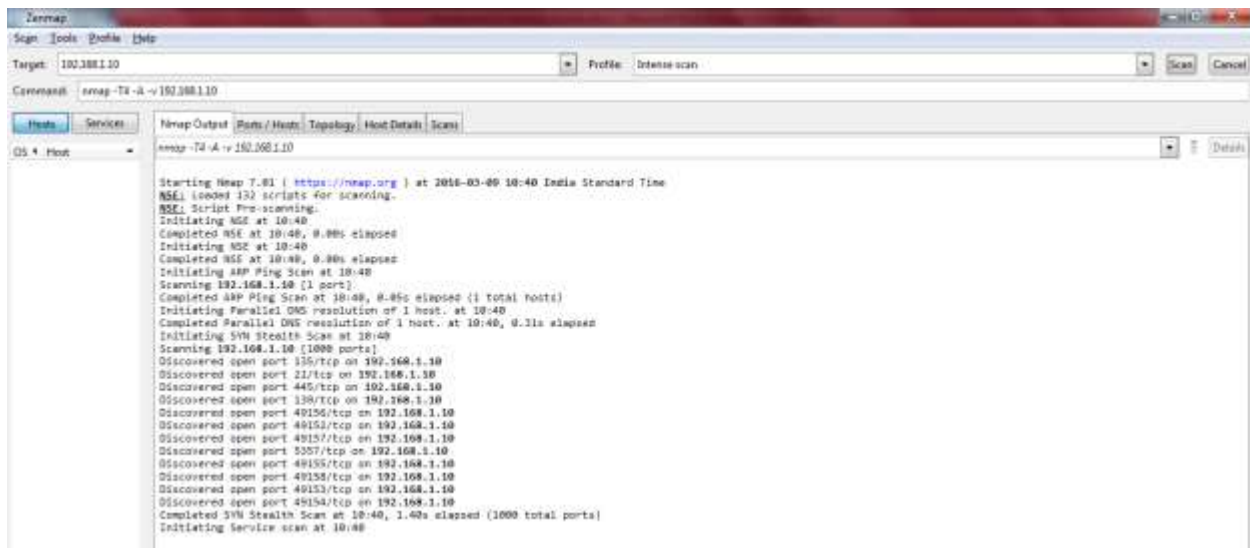
Scanning

Begin Zenmap by typing **zenmap** in a terminal or by clicking the Zenmap icon in the desktop environment



In Target area write IP address or Web address & from Profile list choose proper scan type & Click on Scan

One of Zenmap's goals is to make security scanning easy for beginners and for experts. Running a scan is as simple as typing the target in the “Target” field, selecting the “Intense scan” profile, and clicking the “Scan” button.



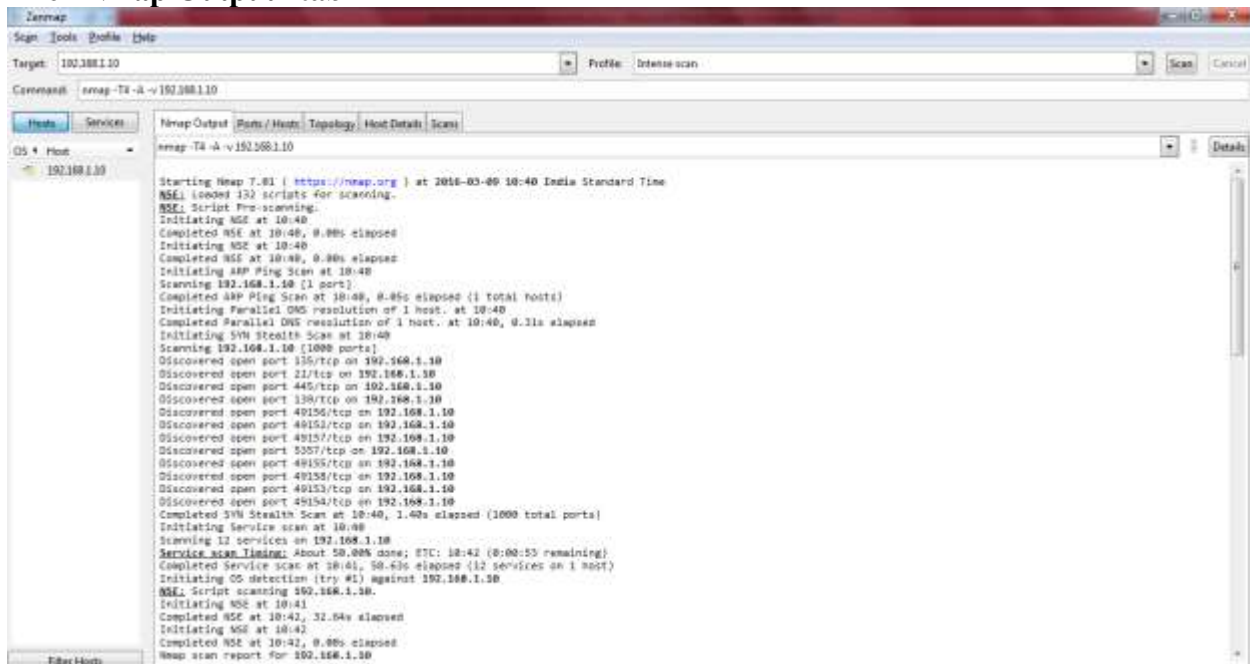
Interpreting Scan Results

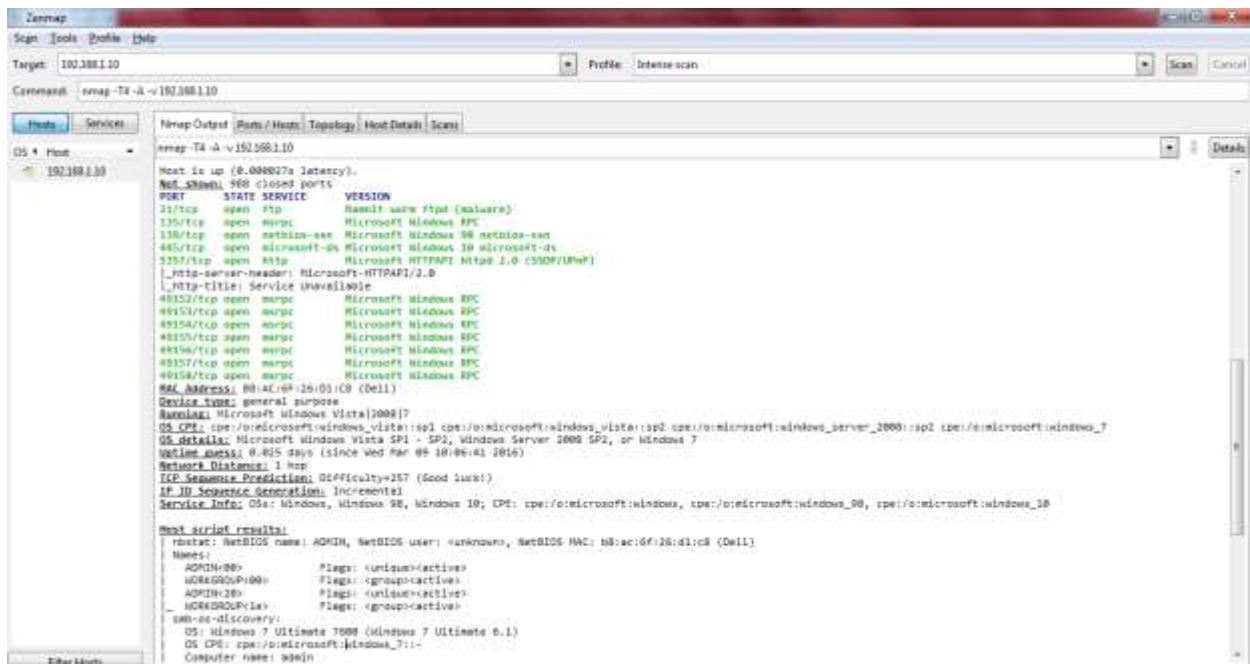
Nmap's output is displayed during and after a scan. This output will be familiar to Nmap users. Except for Zenmap's color highlighting, this doesn't offer any visualization advantages over running Nmap in a terminal. However, other parts of Zenmap's interface interpret and aggregate the terminal output in a way that makes scan results easier to understand and use.

Scan Results Tabs

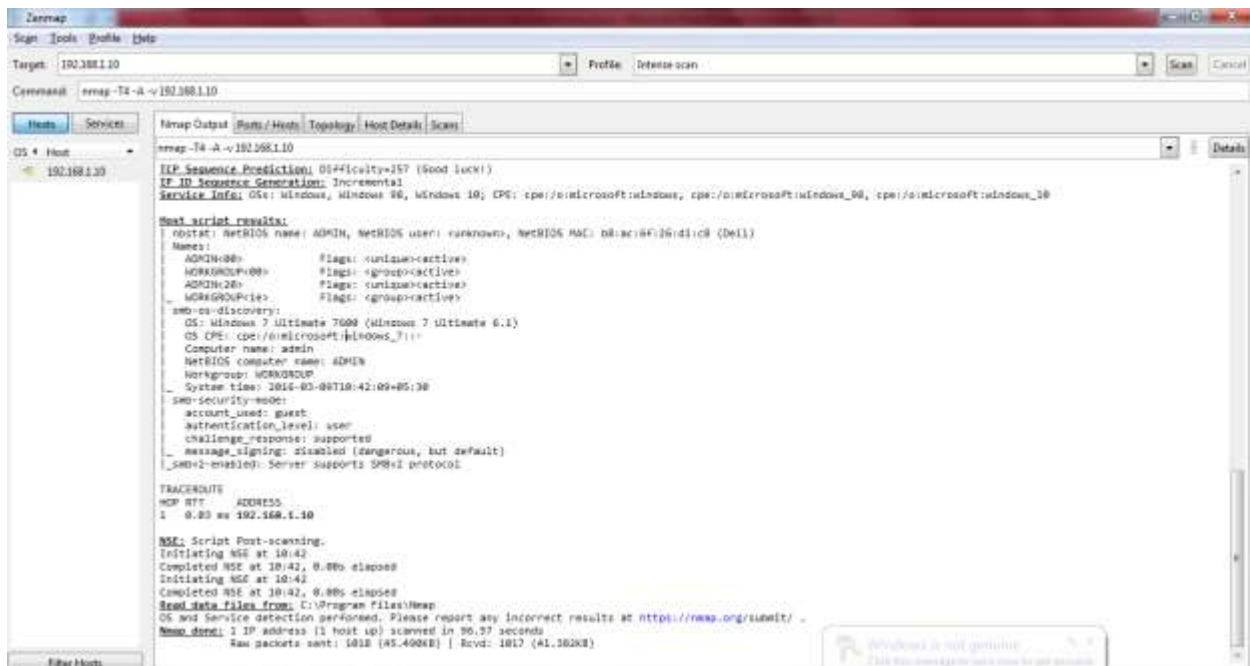
Each scan window contains five tabs which each display different aspects of the scan results. They are: “Nmap Output”, “Ports / Hosts”, “Topology”, “Host Details”, and “Scans”. Each of these are discussed in this section.

The “Nmap Output” tab





The “Nmap Output” tab is displayed by default when a scan is run. It shows the familiar Nmap terminal output. The display highlights parts of the output according to their meaning; for example, open and closed ports are displayed in different colors. Custom highlights can be configured in zenmap.conf (see [the section called “Description of zenmap.conf”](#)).

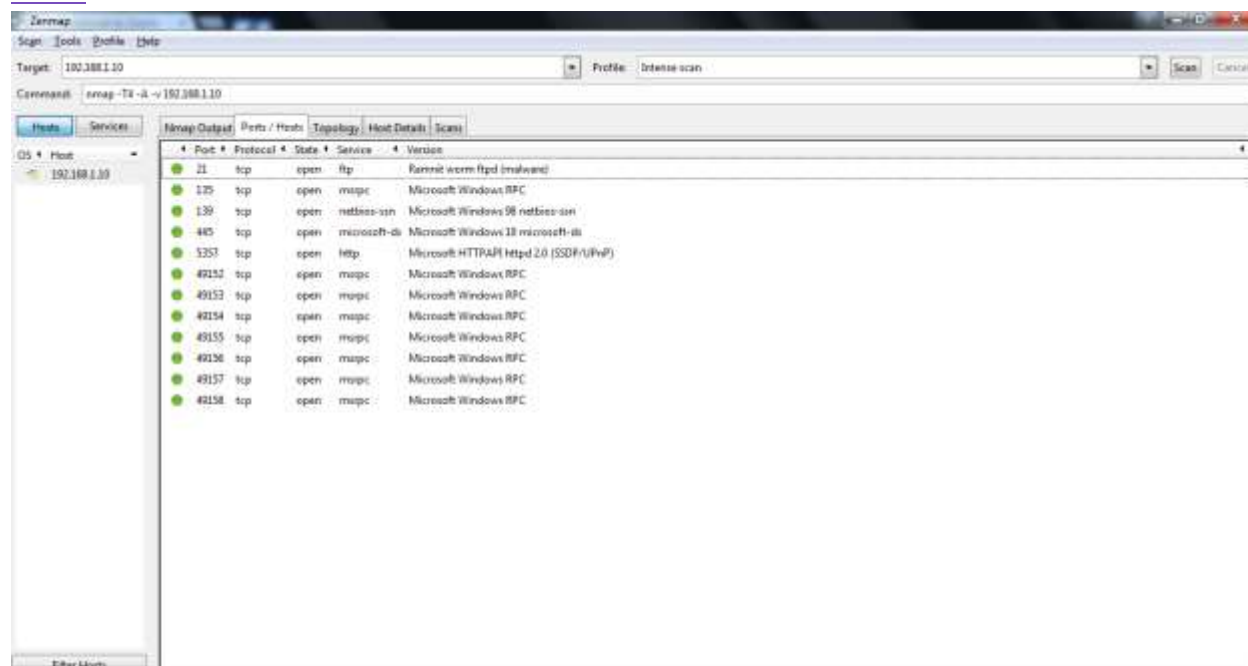


Recall that the results of more than one scan may be shown in a window (see [the section called “Scan Aggregation”](#)). The drop-down combo box at the top of the tab allows you to select the

scan to display. The “Details” button brings up a window showing miscellaneous information about the scan, such as timestamps, command-line options, and the Nmap version number used.

The “Ports / Hosts” tab

The “Ports / Hosts” tab's display differs depending on whether a host or a service is currently selected. When a host is selected, it shows all the interesting ports on that host, along with version information when available. Host selection is further described in [the section called “Sorting by Host”](#).

