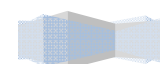


# Project plan

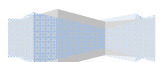
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## EXECUTIVE SUMMARY

The purpose of a project plan is to provide a comprehensive document which shows the activities, tasks and timeframe required to deliver the project, along with the resources and milestones.

The objective of this project is to exploit the vulnerability of the RC4 algorithm to produce user friendly software which will be used to decrypt wired equivalent privacy (WEP) network key. The proposed software will run on windows platforms only, within 50 meters radius of the target router.

This project uses Rational Unified Process (RUP) as the development methodology. Gantt chart will keep track of the project schedule.

Prior to project completion, a website will be deployed to track the progress of the project along with necessary documents.

Black and White box testing will be used throughout the software development.

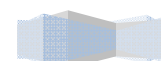
Implementation will be Direct Changeover via executable installation wizard. Neither training nor data conversion will occur.

System Analysis will be carried out using Unified Modeling Language.

System Design will be carried out using preliminary User Interface.

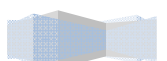
Delivery deadline, integration problems, Inability to fix error, budget overrun are some of the major risk analyzed.

In the course of this project, regular meetings and error prevention will be implemented to ensure quality.



## INTRODUCTION

Wired Equivalent Privacy is a security protocol which is specified in the IEEE 802.11 standard to provide confidentiality, access control and data integrity to wireless networks. However, there had been numerous vulnerabilities found in WEP which shows that it is vulnerable to certain kind of attacks which will allow attackers to discover the network key (password) and therefore gain access to encrypted networks. WEP uses the RC4 algorithm to secure data on the network. This project is a final year course that forms part of the partial requirement for the award of the degree, Bachelor of Computer Science by the University of Wollongong, Australia. This project is aimed at creating user friendly software which will be used to decrypt a WEP encrypted network with a single click. The proposed software will run on windows platforms only (XP and Vista).



## 1.1. ABBREVIATIONS

- 1.1.1. WEP:           Wired Equivalent Privacy.
- 1.1.2. IP Address:   Internet Protocol Address.
- 1.1.3. RUP:           Rational Unified Process.
- 1.1.4. IT:            Information Technology.
- 1.1.5. MAC:          Media Access Control.

## 1.2. PROJECT BACKGROUND

WEP (Wired Equivalent Privacy) is known to be the 'old' 802.11x encryption standard which was not secure, due to the inappropriate use of the RC4 algorithm.

Currently, there are existing softwares which could decrypt 802.11x package encrypted using WEP and extract the network key but these softwares require high knowledge of information technology (IT) due to its complexity.

The uniqueness of the proposed software is the one click feature, which enable users to decrypt the WEP encrypted network with a single click and does not require any IT knowledge in order to use the software.

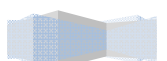
## 1.3. PROJECT OBJECTIVE

The objective of this project is to build user friendly software which will detect wireless network within a 50 meters radius and decrypt its Network Key. The proposed software will decrypt 802.11 x packages encrypted using WEP.

## 1.4. PROJECT SCOPE

The project will only cover the scope listed below.

- 1.4.1. Decrypt Networks key equipped with wired equivalent privacy (WEP) only.
- 1.4.2. Decrypt 802.11x packets only.
- 1.4.3. Decrypt Network Key Encrypted with 64bits or 128bit cipher only.
- 1.4.4. Detect Wireless Connection within maximum of 50 meters radius.
- 1.4.5. Run only on Windows Vista 32bits and Windows XP 32 bit.



- 1.4.6. Will not provide reuse of Network key (no automatic connection).
- 1.4.7. Will not ensure data integrity after connection.
- 1.4.8. The destination computer is assumed to have windows Vista or XP installed with default configurations.
- 1.4.9. Will support only Marvell-based wireless adapters, Atheros-based wireless adapters and Ralink wireless adapters.

## 1.5. METHODOLOGY

The Rational Unified Process (RUP) is the development methodology to be used in this project. RUP comprises of four phases.

### 1.5.1. INCEPTION PHASE

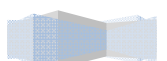
The Inception Phase of the Project will have the following activities and outcome:

- 1.5.1.1. Project scope is formulated
- 1.5.1.2. Prepare the project environment
- 1.5.1.3. Preliminary architecture
- 1.5.1.4. Initial use-case model produced
- 1.5.1.5. Project plan
- 1.5.1.6. Project diary

### 1.5.2. ELABORATION PHASE

At this stage, the activities and outcomes expected are:

- 1.5.2.1. Architecture is baseline, defined and validated
- 1.5.2.2. Detailed requirements are understood and analyzed
- 1.5.2.3. Creating and baseline iteration plans for the software construction
- 1.5.2.4. Detailed content of the project is developed (e.g. MAC Spoofing)
- 1.5.2.5. Establish a test environment
- 1.5.2.6. User manual.



### 1.5.3. CONSTRUCTION PHASE

The construction stage undergoes and produces the following:

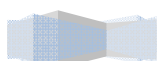
- 1.5.3.1. Controlling resources and managing components.
- 1.5.3.2. Develop and test components produced.
- 1.5.3.3. Testing is performed to avoid bugs.
- 1.5.3.4. Assess the iteration to see if goals are achieved.
- 1.5.3.5. The updated user manual.
- 1.5.3.6. Updated technical manual.
- 1.5.3.7. Deployment plan.

