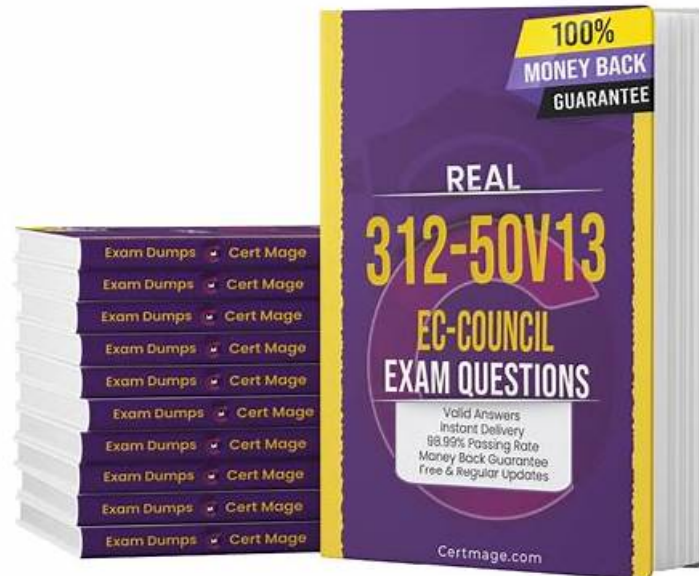


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ECCouncil Certified Ethical Hacker Exam (CEHv13) Sample Questions (Q785-Q790):

NEW QUESTION # 785

While examining audit logs, you discover that people are able to telnet into the SMTP server on port 25. You would like to block this, though you do not see any evidence of an attack or other wrong doing. However, you are concerned about affecting the normal functionality of the email server. From the following options choose how best you can achieve this objective?

- A. Force all connections to use a username and password.
- B. Switch from Windows Exchange to UNIX Sendmail.
- C. Shut off the SMTP service on the server.
- D. Block port 25 at the firewall.
- E. None of the above.

Answer: E

NEW QUESTION # 786

Steven connected his iPhone to a public computer that had been infected by Clark, an attacker. After establishing the connection with the public computer, Steven enabled iTunes Wi-Fi sync on the computer so that the device could continue communication with that computer even after being physically disconnected.

Now, Clark gains access to Steven's iPhone through the infected computer and is able to monitor and read all of Steven's activity on the iPhone, even after the device is out of the communication zone.

Which of the following attacks is performed by Clark in above scenario?

- A. Man-in-the-disk attack
- B. IOS trustjacking
- C. IOS Jailbreaking
- D. Exploiting SS7 vulnerability

Answer: B

Explanation:

An iPhone client's most noticeably terrible bad dream is to have somebody oversee his/her gadget, including the capacity to record and control all action without waiting to be in a similar room. In this blog entry, we present another weakness called "Trustjacking", which permits an aggressor to do precisely that.

This weakness misuses an iOS highlight called iTunes Wi-Fi sync, which permits a client to deal with their iOS gadget without genuinely interfacing it to their PC. A solitary tap by the iOS gadget proprietor when the two are associated with a similar organization permits an assailant to oversee the gadget. Furthermore, we will stroll through past related weaknesses and show the progressions that iPhone has made to alleviate them, and why these are adequately not to forestall comparative assaults.

After interfacing an iOS gadget to another PC, the clients are being found out if they trust the associated PC or not. Deciding to believe the PC permits it to speak with the iOS gadget by means of the standard iTunes APIs.

This permits the PC to get to the photographs on the gadget, perform reinforcement, introduce applications and considerably more, without requiring another affirmation from the client and with no recognizable sign.

Besides, this permits enacting the "iTunes Wi-Fi sync" highlight, which makes it conceivable to proceed with this sort of correspondence with the gadget even after it has been detached from the PC, as long as the PC and the iOS gadget are associated with a similar organization. It is intriguing to take note of that empowering

"iTunes Wi-Fi sync" doesn't need the casualty's endorsement and can be directed simply from the PC side.