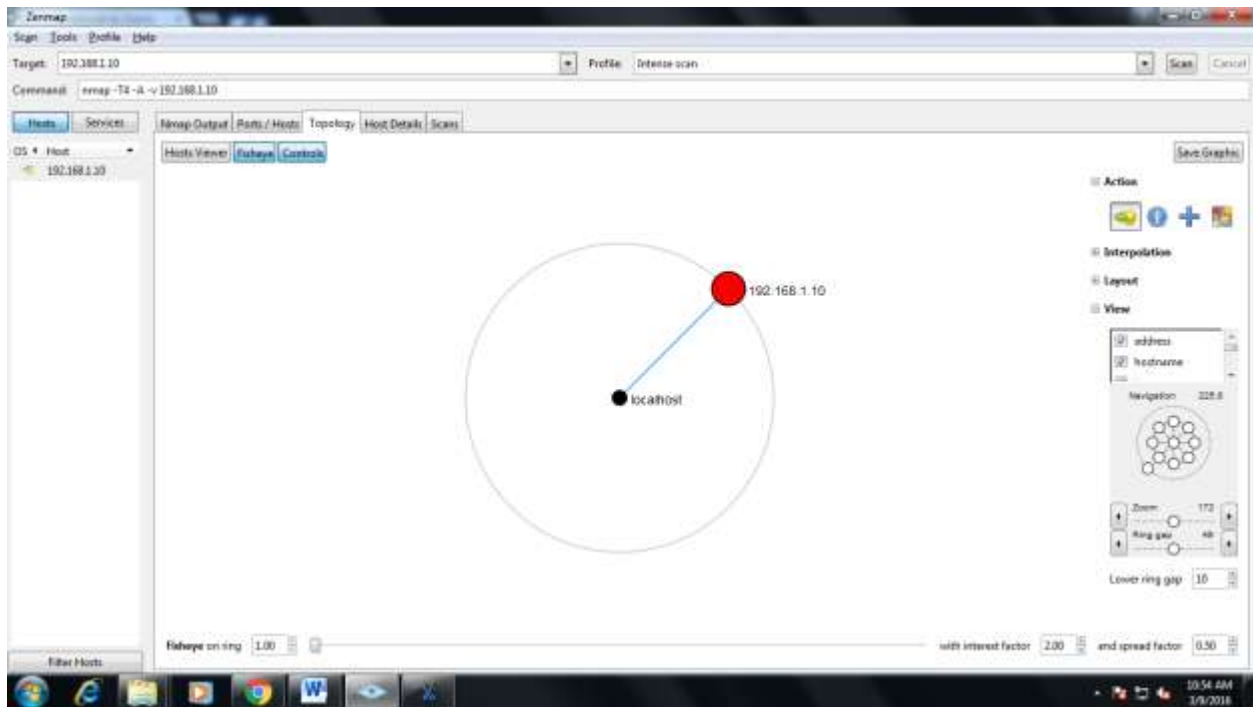


When a service is selected, the “Ports / Hosts” tab shows all the hosts which have that port open or filtered. This is a good way to quickly answer the question “What computers are running HTTP?” Service selection is further described in [the section called “Sorting by Service”](#).

The “Topology” tab

The “Topology” tab is an interactive view of the connections between hosts in a network. Hosts are arranged in concentric rings. Each ring represents an additional network hop from the center node. Clicking on a node brings it to the center. Because it shows a representation of the network paths between hosts, the “Topology” tab benefits from the use of the --traceroute option.

Topology view is discussed in more detail in [the section called “Surfing the Network Topology”](#).

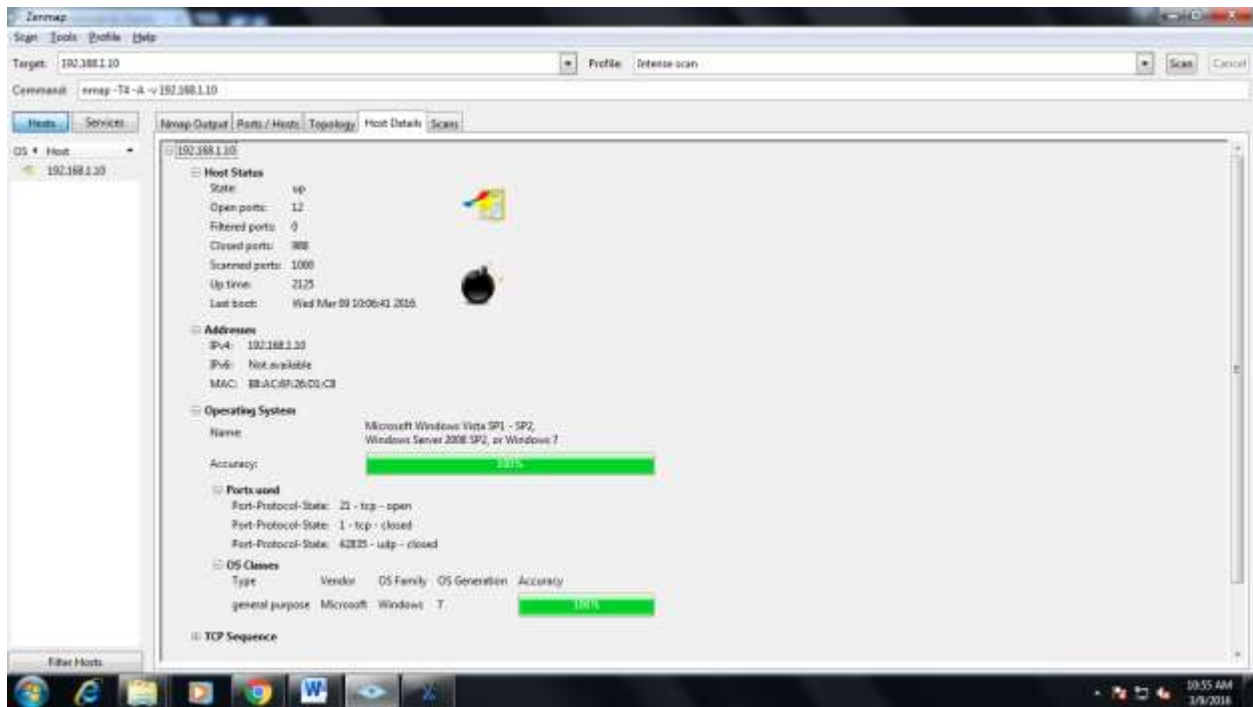


The “Host Details” tab

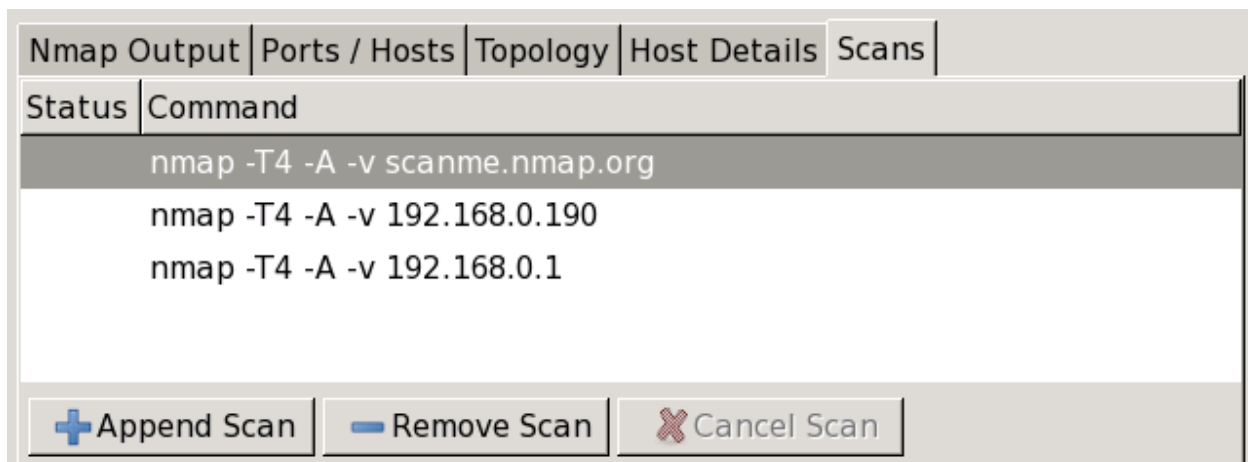
The “Host Details” tab breaks all the information about a single host into a hierarchical display. Shown are the host's names and addresses, its state (up or down), and the number and status of scanned ports. The host's uptime, operating system, OS icon (see [Figure , “OS icons”](#)), and other associated details are shown when available. When no exact OS match is found, the closest matches are displayed. There is also a collapsible text field for storing a comment about the host which will be saved when the scan is saved to a file (see [the section called “Saving and Loading Scan Results”](#)).

Each host has an icon that provides a very rough “vulnerability” estimate, which is based solely on the number of open ports. The icons and the numbers of open ports they correspond to are

-  0–2 open ports,
-  3–4 open ports,
-  5–6 open ports,
-  7–8 open ports, and
-  9 or more open ports.



The “Scans” tab



The “Scans” tab shows all the scans that are aggregated to make up the network inventory. From this tab you can add scans (from a file or directory) and remove scans.

While a scan is executing and not yet complete, its status is “Running”. You may cancel a running scan by clicking the “Cancel Scan” button.

Conclusion :-Hence we perform port scanning using n-map tool.

3. Installation and demonstration of Wireshark Network Analyzer tool.

Aim:-To install & demonstrate wireshark network analyzer.

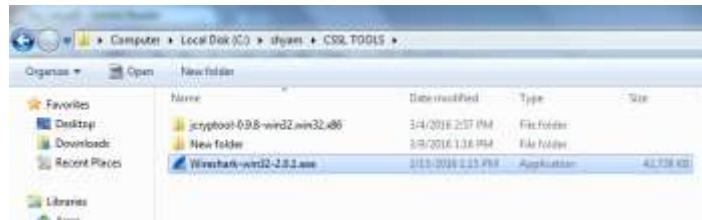
Objective:-Students will be able to install & demonstrate wireshark network analyzer

too.l.

Tools Required: Wireshark network analyzer software.

Theory:

1. Select & open Wireshark setup file.



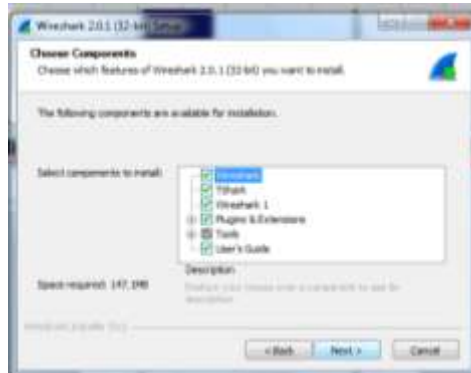
2. Wireshark Setup wizard Click on next button



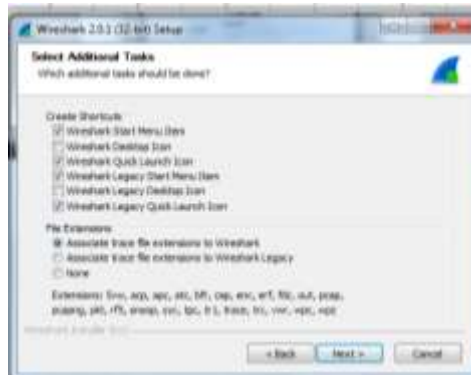
3. License agreement click on I Agree



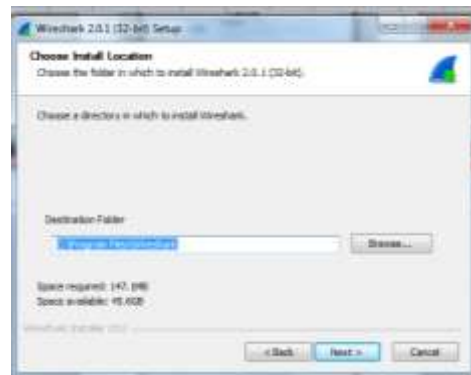
4. Choose Components & Click on Next button



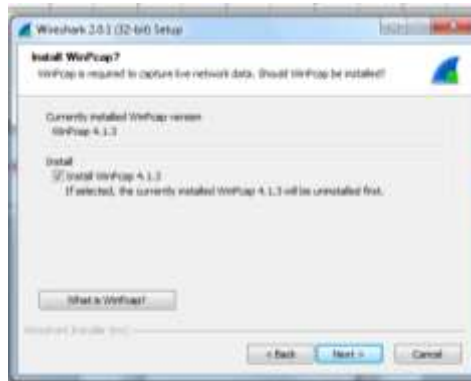
5. Select Additional Task & Click on Next Button



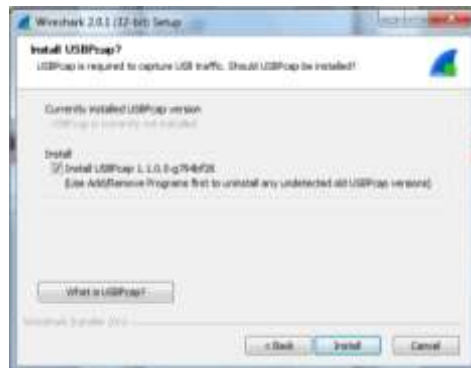
6. Choose Install location



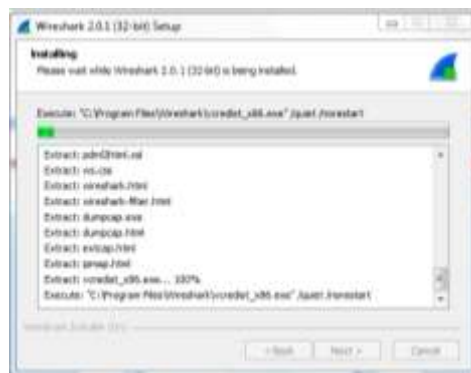
7. Install Wincap & Click Next Button



8. Install USB Pcap & Click Next Button



9. Installing Wireshark



10. Installation Complete & Click on Next button

4. Perform an experiment to demonstrate the use of Wireshark network analyzer to sniff for router traffic.

Aim: To perform sniff operation for router traffic using Wireshark network analyzer.

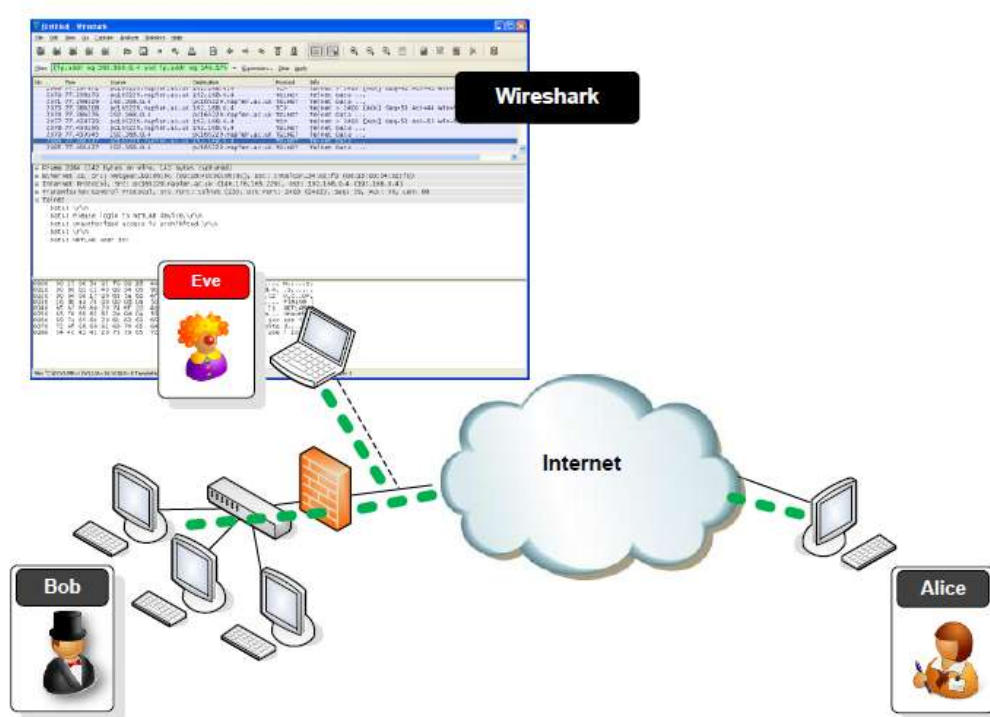
Objective: Students will be able to perform sniff operation for router traffic using Wireshark network analyzer.

