## CSIHA 2008 OMOM

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 באוניברסיטת תל אביב לדורותיו, ,



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## Operating Systems

Lesson 10


## Windows Security

- Protect from
- Malicious user
- A bug
- Account level security
- Every action is performed under some process/thread
- Every process/thread run under some account
- Accounts and group of accounts has different privileges
- Accounts and groups examples
- User account
- System account
- Guest account
- Administrators groups
- System Privileges examples
- Install software
- Create or delete accounts
- Change system date and time


## Access Control Model

- Control the ability of a process to access securable objects
- When a thread attempts to use a securable object, the system performs an access check before allowing the thread to proceed.
- Compares the security information in the thread's access token against the security information in the object's security descriptor


## Access Control Components

- Access Token
- Contains information about a logged-on user (user, groups)
- Generated on user logon
- Contains a list of privileges
- Security Descriptor
- Contains the security information that protects a securable object


## Security Identifiers (SID)

- Identify entities that perform actions in the system
- Each account has a unique SID
- Each time a user logs on, the system retrieves the SID for that user
- The system uses the SID in the access token to identify the user


## Access Control List (ACL)

- List of Access Control Entries (ACE)
- System Access Control List (SACL)
- Used by administrators for logging
- Discretionary Access Control List (DACL)
- identifies the entities that are allowed or denied access to a securable object


## Access Control Entry (ACE)

- A (SID) that identifies the entity to which the ACE applies
- Access mask that specifies the access rights
- Type of ACE (allow/deny)


## Threads and Securable Objects



## Controlling Access

- Allow access to one thread while denying access to another



## Example: Token Dump

## EX\#5

- "Fortune teller" TCP socket server
- 2 processes server.exe and client.exe
- Client.exe <IP address> <port>
- Server.exe <directory> <port>
- Server will respond with "words of wisdom" to connecting clients
- Client will connect, receive "words of wisdom", wait for any key from user and exit
- Server will never exit


## EX\#5: Server

- Accept folder name (with trailing slash) and port as command line parameters
- In a folder will be 10 files named $0 . t x t$ I.txt and 9.txt
- Server will accept connection from client, randomly select a file and send its content to a client, then disconnect
- Files are ASCII files with no more then 256 characters each


## Ex\#5: Client

- Gets Server's IP and port as command line parameters
- Connect on start
- Obtain data from socket and disconnect
- Print data to a console
- Wait for user's "any key"
- Exit


## EX\#5: Tips

- Server: 80 lines of code
- Client: 50 lines of code
- Data is ASCII but file names are in UNICODE
- Don't forget to add ws2_32.lib to a linker input properties in the project
- Use rand_s to generate random numbers


## Ex\#5: Challenge (optional)

- Server can handle only single client
- Open new thread for each connected client, pass socket handle
- Test using delay(sleep) between characters to see that indeed several clients are connected
- Open files using read sharing
- Traffic reduction: Send only single NULL character (use true string length)


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