Getting a live stream of the gadget's screen should be possible effectively by consistently requesting screen captures and showing or recording them distantly.

It is imperative to take note of that other than the underlying single purpose of disappointment, approving the vindictive PC, there is no other component that forestalls this proceeded with access. Likewise, there isn't anything that informs the clients that by approving the PC they permit admittance to their gadget even in the wake of detaching the USB link.

NEW QUESTION # 787

An audacious attacker is targeting a web server you oversee. He intends to perform a Slow HTTP POST attack, by manipulating 'a' HTTP connection. Each connection sends a byte of data every 'b' second, effectively holding up the connections for an extended period. Your server is designed to manage 'm' connections per second, but any connections exceeding this number tend to overwhelm the system. Given

'a=100' and variable 'm', along with the attacker's intention of maximizing the attack duration ' $D=a*b$ ', consider the following scenarios. Which is most likely to result in the longest duration of server unavailability?

- A. $m=90$, $b=15$: The server can manage 90 connections per second, but the attacker's 100 connections exceed this, and with each connection held up for 15 seconds, the attack duration could be significant

- B. $m=105$, $b=12$: The server can manage 105 connections per second, more than the attacker's 100 connections, likely maintaining operation despite a moderate hold-up time
- C. $m=110$, $b=20$: Despite the attacker sending 100 connections, the server can handle 110 connections per second, therefore likely staying operative, regardless of the hold-up time per connection
- D. 95, $b=10$: Here, the server can handle 95 connections per second, but it falls short against the attacker's 100 connections, albeit the hold-up time per connection is lower

Answer: A

Explanation:

A Slow HTTP POST attack is a type of denial-of-service (DoS) attack that exploits the way web servers handle HTTP requests. The attacker sends a legitimate HTTP POST header to the web server, specifying a large amount of data to be sent in the request body. However, the attacker then sends the data very slowly, keeping the connection open and occupying the server's resources. The attacker can launch multiple such connections, exceeding the server's capacity to handle concurrent requests and preventing legitimate users from accessing the web server.

The attack duration D is given by the formula $D = a * b$, where a is the number of connections and b is the hold-up time per connection. The attacker intends to maximize D by manipulating a and b . The server can manage m connections per second, but any connections exceeding m will overwhelm the system. Therefore, the scenario that is most likely to result in the longest duration of server unavailability is the one where $a > m$ and b is the largest. Among the four options, this is the case for option B, where $a = 100$, $m = 90$, and $b = 15$.

In this scenario, $D = 100 * 15 = 1500$ seconds, which is the longest among the four options. Option A has a larger b , but $a < m$, so the server can handle the connections without being overwhelmed. Option C has $a > m$, but a smaller b , so the attack duration is shorter. Option D has $a > m$, but a smaller b and a smaller difference between a and m , so the attack duration is also shorter.

References:

- * What is a Slow POST Attack & How to Prevent One? (Guide)
- * Mitigate Slow HTTP GET/POST Vulnerabilities in the Apache HTTP Server - Acunetix
- * What is a Slow Post DDoS Attack? | NETSCOUT

NEW QUESTION # 788

what firewall evasion scanning technique make use of a zombie system that has low network activity as well as its fragment identification numbers?

- A. Spoof source address scanning
- **B. Idle scanning**
- C. Packet fragmentation scanning
- D. Decoy scanning

Answer: B

Explanation:

The idle scan could be a communications protocol port scan technique that consists of causing spoofed packets to a pc to seek out out what services square measure obtainable. this can be accomplished by impersonating another pc whose network traffic is extremely slow or nonexistent (that is, not transmission or receiving information). this might be associate idle pc, known as a "zombie".

This action are often done through common code network utilities like nmap and hping. The attack involves causing solid packets to a particular machine target in an attempt to seek out distinct characteristics of another zombie machine. The attack is refined as a result of there's no interaction between the offender pc and also the target: the offender interacts solely with the "zombie" pc.