Tools Required: Wireshark network analyzer software.

Theory:

Packet Capture (Packet Sniffing)

A **packet sniffer** is an application which can capture and analyse network traffic which is passing through a system's Network Interface Card (NIC). The sniffer sets the card to **promiscuous mode** which means all traffic is read, whether it is addressed to that machine or not. The figure below shows an attacker sniffing packets from the network, and the **Wireshark** packet sniffer/analyser (formerly known as ethereal).



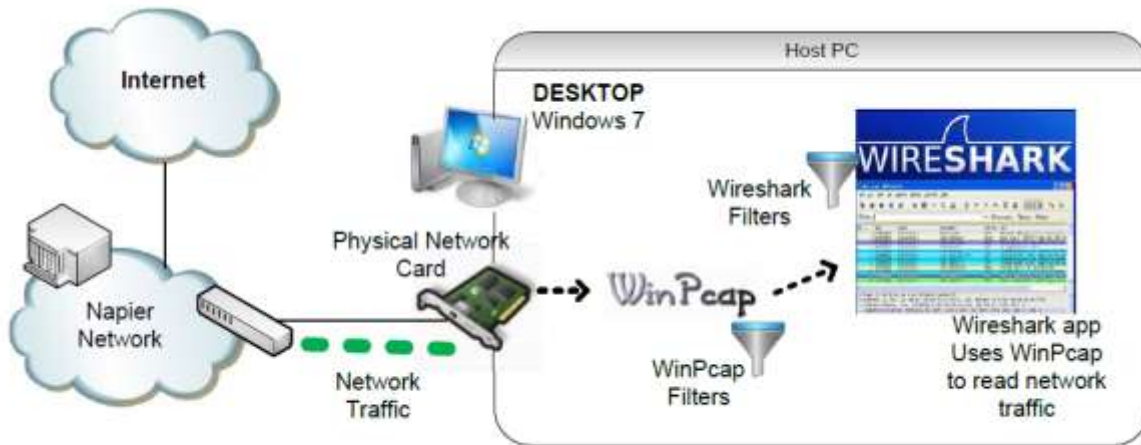
Packet Analysis

Wireshark is an open source cross-platform packet capture and analysis tool, with versions for Windows and Linux. The GUI window gives a detailed breakdown of the network protocol stack for each packet, colouring packet details based on protocol, as well as having functionality to filter and search the traffic, and pick out TCP streams. Wireshark can also save packet data to files for offline analysis and export/import packet captures to/from other tools. Statistics can also be generated for packet capture files.

Wireshark can be used for **network troubleshooting**, to **investigate security issues**, and to **analyse and understand network protocols**. The packet sniffer can exploit information passed in plaintext, i.e. not encrypted. Examples of **protocols** which pass information in plaintext are **Telnet, FTP, SNMP, POP, and HTTP**.

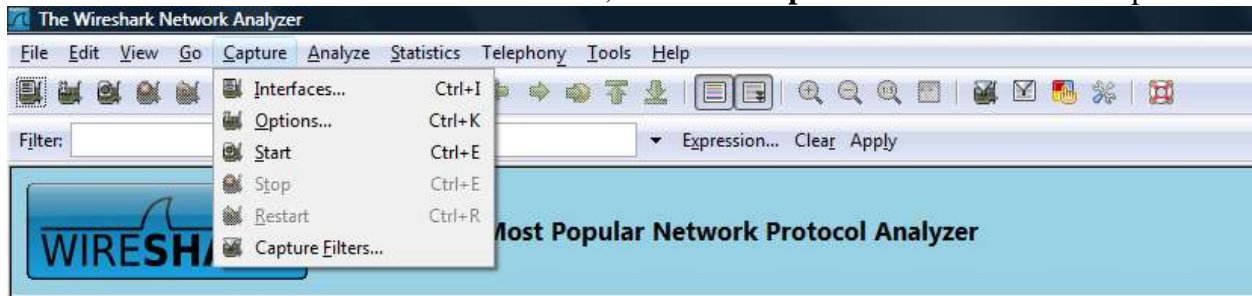
Wireshark is a GUI based network capture tool. There is a command line based version of the packet capture utility, called **TShark**. TShark provides many of the same features as it's big brother, but is console-based. It can be a good alternative if only command line access is available, and also uses less resources as it has no GUI to generate.

Using Wireshark to Capture Traffic



Select a Network Interface to Capture Packets through.

Start the Wireshark application. When Wireshark is first run, a default, or blank window is shown. To list the available network interfaces, select the **Capture->Interfaces** menu option.



Wireshark should display a popup window such as the one shown in Figure 2. To capture network traffic click the **Start** button for the network interface you want to capture traffic on. Windows can have a long list of virtual interfaces, before the Ethernet Network Interface Card (NIC).



Figure 2 - Wireshark Interfaces Window

Generate some network traffic with a Web Browser, such as Internet Explorer or Chrome. Your Wireshark window should show the packets, and now look something like.

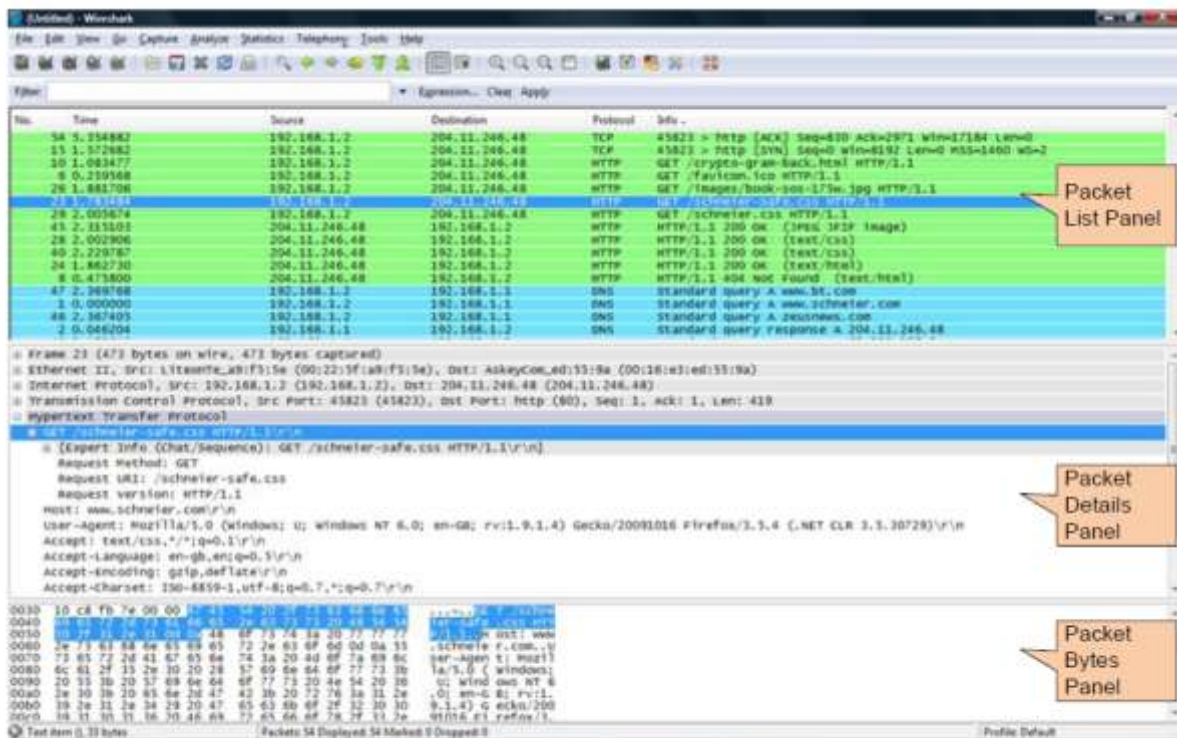


Figure 3 - Wireshark capturing traffic

To stop the capture, select the **Capture->Stop** menu option, **Ctrl+E**, or the Stop toolbar button. What you have created is a Packet Capture or *'pcap'*, which you can now view and analyse using the Wireshark interface, or save to disk to analyse later.

The capture is split into 3 parts:

1. **Packet List Panel** – this is a list of packets in the current capture. It colours the packets based on the protocol type. When a packet is selected, the details are shown in the two panels below.
2. **Packet Details Panel** – this shows the details of the selected packet. It shows the different protocols making up the layers of data for this packet. Layers include Frame, Ethernet, IP, TCP/UDP/ICMP, and application protocols such as HTTP.
3. **Packet Bytes Panel** – shows the packet bytes in Hex and ASCII encodings.

To select more detailed options when starting a capture, select the **Capture->Options** menu option, or **Ctrl+K**, or the Capture Options button on the toolbar (the wrench). This should show a window such as shown in Figure 4.

Some of the more interesting options are:

- Capture Options > Interface** - Again the important thing is to select the correct Network Interface to capture traffic through.
- Capture Options > Capture File** – useful to save a file of the packet capture in real time, in case of a system crash.
- Display Options > Update list of packets in real time** – A display option, which should be checked if you want to view the capture as it happens (typically switched off to capture straight to a file, for later analysis).

- **Name Resolution > MAC name resolution** – resolves the first 3 bytes of the MAC Address, the Organisation Unique Identifier (OUI), which represents the Manufacturer of the Card.
- **Name Resolution > Network name resolution** – does a DNS lookup for the IP Addresses captured, to display the network name. Set to off by default, so covert scans do not generate this DNS traffic, and tip off who's packets you are sniffing.

Make sure the **MAC name resolution** is selected. Start the capture, and generate some Web traffic again, then stop the capture.

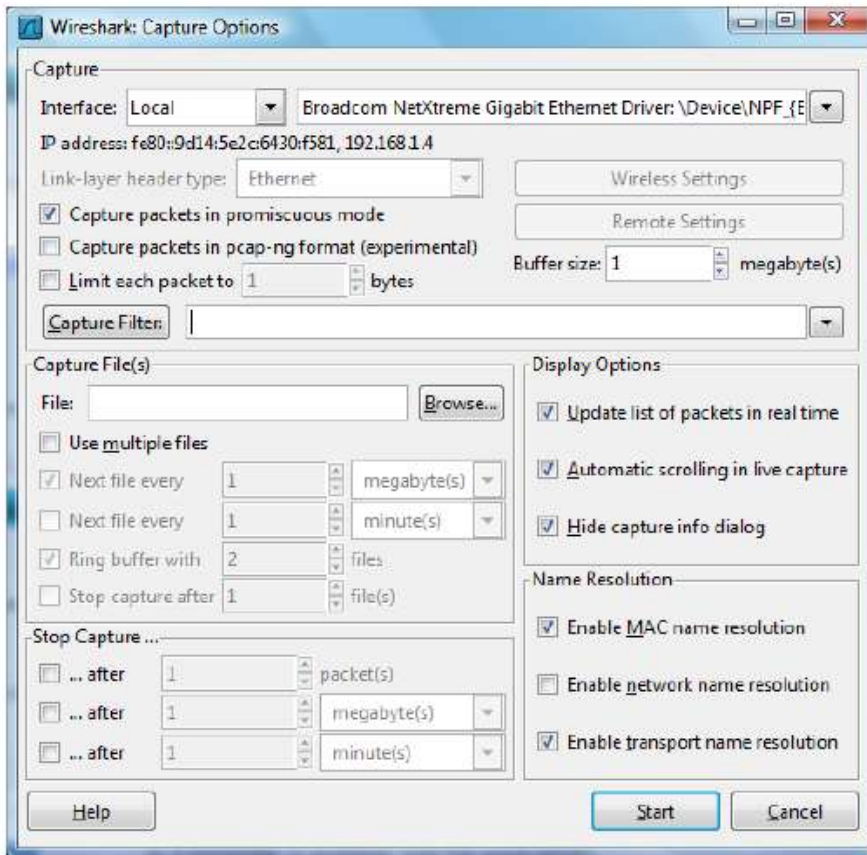


Figure 4 - Wireshark Capture Options

Conclusion:-Hence we performed sniff operation for router traffic using wireshark network analyzer

5. Installation and demonstration of Jcrypt tool.

Aim:-To install & demonstrate Jcrypt Tool .

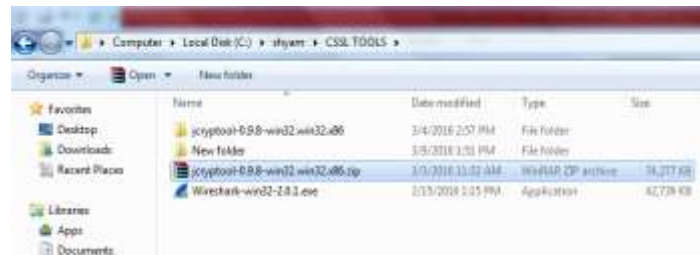
Objective:-Students will able to install & demonstrate Jcrypt tool.

Tools Required:Jcrypt tool software.

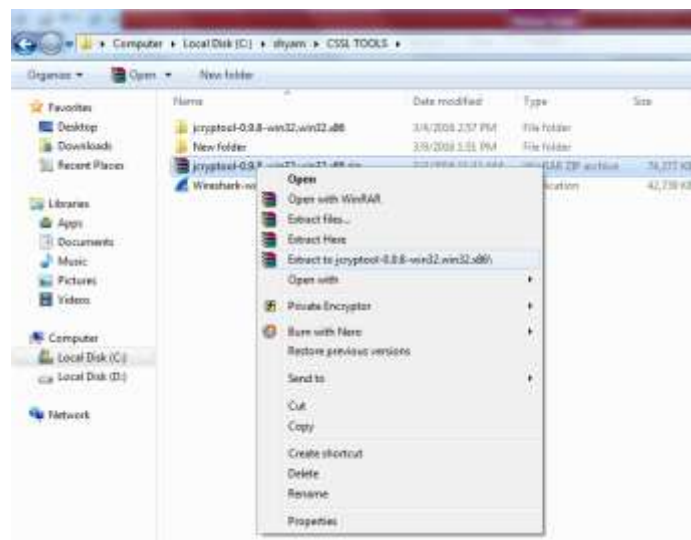
Theory:

Steps to install:

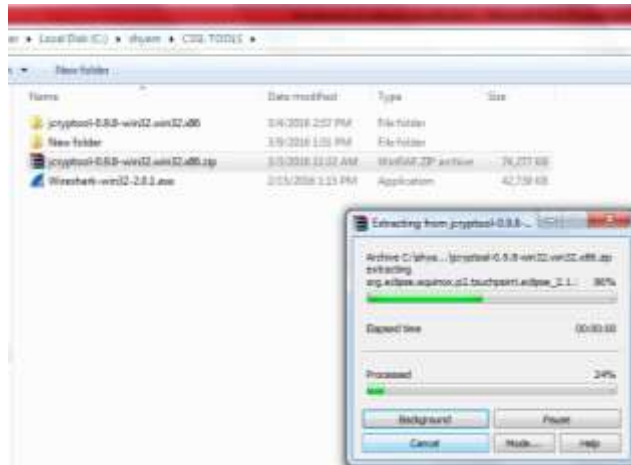
1. Select Jcrypt zip file to extract



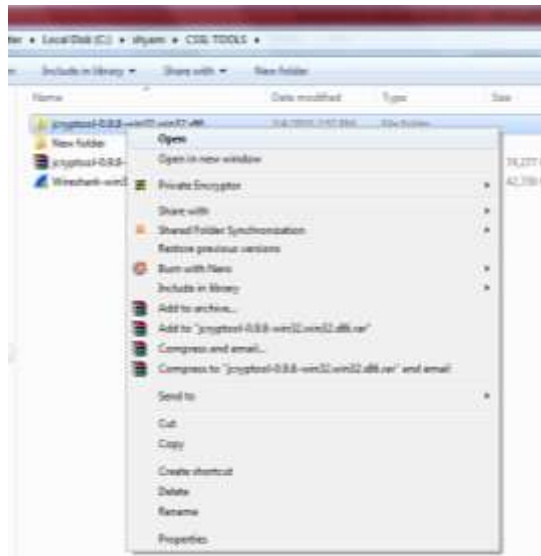
2. Right Click & select Extract to Jcryptool



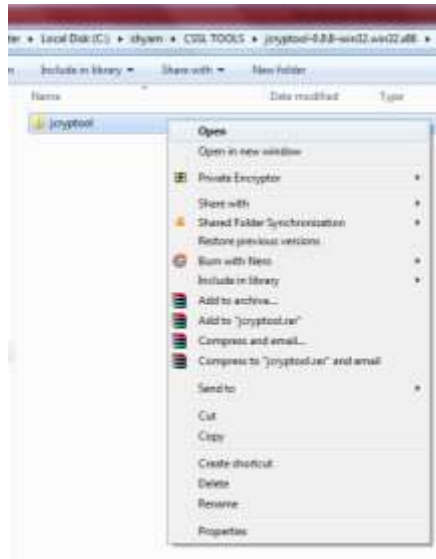
3. Extracting from Jcryptool zip file



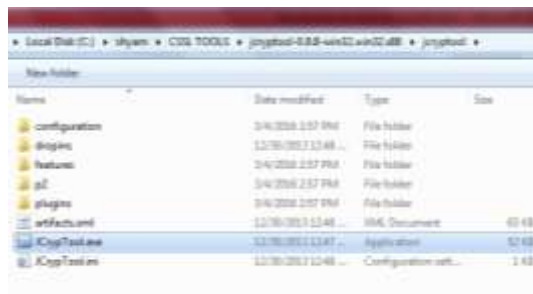
4. Now open Extracted jcryptool folder by click right button of mouse



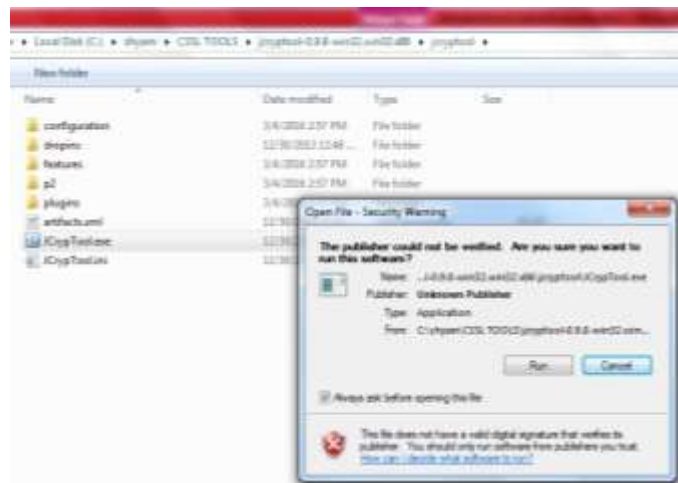
5. open jcryptool folder by click right button of mouse



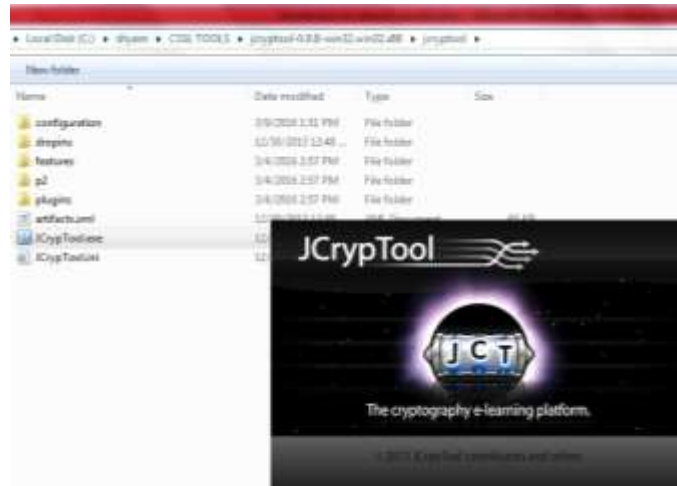
6. Double Click on JCryp Tool.exe



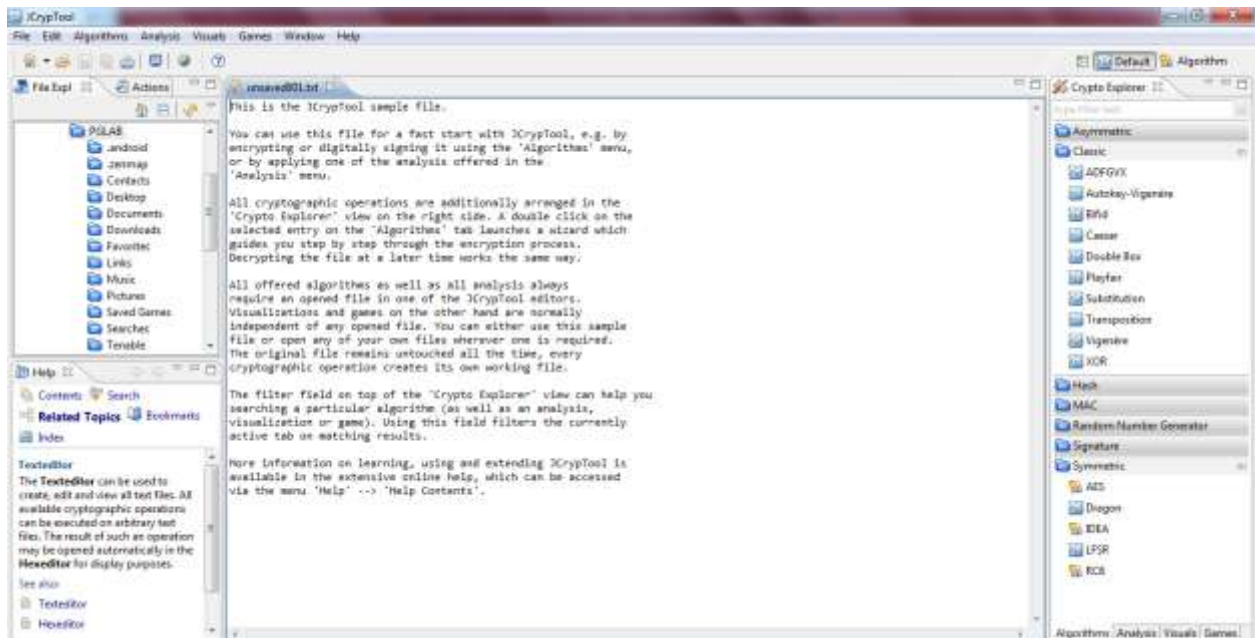
7. Click on Run Button



8. JCryp Tool is now Loading



9. This is workspace of JCrypt Tool



Conclusion:-Hence we installed & demonstrated Jcrypt tool software.

6. Using Jcrypt tool (or any other equivalent) to demonstrate asymmetric, symmetric crypto algorithm

Aim:- To demonstrate asymmetric, symmetric crypto algorithm using Jcrypt tool.

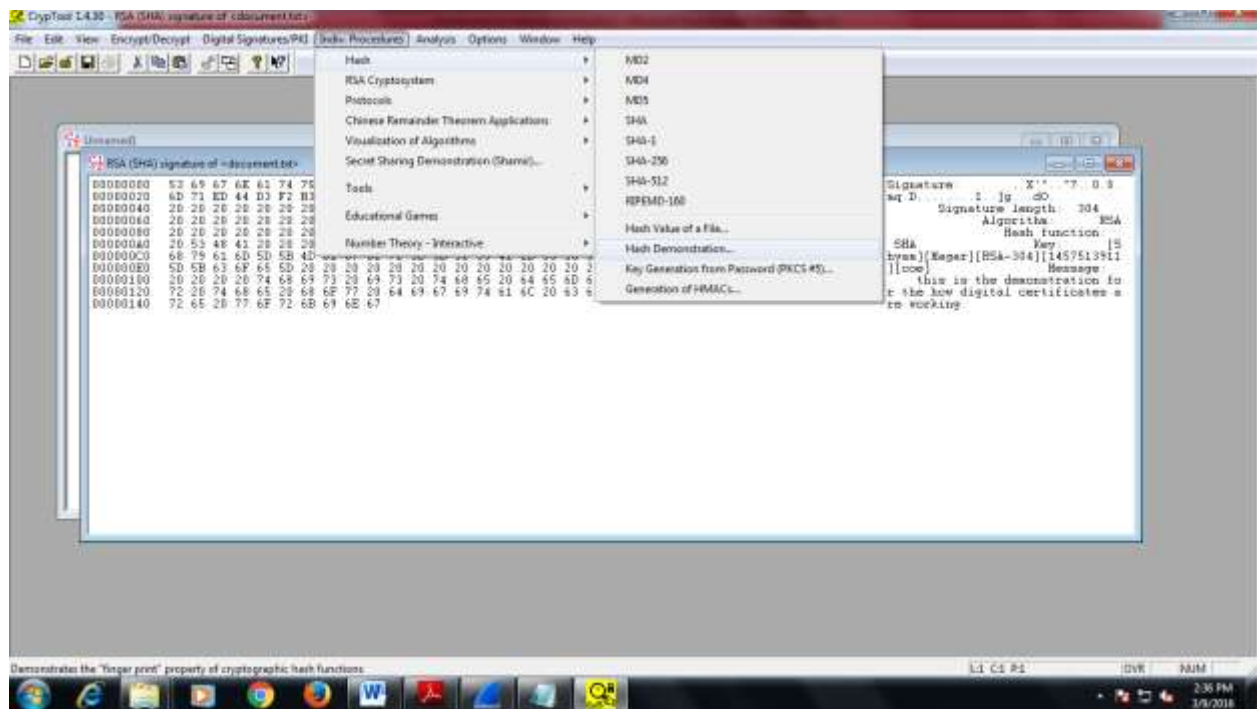
Objective: Student will be able to demonstrate asymmetric, symmetric crypto algorithm using Jcrypt tool.

Tools Required: Jcrypt tool.

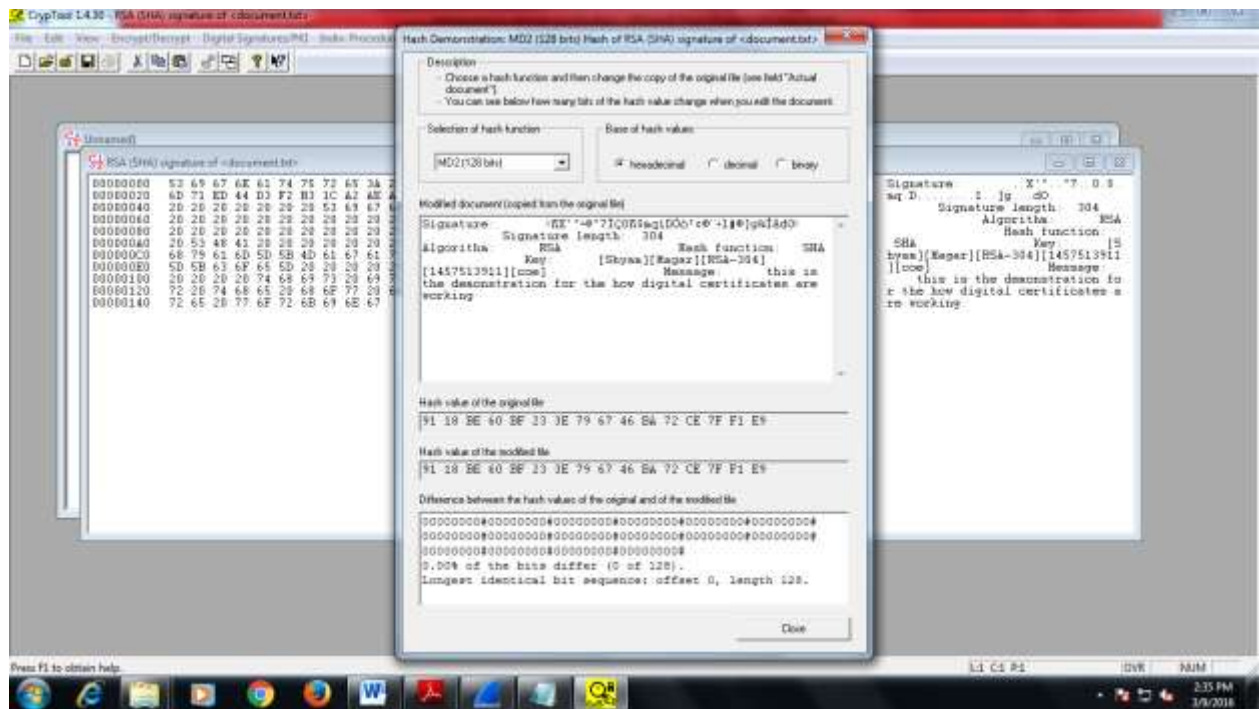
Theory:

Hash Function

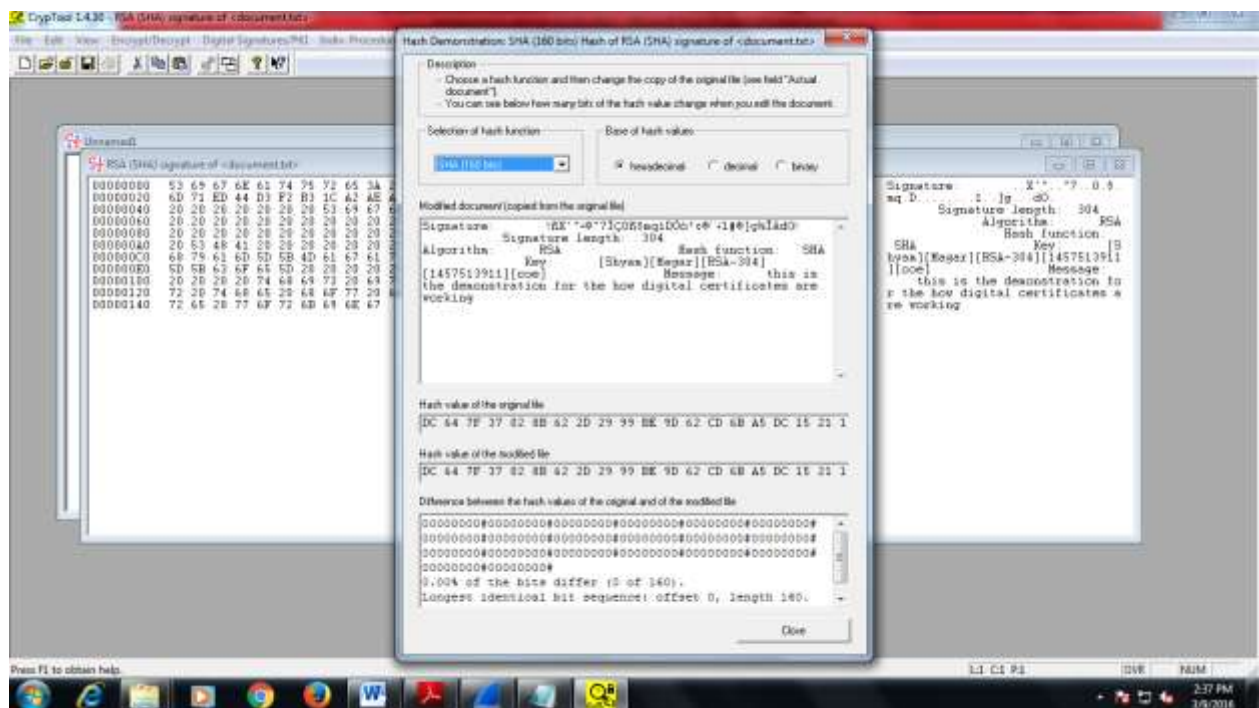
1. Select Indiv. Procedure → Hash → Hash Demonstration →