This exploit functions with 2 functions, as a port scanner and a clerk of sure informatics relationships between machines. The target system interacts with the "zombie" pc and distinction in behavior are often discovered mistreatment totally different|completely different "zombies" with proof of various privileges granted by the target to different computers.

The overall intention behind the idle scan is to "check the port standing whereas remaining utterly invisible to the targeted host." The first step in execution associate idle scan is to seek out associate applicable zombie. It must assign informatics ID packets incrementally on a worldwide (rather than per-host it communicates with) basis. It ought to be idle (hence the scan name), as extraneous traffic can raise its informatics ID sequence, confusing the scan logic. The lower the latency between the offender and also the zombie, and between the zombie and also the target, the quicker the scan can proceed.

Note that once a port is open, IPIDs increment by a pair of. Following is that the sequence:

- * offender to focus on -> SYN, target to zombie -> SYN/ACK, Zombie to focus on -> RST (IPID increment by 1)
- * currently offender tries to probe zombie for result. offender to Zombie -> SYN/ACK, Zombie to offender -> RST (IPID increment by 1) So, during this method IPID increments by a pair of finally.

When associate idle scan is tried, tools (for example nmap) tests the projected zombie and reports any issues with it. If one does not

work, attempt another. Enough net hosts square measure vulnerable that zombie candidates are not exhausting to seek out. a standard approach is to easily execute a ping sweep of some network. selecting a network close to your supply address, or close to the target, produces higher results. you'll be able to attempt associate idle scan mistreatment every obtainable host from the ping sweep results till you discover one that works. As usual, it's best to raise permission before mistreatment someone's machines for surprising functions like idle scanning.

Simple network devices typically create nice zombies as a result of {they square measure|they're} normally each underused (idle) and designed with straightforward network stacks that are susceptible to informatics ID traffic detection.

While distinguishing an acceptable zombie takes some initial work, you'll be able to keep re-using the nice ones. as an alternative, there are some analysis on utilizing unplanned public internet services as zombie hosts to perform similar idle scans. leverage the approach a number of these services perform departing connections upon user submissions will function some quite poor's man idle scanning.

NEW QUESTION # 789

Consider the following Nmap output:

What command-line parameter could you use to determine the type and version number of the web server?

- A. -V
- B. -Pn
- C. -sv
- D. -ss

Answer: C

Explanation:

According to CEH v13 Module 03: Scanning Networks, when using Nmap for service enumeration and fingerprinting, the flag to determine service version and type information is:

-sV - Version Detection Scan

nmap -sV <target IP> instructs Nmap to actively connect to open ports and probe the services running on those ports. This technique helps identify:

The service name (e.g., Apache, Nginx, etc.)

The version number (e.g., Apache 2.4.54)

The OS or device details (when possible)

This is especially useful when ports like 80 (HTTP) and 443 (HTTPS) are open, as it helps determine which web server is running (e.g., Apache, IIS, Nginx) and its version - which is critical for vulnerability assessment.

Why Other Options Are Incorrect:

A). -sv

Incorrect syntax. Nmap flags are case-sensitive and this is a typo. Correct flag is -sV.

B). -Pn

Skips host discovery (ping scan). It does not provide service version info.

C). -V

Displays Nmap's version, not the service version on the target.

D). -ss

Incorrect spelling. You may have meant -sS (TCP SYN scan), which is for port scanning, not version detection.

Correct Option is A, assuming the intent is to write the correct syntax as -sV. However, strictly speaking, if this is a case-sensitive exam, and the listed option is -sv (lowercase 'v'), it would be invalid. But based on CEH exam context where minor casing issues are accepted if conceptually correct, A is the best answer.

Reference from CEH v13 Study Guide and Courseware:

Module 03 - Scanning Networks, Section: Nmap Scan Types and Options

EC-Council iLabs: Performing Version Detection Using nmap -sV

Nmap Official Docs (Referenced in CEH): <https://nmap.org/book/man-version-detection.html>

-h| findstr " -sV" -sV: Probe open ports to determine service/version info

NEW QUESTION # 790

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