2. Selection of hash Function

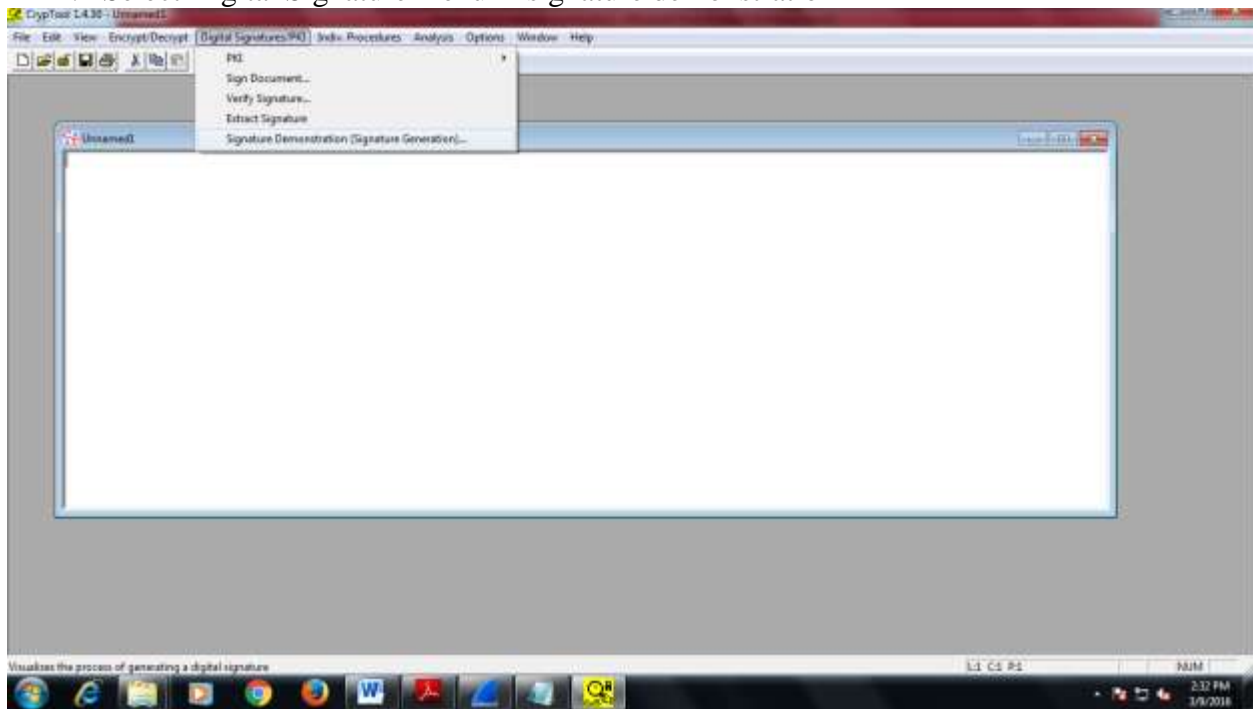


3. Select hash function SHA you get hash code value

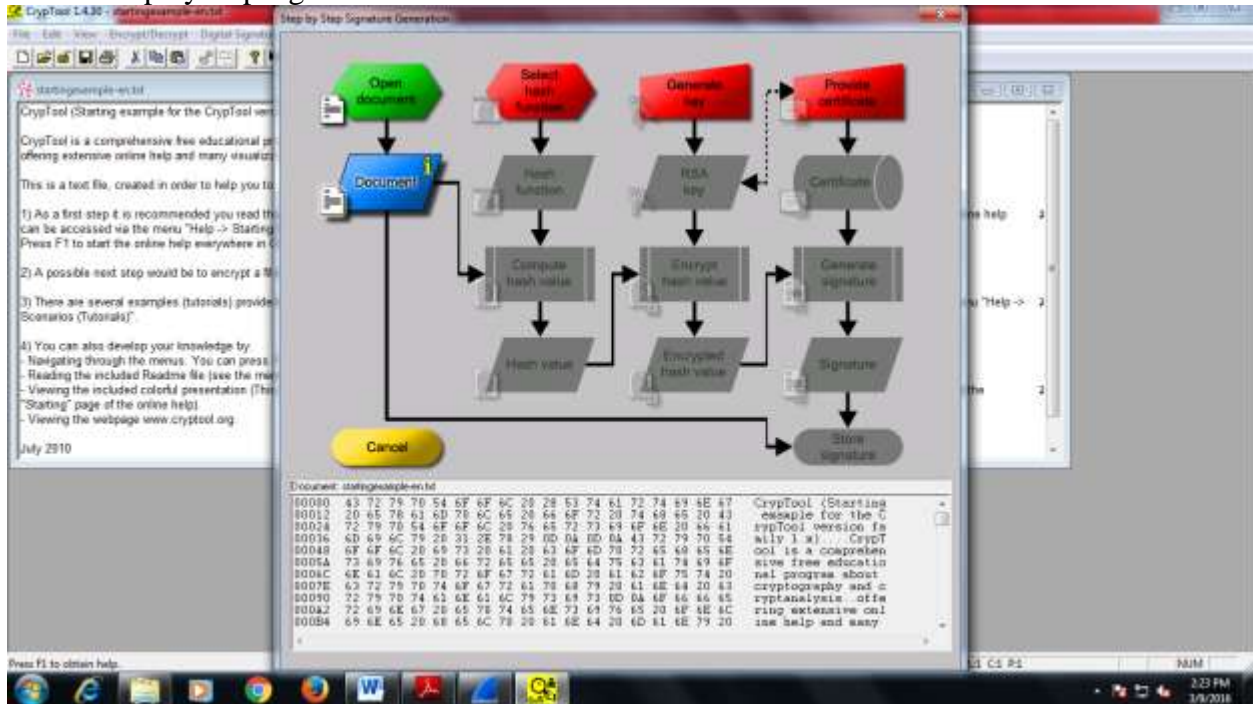


Digital Signatures

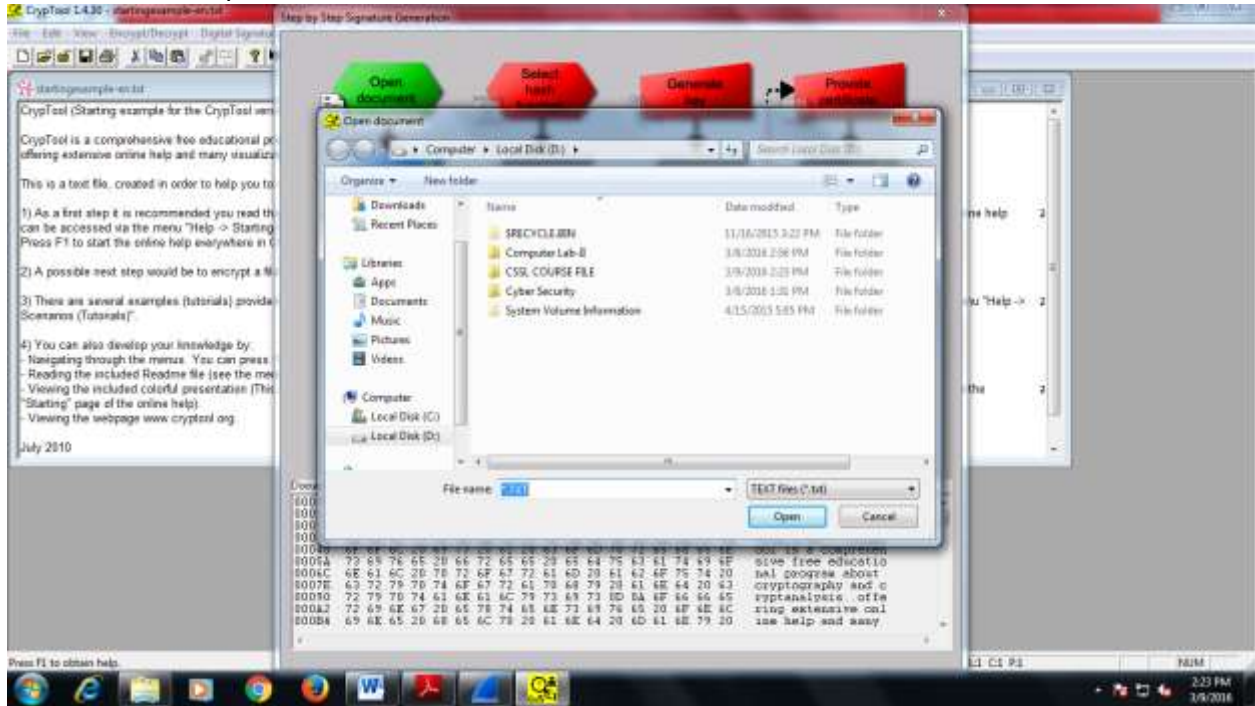
1. Select Digital Signature menu → signature demonstration

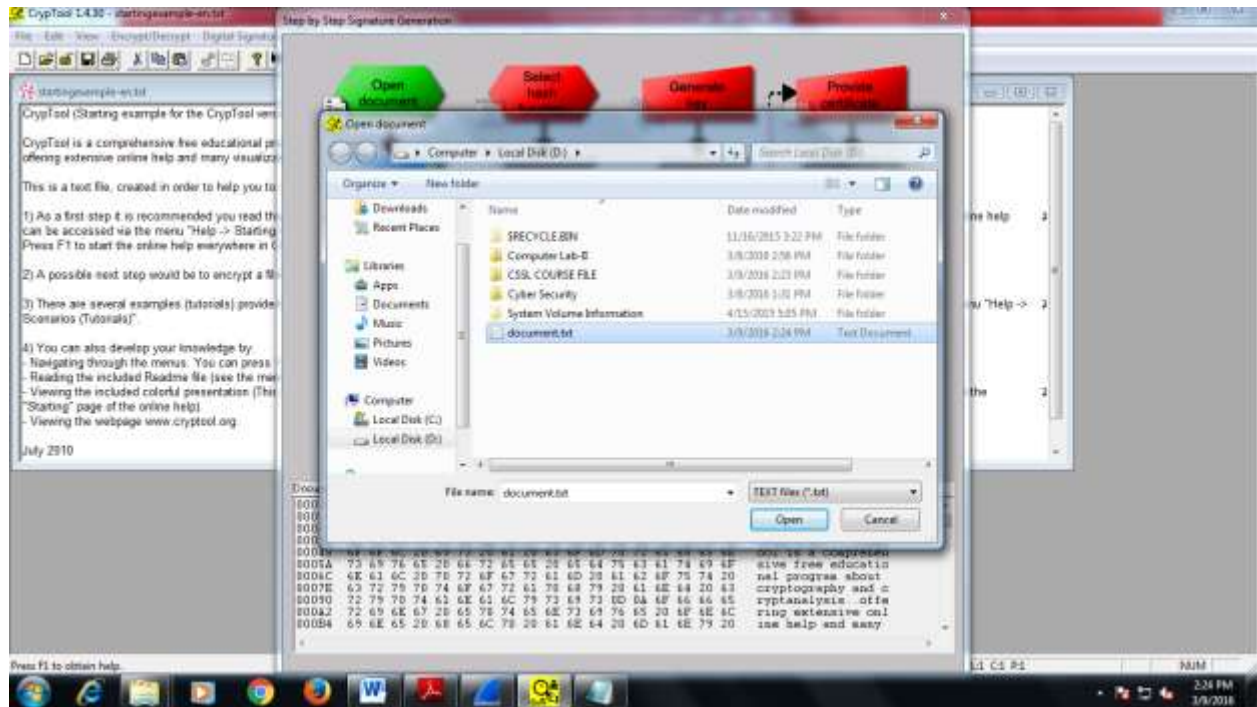


2. Step by step signature

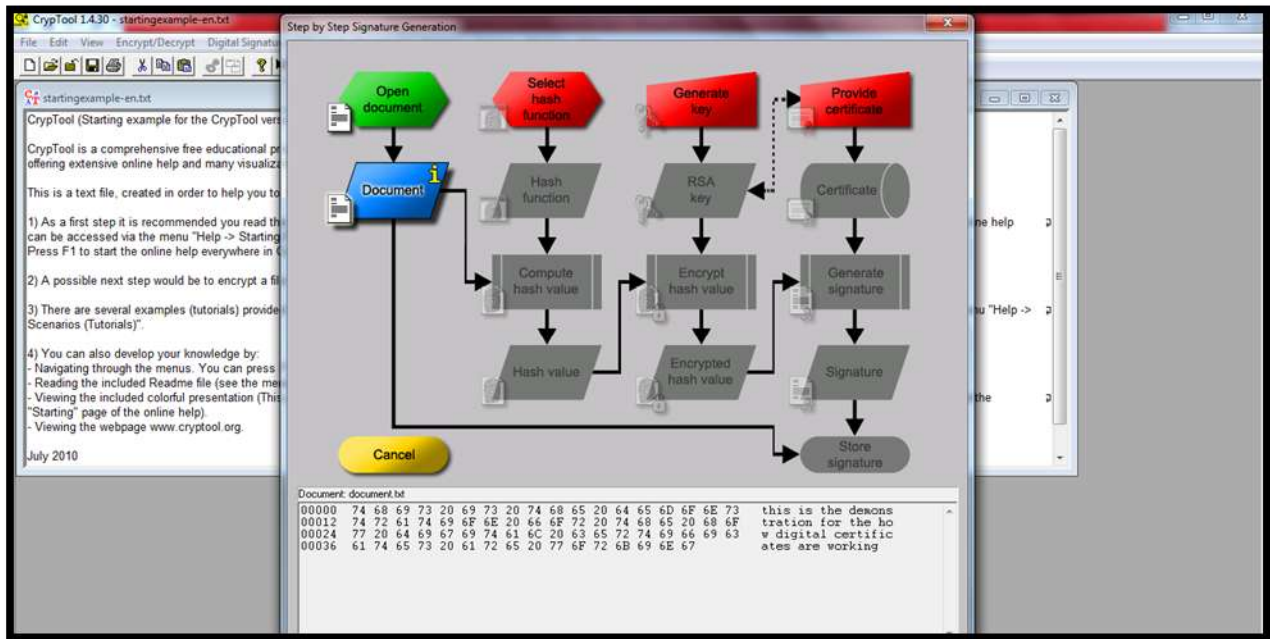


3. Click on open document & select txt file

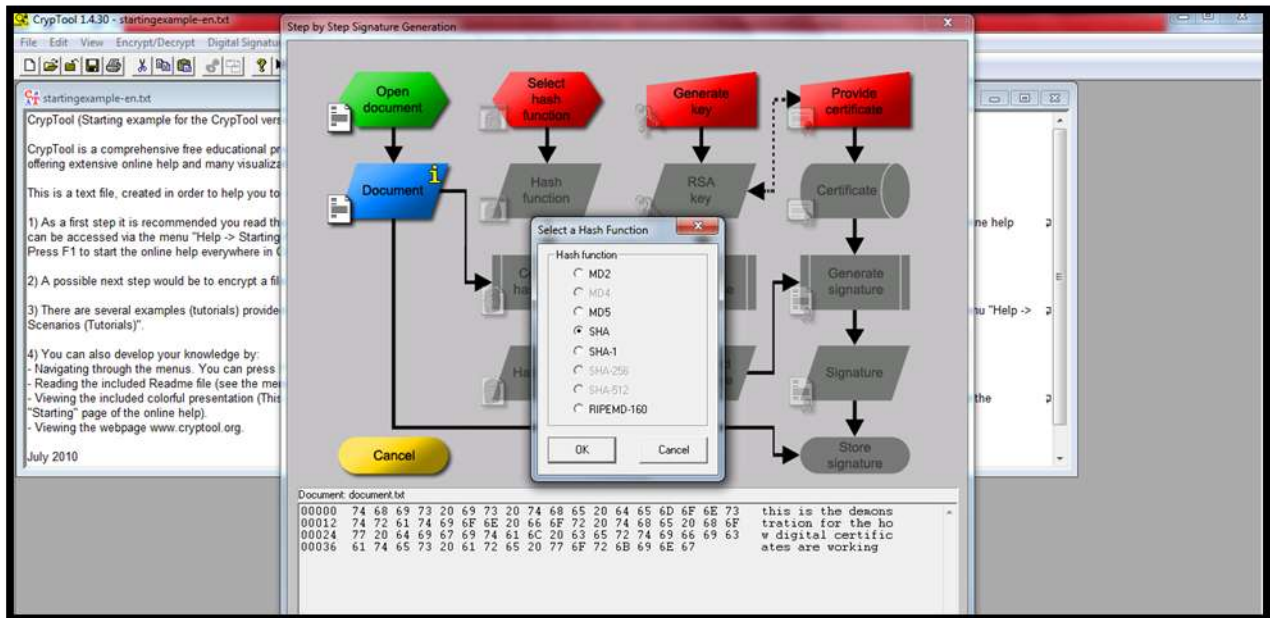




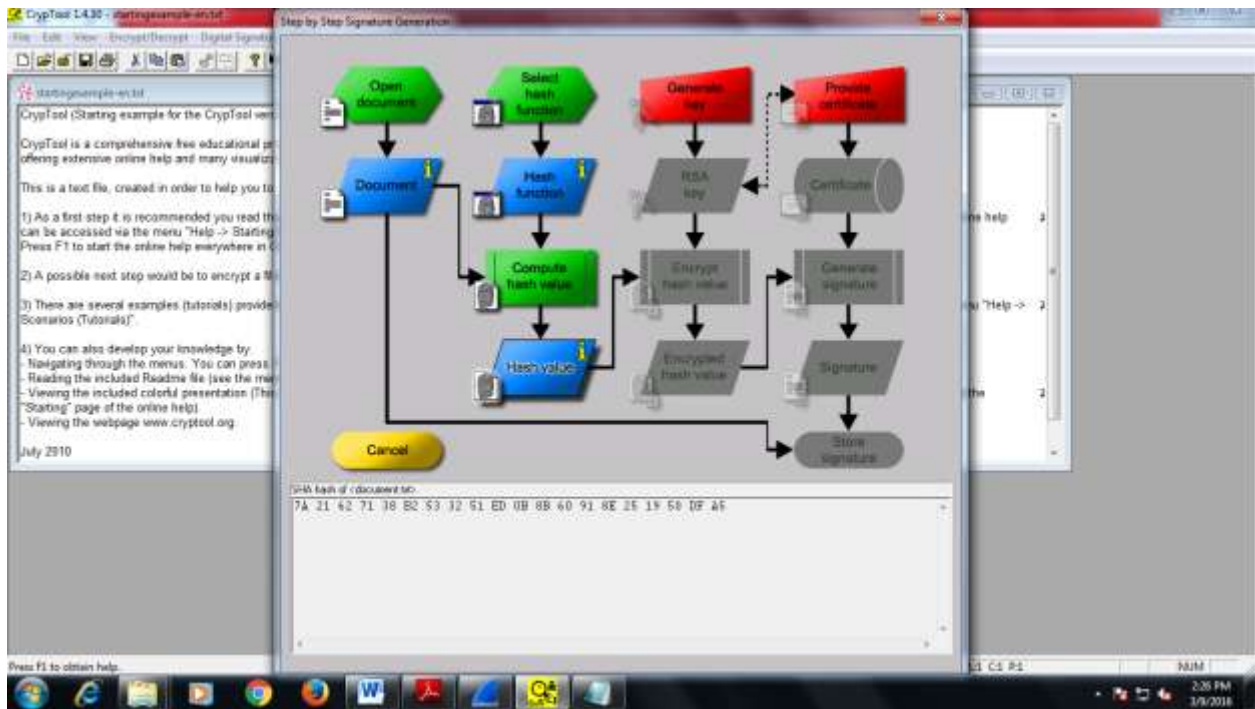
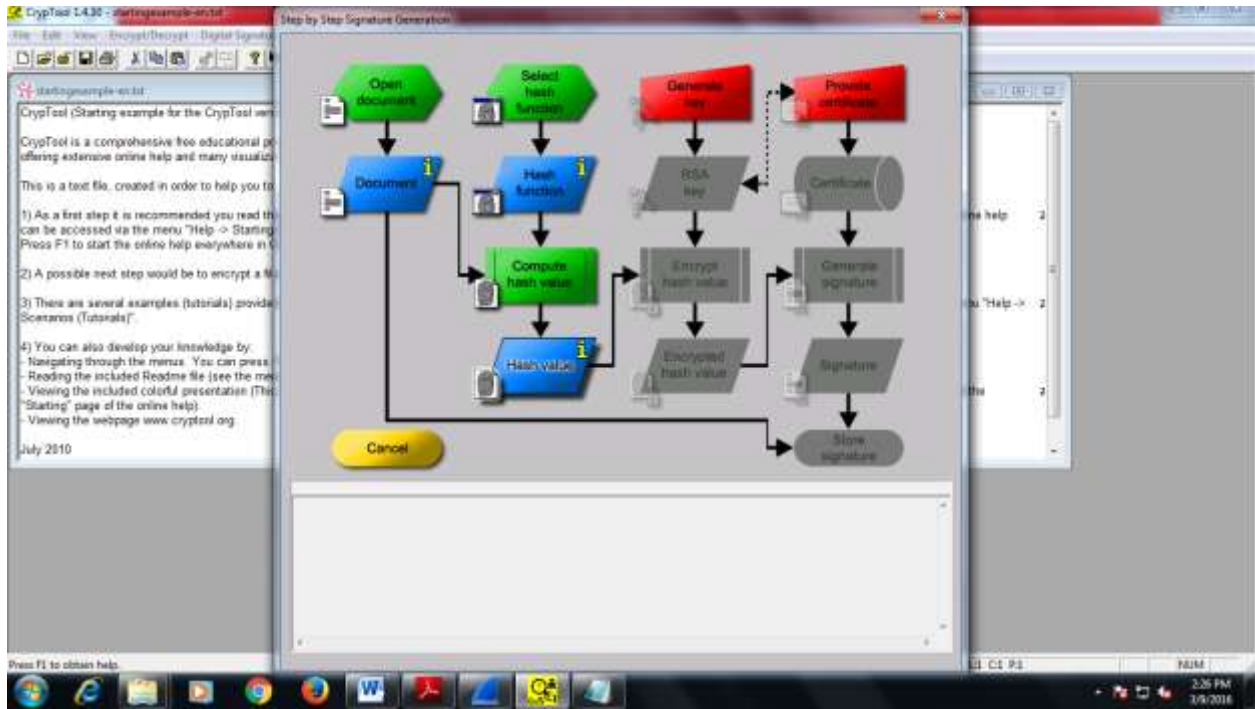
4. Document is converted in to hexadecimal value & ready to compute hash value



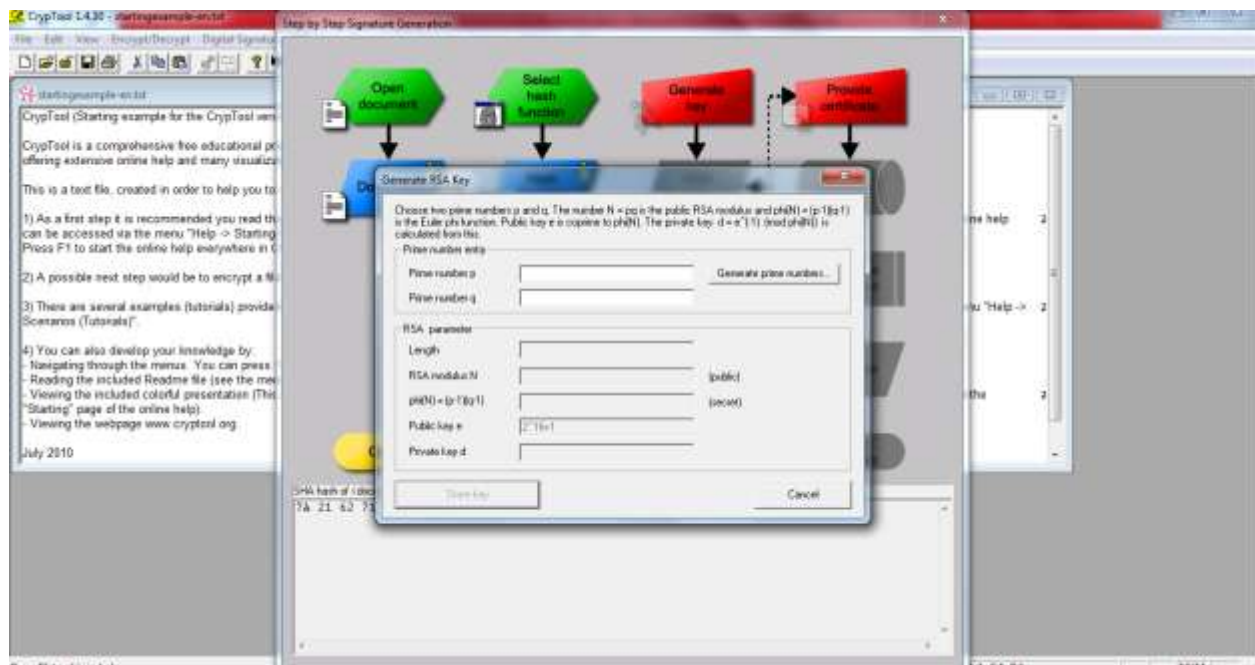
5. Select Hash function from given list as SHA



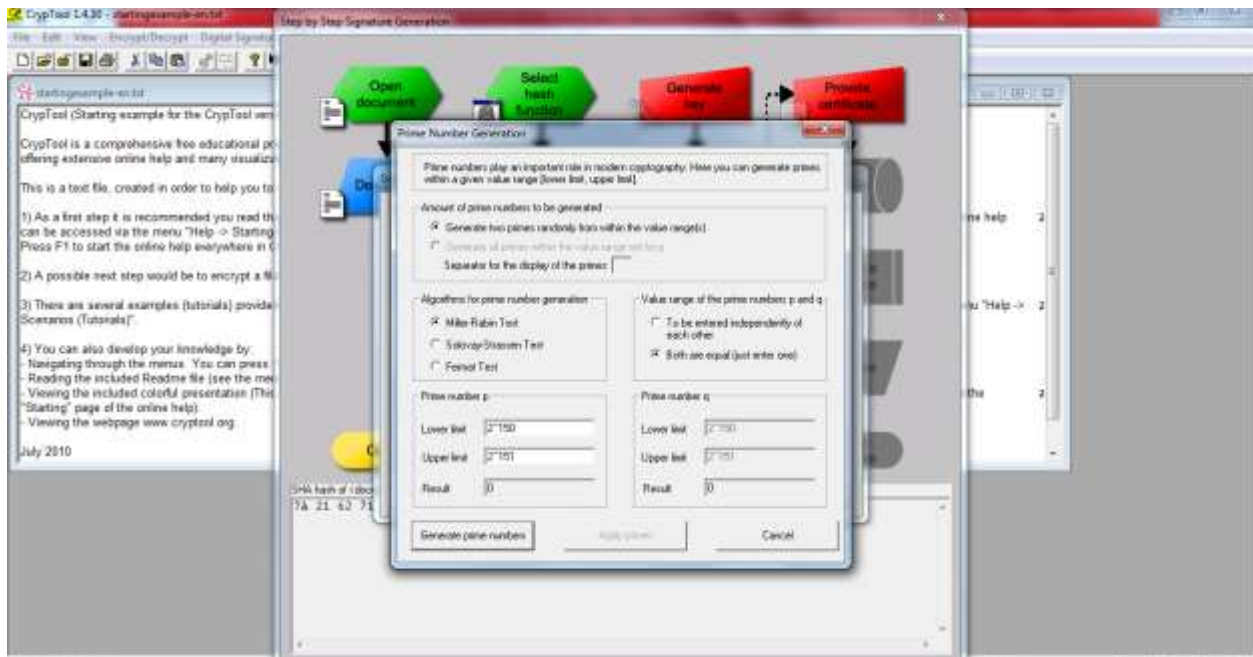
6. Click on compute hash value & hash value you will get the hash value



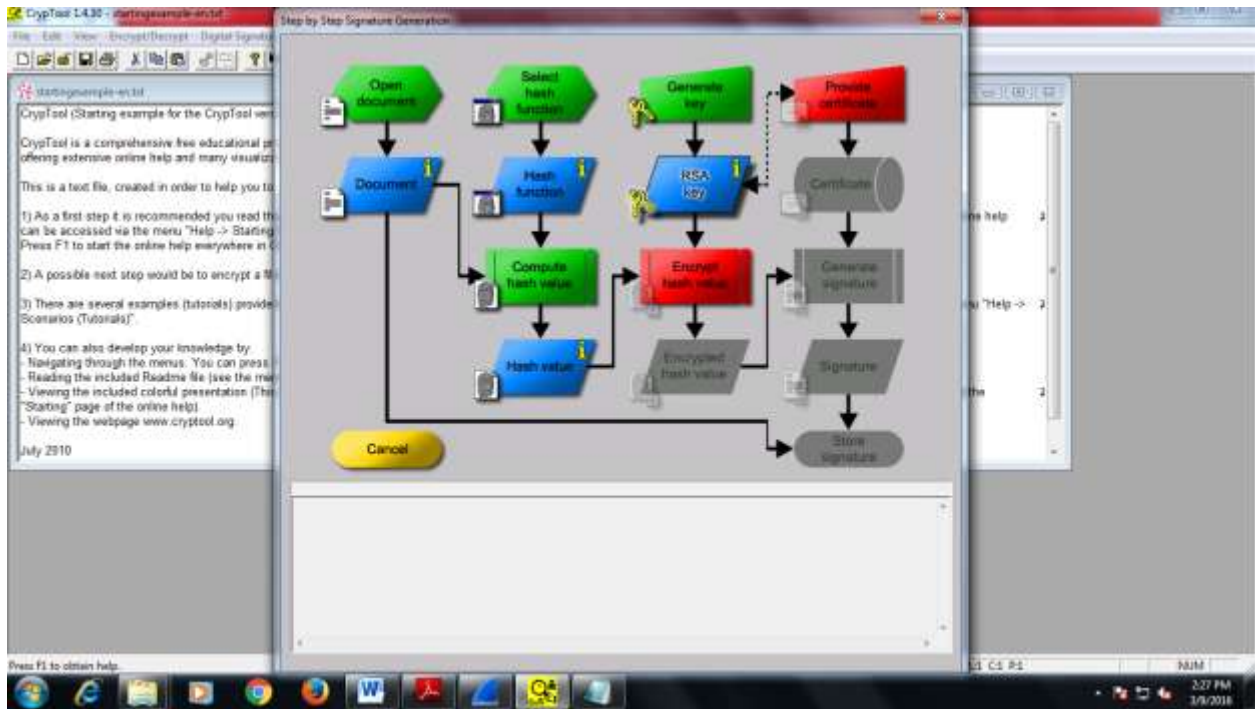
7. Click on generate key & provide P & Q value for generating prime no



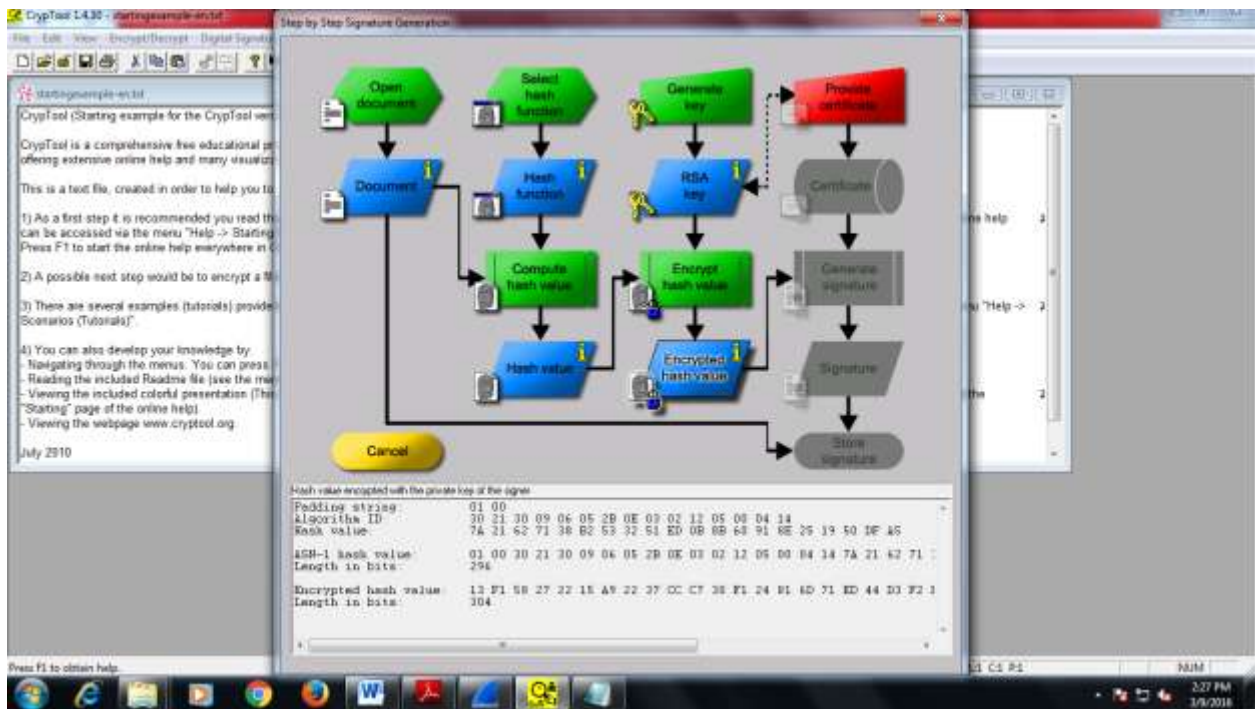
8. Generate prime no according to algorithm



10. Generate the RSA key & click on encrypt hash value



11. Check Encrypted HashValue



12. Provide Digital Certificate

The screenshot shows the CrypTool 1.4.30 interface with the 'Step by Step Signature Generation' wizard. The 'Create Certificate and PSE' dialog box is open, displaying the following information:

Public RSA parameter

- Bit length: 2048 bit
- RSA modulus N: [4755401522451567567259525541174681322600411329079308]
- Public key e: [65537]

Personal data for the certificate

- Name: [Shyan]
- First name: [Maga]
- Key identifier: [coe] (optional)
- PN: []
- PN verification: []

Generated names for PSE and certificate

- User Key ID: [Shyan@Maga[RSA-2048]1457512811[coe]]
- Distinguished Name: [CN=MagaShyan (145751281), DC=cryptool, DC=org]

Buttons: Create Certificate and PSE, Import certificate and key, Cancel

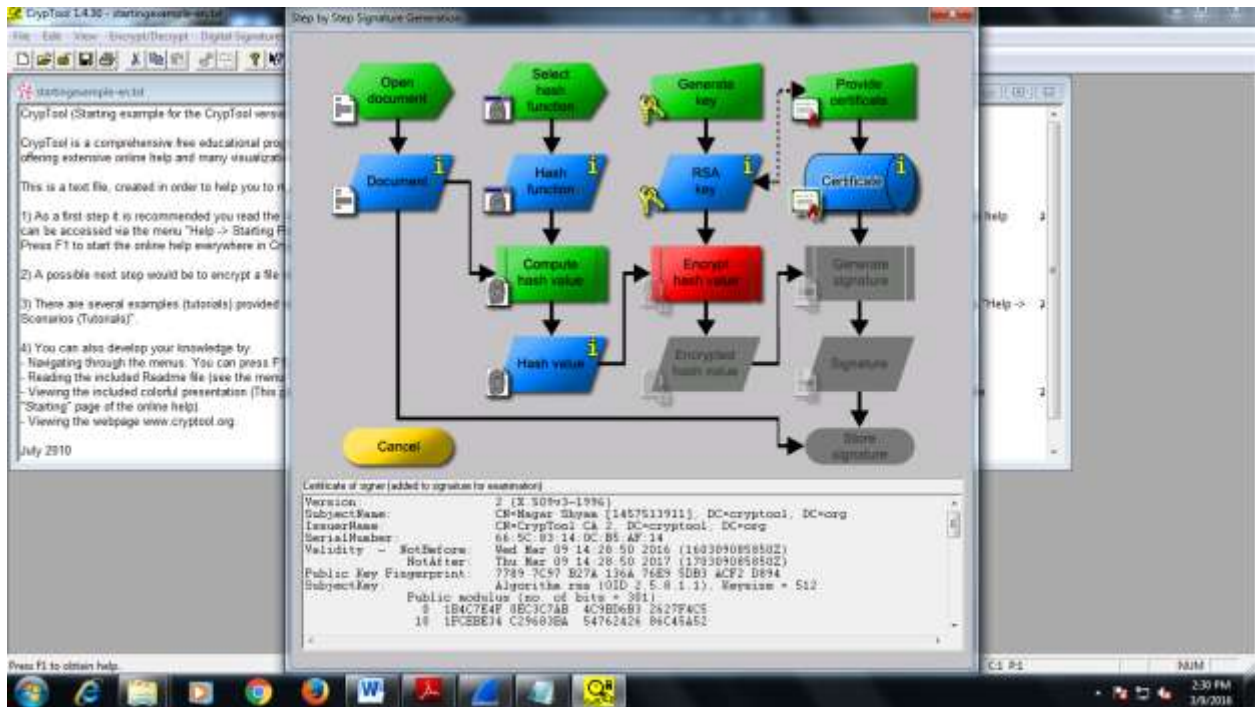
Below the dialog, the 'Encrypted hash value' is shown as: 13 F1 58 27 22 15 A9 22 27 CC C7 38 F1 24 81 6D 71 ED 44 D3 F2 1 304

The second screenshot shows the 'Import key and certificate' dialog box, which displays a table of keys from the PSE:

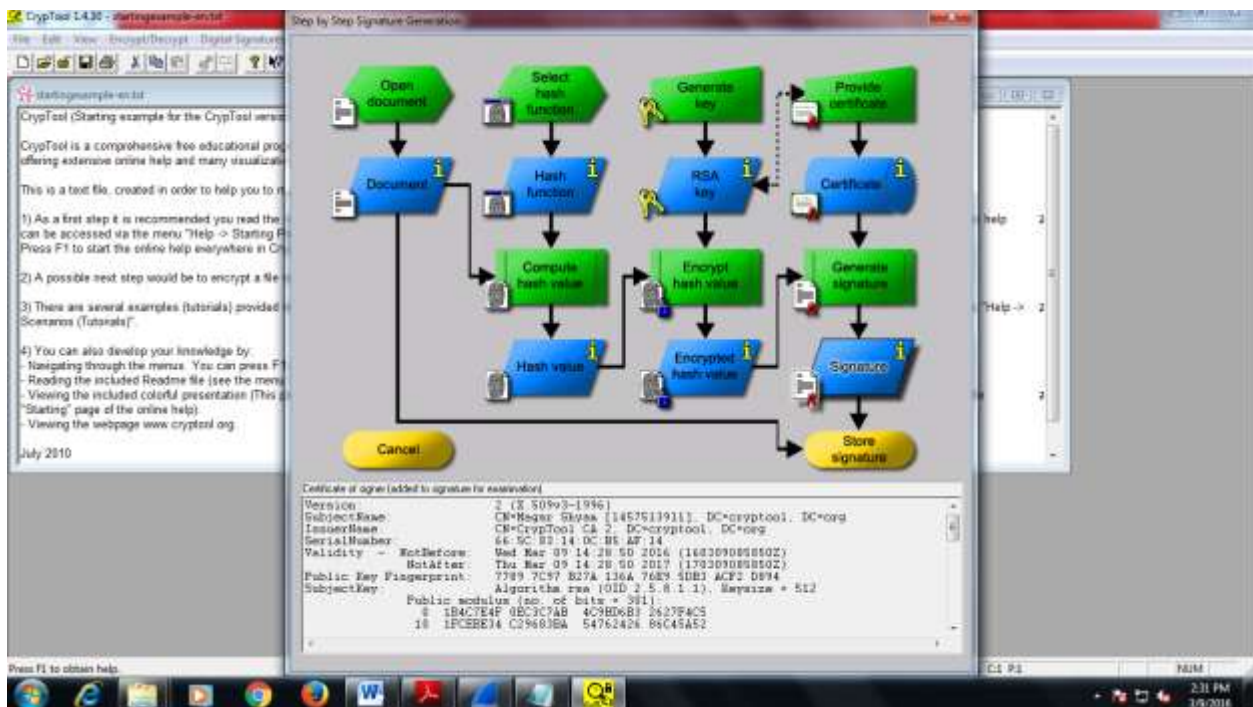
Last name	First name	Key type	Key identifier	Created	Internal ID no.
shyan	maga	RSA-1024	coe	03.03.2016 17:11:31	1457005201
Shyan	Maga	RSA-2048	coe	09.03.2016 14:28:31	1457512811
SideChannel	Rob	RSA-512	PN-1234	06.07.2006 15:21:34	1152178494

Buttons: Import, Cancel

Below the dialog, the 'Encrypted hash value' is shown as: 13 F1 58 27 22 15 A9 22 27 CC C7 38 F1 24 81 6D 71 ED 44 D3 F2 1 304



13. Generate Certificate & Signature



6. Kerberos

Aim: To study Kerberos network authentication protocol.

Objective: Students will be able to understand Kerberos network authentication protocol.

Theory:-

What is Kerberos?

Kerberos is a network authentication protocol. It is designed to provide strong authentication for client/server applications by using secret-key cryptography. A free implementation of this protocol is available from the Massachusetts Institute of Technology. Kerberos is available in many commercial products as well.

The Internet is an insecure place. Many of the protocols used in the Internet do not provide any security. Tools to "sniff" passwords off of the network are in common use by malicious hackers. Thus, applications which send an unencrypted password over the network are extremely vulnerable. Worse yet, other client/server applications rely on the client program to be "honest" about the identity of the user who is using it. Other applications rely on the client to restrict its activities to those which it is allowed to do, with no other enforcement by the server.

Some sites attempt to use firewalls to solve their network security problems. Unfortunately, firewalls assume that "the bad guys" are on the outside, which is often a very bad assumption. Most of the really damaging incidents of computer crime are carried out by insiders. Firewalls also have a significant disadvantage in that they restrict how your users can use the Internet. (After all, firewalls are simply a less extreme example of the dictum that there is nothing more secure than a computer which is not connected to the network --- and powered off!) In many places, these restrictions are simply unrealistic and unacceptable.

Kerberos was created by MIT as a **solution to these network security problems**. The Kerberos protocol uses **strong cryptography** so that a client can prove its identity to a server (and vice versa) across an insecure network connection. After a client and server has used Kerberos to prove their identity, they can also encrypt all of their communications to assure privacy and data integrity as they go about their business.

Kerberos is freely available from MIT, under copyright permissions very similar those used for the BSD operating system and the X Window System. MIT provides Kerberos in source form so that anyone who wishes to use it may look over the code for themselves and assure themselves that the code is trustworthy. In addition, for those who prefer to rely on a professionally supported product, Kerberos is available as a product from many different vendors.

In summary, Kerberos is a solution to your network security problems. It provides the tools of authentication and strong cryptography over the network to help you secure your information systems across your entire enterprise. We hope you find Kerberos as useful as it has been to us. At MIT, Kerberos has been invaluable to our Information/Technology architecture.

Kerberos' architecture

- Kerberos server
- client processes
- application servers

Kerberos' server

- executes in a dedicated, physically secure computer
- encompasses:
 - Authentication database
 - > stores secret keys of all system's subjects
 - Authentication server (AS)
 - > certifies the users' identities
 - Ticket-granting server TGS (servidor de bilhetes/emissor de chaves)
 - > supplies clients with tickets to be used with servers
- it is a KDC, *Key Distribution Center*

Client processes

- execute on “normal” computers
- the user owning client processes is authenticated only once, on log on
- access to services (from application servers) is only possible by means of ticket supplied from Ticket-granting server

Application servers

- execute on networked computers
- each shares a specific key with Ticket-granting server
- only serve clients with tickets proved genuine

Authentication (and key distribution) protocol

- based on Needham-Schroeder's authentication protocol
- so, uses the concept of “tickets”

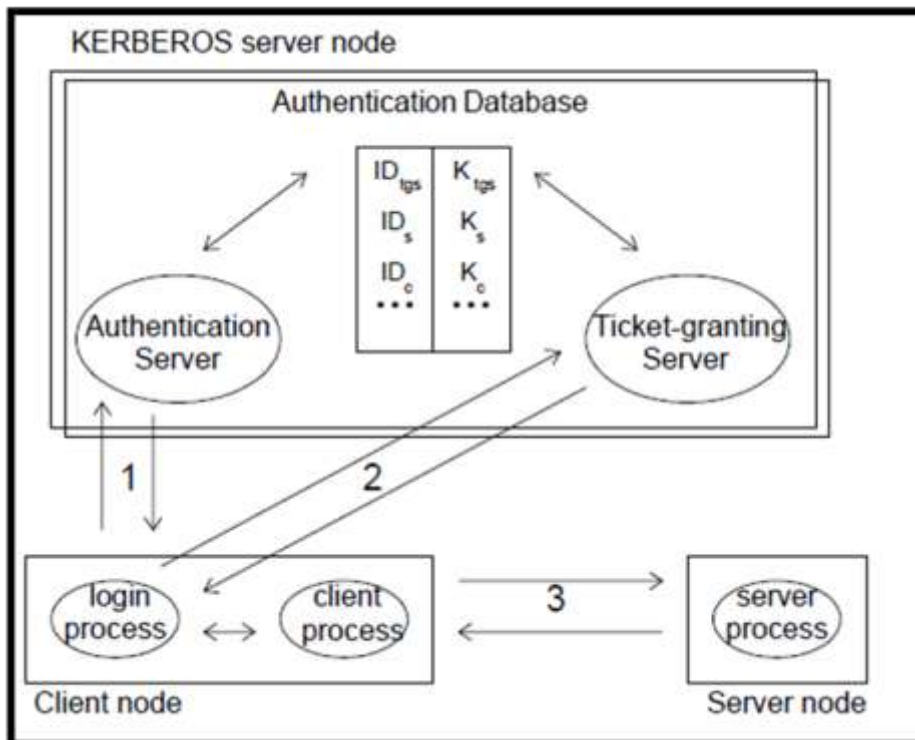
Ticket

- piece of data delivered to an entity (*A*) to be forwarded, later on, to another (*B*)
- the data is ciphered, to be only understood by the final recipient (*B*)
- typically, contains a session key to be used in conversations between *A* and *B*
 - the whole point is to allow *A* and *B* to authenticate each other, if they both have already authenticated themselves with the Ticket-granting server

...Kerberos' authentication protocol (cont.)

Protocol's structure:

1. user's authentication (*login*) and getting of ticket and key to be used with Ticket-granting server
2. getting of the ticket and key for interaction with an Application server
3. interaction with Application server



...Protocol's structure: interaction details (cont.)

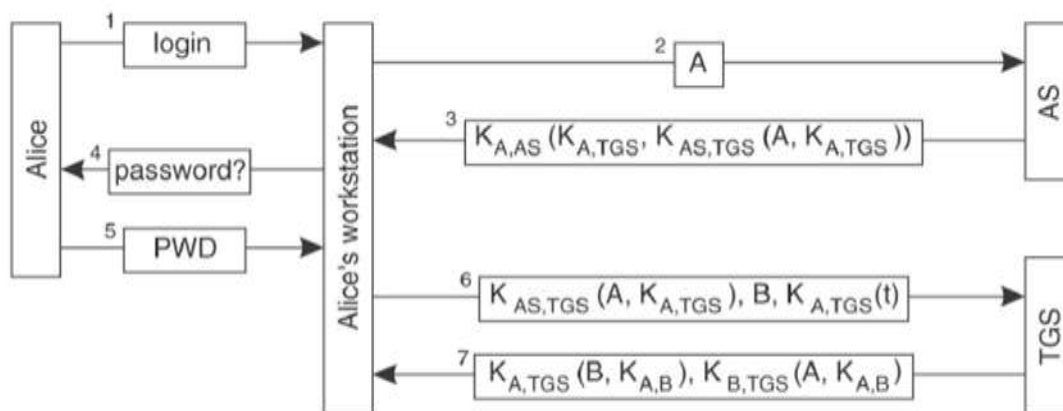


Fig. Kerberos: initial authentication sequence (from A), 1-5, and getting of ticket and session key for application server (B), 6-7.

...Protocol's structure: interaction details (cont.)

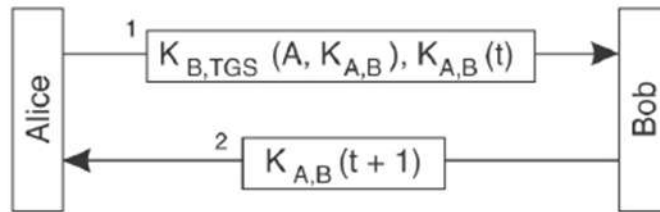


Fig. Kerberos: mutual authentication sequence between Client *A* and server *B*.

Conclusion :-Hence we studied Kerberos network authentication protocol.

8. IT ACT 2000

Aim: To study IT act 2000.

Objective: Student will understand Information technology act 2000

Theory:

As discussed in the first chapter, the Government of India enacted the Information Technology (I.T.) Act with some major objectives to deliver and facilitate lawful electronic, digital, and online transactions, and mitigate cyber-crimes.

Salient Features of I.T. Act

The salient features of the I.T. Act are as follows:

- Digital signature has been replaced with electronic signature to make it a more technology neutral act.
- It elaborates on offenses, penalties, and breaches.
- It outlines the Justice Dispensation Systems for cyber-crimes.
- It defines in a new section that *cyber café is any facility from where the access to the internet is offered by any person in the ordinary course of business to the members of the public.*
- It provides for the constitution of the Cyber Regulations Advisory Committee.
- It is based on The Indian Penal Code, 1860, The Indian Evidence Act, 1872, The Bankers' Books Evidence Act, 1891, The Reserve Bank of India Act, 1934, etc.
- It adds a provision to Section 81, which states that the provisions of the Act shall have overriding effect. The provision states that *nothing contained in the Act shall restrict any person from exercising any right conferred under the Copyright Act, 1957.*

Scheme of I.T. Act

The following points define the scheme of the I.T. Act:

- The I.T. Act contains **13 chapters** and **90 sections**.
- The last four sections namely sections 91 to 94 in the I.T. Act 2000 deals with the amendments to the Indian Penal Code 1860, The Indian Evidence Act 1872, The Bankers' Books Evidence Act 1891 and the Reserve Bank of India Act 1934 were deleted.
- It commences with Preliminary aspect in Chapter 1, which deals with the short, title, extent, commencement and application of the Act in Section 1. Section 2 provides Definition.
- Chapter 2 deals with the authentication of electronic records, digital signatures, electronic signatures, etc.
- Chapter 11 deals with offences and penalties. A series of offences have been provided along with punishment in this part of The Act.
- Thereafter the provisions about due diligence, role of intermediaries and some miscellaneous provisions are been stated.
- The Act is embedded with two schedules. The First Schedule deals with Documents or Transactions to which the Act shall not apply. The Second

Schedule deals with electronic signature or electronic authentication technique and procedure. The Third and Fourth Schedule are omitted.

Application of the I.T.Act

As per the sub clause (4) of Section 1, *nothing in this Act shall apply to documents or transactions specified in First Schedule*. Following are the documents or transactions to which the Act shall not apply:

- **Negotiable Instrument** (Other than a cheque) as defined in section 13 of the Negotiable Instruments Act, 1881;
- A **power-of-attorney** as defined in section 1A of the Powers-of-Attorney Act, 1882;
- A **trust** as defined in section 3 of the Indian Trusts Act, 1882;
- A **will** as defined in clause (h) of section 2 of the Indian Succession Act, 1925 including any other testamentary disposition;
- Any **contract** for the sale or conveyance of immovable property or any interest in such property;
- Any such class of documents or transactions as may be notified by the Central Government.

Amendments Brought in the I.T.Act

The I.T. Act has brought amendment in four statutes vide section 91-94. These changes have been provided in schedule 1-4.

- The first schedule contains the amendments in the Penal Code. *It has widened the scope of the term "document" to bring within its ambit electronic documents.*
- The second schedule deals with amendments to the India Evidence Act. *It pertains to the inclusion of electronic document in the definition of evidence.*
- The third schedule amends the Banker's Books Evidence Act. *This amendment brings about change in the definition of "Banker's-book". It includes printouts of data stored in a floppy, disc, tape or any other form of electromagnetic data storage device. Similar change has been brought about in the expression "Certified-copy" to include such printouts within its purview.*
- The fourth schedule amends the Reserve Bank of India Act. *It pertains to the regulation of fund transfer through electronic means between the banks or between the banks and other financial institution.*

Intermediary Liability

Intermediary, dealing with any specific electronic records, is a person who on behalf of another person accepts, stores or transmits that record or provides any service with respect to that record.

According to the above mentioned definition, it includes the following:

- Telecom service providers
- Network service providers
- Internet service providers
- Web-hosting service providers
- Search engines
- Online payment sites
- Online auction sites
- Online market places and cyber cafes

Highlights of the Amended Act

The newly amended act came with following highlights:

- It stresses on privacy issues and highlights information security.
- It elaborates Digital Signature.
- It clarifies rational security practices for corporate.
- It focuses on the role of Intermediaries.
- New faces of Cyber Crime were added.

The faster world-wide connectivity has developed numerous online crimes and these increased offences led to the need of laws for protection. In order to keep in stride with the changing generation, the Indian Parliament passed the Information Technology Act 2000 that has been conceptualized on the United Nations Commissions on International Trade Law (UNCITRAL) Model Law. The law defines the offenses in a detailed manner along with the penalties for each category of offence.

Offences

Cyber offences are the illegitimate actions, which are carried out in a classy manner where either the computer is the tool or target or both.

Cyber-crime usually includes the following:

- Unauthorized access of the computers
- Data diddling
- Virus/worms attack
- Theft of computer system
- Hacking
- Denial of attacks
- Logic bombs
- Trojan attacks
- Internet time theft
- Web jacking
- Email bombing
- Salami attacks
- Physically damaging computer system.

The offences included in the I.T. Act 2000 are as follows:

- Tampering with the computer source documents.
- Hacking with computer system.
- Publishing of information which is obscene in electronic form.
- Power of Controller to give directions.
- Directions of Controller to a subscriber to extend facilities to decrypt information.
- Protected system.
- Penalty for misrepresentation.
- Penalty for breach of confidentiality and privacy.
- Penalty for publishing Digital Signature Certificate false in certain particulars.
- Publication for fraudulent purpose.
- Act to apply for offence or contravention committed outside India
- Confiscation.
- Penalties or confiscation not to interfere with other punishments.
- Power to investigate offences.

Section 67-C	Intermediary intentionally or knowingly contravening the directions about Preservation and retention of information	Imprisonment up to 3 years and fine	Offence is Bailable, Cognizable.
Section 68	Failure to comply with the directions given by Controller	Imprisonment up to 2 years and/or fine up to Rs. 1 lakh	Offence is Bailable, Non-Cognizable.
Section 69	Failure to assist the agency referred to in sub section (3) in regard interception or monitoring or decryption of any information through any computer resource	Imprisonment up to 7 years and fine	Offence is Non-Bailable, Cognizable.
Section 69-A	Failure of the intermediary to comply with the direction issued for blocking for public access of any information through any computer resource	Imprisonment up to 7 years and fine	Offence is Non-Bailable, Cognizable.
Section 69-B	Intermediary who intentionally or knowingly contravenes the provisions of sub-section (2) in regard monitor and collect traffic data or information through any computer resource for cybersecurity	Imprisonment up to 3 years and fine	Offence is Bailable, Cognizable.
Section 70	Any person who secures access or attempts to secure access to the protected system in contravention of provision of Sec. 70	Imprisonment of either description up to 10 years and fine	Offence is Non-Bailable, Cognizable.

Section 70-B	Indian Computer Emergency Response Team to serve as national agency for incident response. Any service provider, intermediaries, data centres, etc., who fails to prove the information called for or comply with the direction issued by the ICERT.	Imprisonment up to 1 year and/or fine up to Rs. 1 lakh	Offence is Bailable, Non-Cognizable
Section 71	Misrepresentation to the Controller to the Certifying Authority	Imprisonment up to 2 years and/ or fine up to Rs. 1 lakh.	Offence is Bailable, Non-Cognizable.
Section 72	Breach of Confidentiality and privacy	Imprisonment up to 2 years and/or fine up to Rs. 1 lakh.	Offence is Bailable, Non-Cognizable.
Section 72-A	Disclosure of information in breach of lawful contract	Imprisonment up to 3 years and/or fine up to Rs. 5 lakh.	Offence is Cognizable, Bailable
Section 73	Publishing electronic Signature Certificate false in certain particulars	Imprisonment up to 2 years and/or fine up to Rs. 1 lakh	Offence is Bailable, Non-Cognizable.
Section 74	Publication for fraudulent purpose	Imprisonment up to 2 years and/or fine up to Rs. 1 lakh	Offence is Bailable, Non-Cognizable.

Conclusion:Hence we studied IT act 2000.

10. Implementation of RSA algorithm using any appropriate programming language.

Aim:To implement RSA algorithm using C.

Objective :Students will able to implement RSA algotihm.

Tools required:Turbo C.

Theory:

Program:

```
#include<stdio.h>

#include<conio.h>

#include<stdlib.h>

#include<math.h>

#include<string.h>

long int p,q,n,t,flag,e[100],d[100],temp[100],j,m[100],en[100],i;

char msg[100];

int prime(long int);

void ce();

long int cd(long int);

void encrypt();

void decrypt();

void main() {

    clrscr();

    printf("\nENTER FIRST PRIME NUMBER\n");

    scanf("%d",&p);

    flag=prime(p);

    if(flag==0) {

        printf("\nWRONG INPUT\n");

        getch();
```

```

        exit(1);
    }

    printf("\nENTER ANOTHER PRIME NUMBER\n");
    scanf("%d",&q);
    flag=prime(q);
    if(flag==0||p==q) {
        printf("\nWRONG INPUT\n");
        getch();
        exit(1);
    }

    printf("\nENTER MESSAGE\n");
    fflush(stdin);
    scanf("%s",msg);
    for (i=0;msg[i]!=NULL;i++)
        m[i]=msg[i];
    n=p*q;
    t=(p-1)*(q-1);
    ce();
    printf("\nPOSSIBLE VALUES OF e AND d ARE\n");
    for (i=0;i<j-1;i++)
        printf("\n%d\t%d",e[i],d[i]);
    encrypt();
    decrypt();
    getch();
}

```

```

int prime(long int pr) {
    int i;
    j=sqrt(pr);
    for (i=2;i<=j;i++) {
        if(pr%i==0)
            return 0;
    }
    return 1;
}

void ce() {
    int k;
    k=0;
    for (i=2;i<t;i++) {
        if(t%i==0)
            continue;
        flag=prime(i);
        if(flag==1&& i!=p&& i!=q) {
            e[k]=i;
            flag=cd(e[k]);
            if(flag>0) {
                d[k]=flag;
                k++;
            }
            if(k==99)
                break;
        }
    }

```

```

    }
}
long int cd(long int x) {
    long int k=1;
    while(1) {
        k=k+t;
        if(k%x==0)
            return(k/x);
    }
}
void encrypt() {
    long int pt,ct,key=e[0],k,len;
    i=0;
    len=strlen(msg);
    while(i!=len) {
        pt=m[i];
        pt=pt-96;
        k=1;
        for (j=0;j<key;j++) {
            k=k*pt;
            k=k%n;
        }
        temp[i]=k;
        ct=k+96;
        en[i]=ct;
    }
}

```



```

        i++;
    }
    en[i]=-1;
    printf("\nTHE ENCRYPTED MESSAGE IS\n");
    for (i=0;en[i]!=-1;i++)
        printf("%c",en[i]);
}

void decrypt() {
    long int pt,ct,key=d[0],k;
    i=0;
    while(en[i]!=-1) {
        ct=temp[i];
        k=1;
        for (j=0;j<key;j++) {
            k=k*ct;
            k=k%n;
        }
        pt=k+96;
        m[i]=pt;
        i++;
    }
    m[i]=-1;
    printf("\nTHE DECRYPTED MESSAGE IS\n");
    for (i=0;m[i]!=-1;i++)
        printf("%c",m[i]);
}

```

Output:

```
ENTER FIRST PRIME NUMBER
7

ENTER ANOTHER PRIME NUMBER
17

ENTER MESSAGE
hello
```

```
POSSIBLE VALUES OF e AND d ARE
5      77
11     35
13     37
19     91
23     71
29     53
31     31
37     13

THE ENCRYPTED MESSAGE IS
iöccä
THE DECRYPTED MESSAGE IS
hello
```

Conclusion:Hence we implemented RSA algorithm using C.