### 1.5.4. TRANSITION PHASE

The transition stage of an RUP comes with the following processes and outcomes:

- 1.5.4.1. Test the product deliverables in stakeholder environment.
- 1.5.4.2. Project diary.
- 1.5.4.3. Final release of the product.
- 1.5.4.4. Final user manual.
- 1.5.4.5. Final documentation.

[Further information on RUP, refer to Appendix A]



## 1.6. PROJECT SCHEDULE

The entire project will last for a duration of eight (8) months which is between May 2009 and April 2010, however there will be a four (4) months break between August 2009 and December 2009.

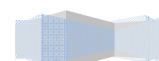
Gantt chart

[Further information, refer to Appendix B]

## 1.7. DELIVERABLES

Below are the documents which will be delivered during and after the course of this project.

- 1.7.1. Project plan
- 1.7.2. Project Website
- 1.7.3. Project Diary
- 1.7.4. Preliminary User manual
- 1.7.5. Preliminary Technical manual
- 1.7.6. Finalized User Manual
- 1.7.7. Finalized Technical Manual
- 1.7.8. Software Codes
- 1.7.9. Software executable
- 1.7.10. Installation packages
- 1.7.11. Compatible Network Driver
- 1.7.12. Prototype Demonstration



## 1.8. TEST PLAN

### 1.8.1. BLACK BOX TESTING

This type of testing is performed based on no knowledge of internal design, structure or code of the software. Black box testing focuses on the basic requirement and functionality.

### 1.8.2. WHITE BOX TESTING

This testing process is mostly carried out by software developers or experts in the field who are aware of the internal logic of the systems.

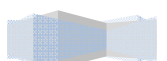
## 1.9. IMPLEMENTATION PLAN

1.9.1. Software source code will be converted to an executable file (.exe).

1.9.2. Code conversion will be done using Microsoft visual studio 2008.

1.9.3. Direct Changeover via executable installation wizard.

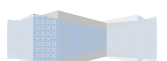
1.9.4. Download and install appropriate network adapter driver.



1.10. **SYSTEM ANALYSIS PLAN**

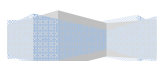
This project will be analyzed using the following diagrams:

- 1.10.1. Use Case Diagram.
- 1.10.2. Activity Diagram.
- 1.10.3. State Transition Diagram.
- 1.10.4. Data Flow Diagram.
- 1.10.5. Sequence Diagram.



1.11. **SYSTEM DESIGN PLAN**

The System Design will be expressed using Software preliminary User Interface and labels to aid functions explanation.

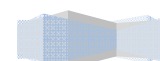


1.12. **RISK MANAGEMENT PLAN**

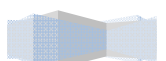
RISK IMPACT: 1– 2 Marginal, 3 Containable, 4 Critical, 5 Termination.

PROBABILITY: 1 Low, 2 Probably, 3 Most probably, 4 Definitely, 5 Most definitely.

No.	POSSIBLE RISKS	IMPACT	PROBABILITY	SPECIFIED SOLUTIONS
1	Meet delivery deadline	3	2	Follow up will be done via SMS, email and allocation of extra personnel to ensure a module is completed within the specified time frame.
2	Member withdrawing from project	4	2	Supervision will be done by all team members and two people will handle the core aspects of each task. That way no one will be a novice.
3	Insufficient hardware	4	1	Team members could make available their personal resources such as laptops, software and personal routers.
4	Budget overrun	3	4	Fund will be set aside to cover deficit and Proper research will be done before any financial commitment is made.
5	System Integration Issues	4	2	Testing, Intensive research and Brainstorming will be done



6	Computer crash	1	2	Backup will be made as the project progresses to limit the effect of a system crash.
7	Inability to fix error	2	4	The coding plan is modular and testing will be carried out based on functions which will narrow the difficulty of fixing bug since the function with the bug will easily be detected.
8	Software failure after installation	4	2	Re-installation software and if persist cross check software code for possible logic errors



### 1.13. QUALITY CONTROL PLAN

#### 1.13.1. ERROR PREVENTION

Each snippet of code will undergo proper debugging and compilation process to ensure that it works properly.

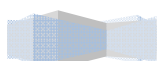
The documentation of the software will be proof read by every member of the team to minimize punctuation, grammar errors etc.

#### 1.13.2. REGULAR MEETING

Meeting will be held twice a week and if necessary, impromptu meetings will be scheduled.

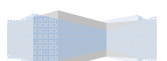
#### 1.13.3. PROTOTYPING

Graphical representation will be presented to the stakeholders to demo the software to ensure it suits their requirements.



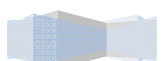
## CONCLUSION

This phase discussed the project execution and control which has a direct correlation with the project progress and stakeholder's expectations. The allocation of roles and responsibilities had been made. Project specification have been identified, it gives a brief description of what the project is all about, the objective which gives a better understanding of the stakeholder's requirement, the scope which describes what the expected software will do, work breakdown structure and the method to carry out the project.



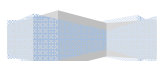
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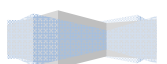
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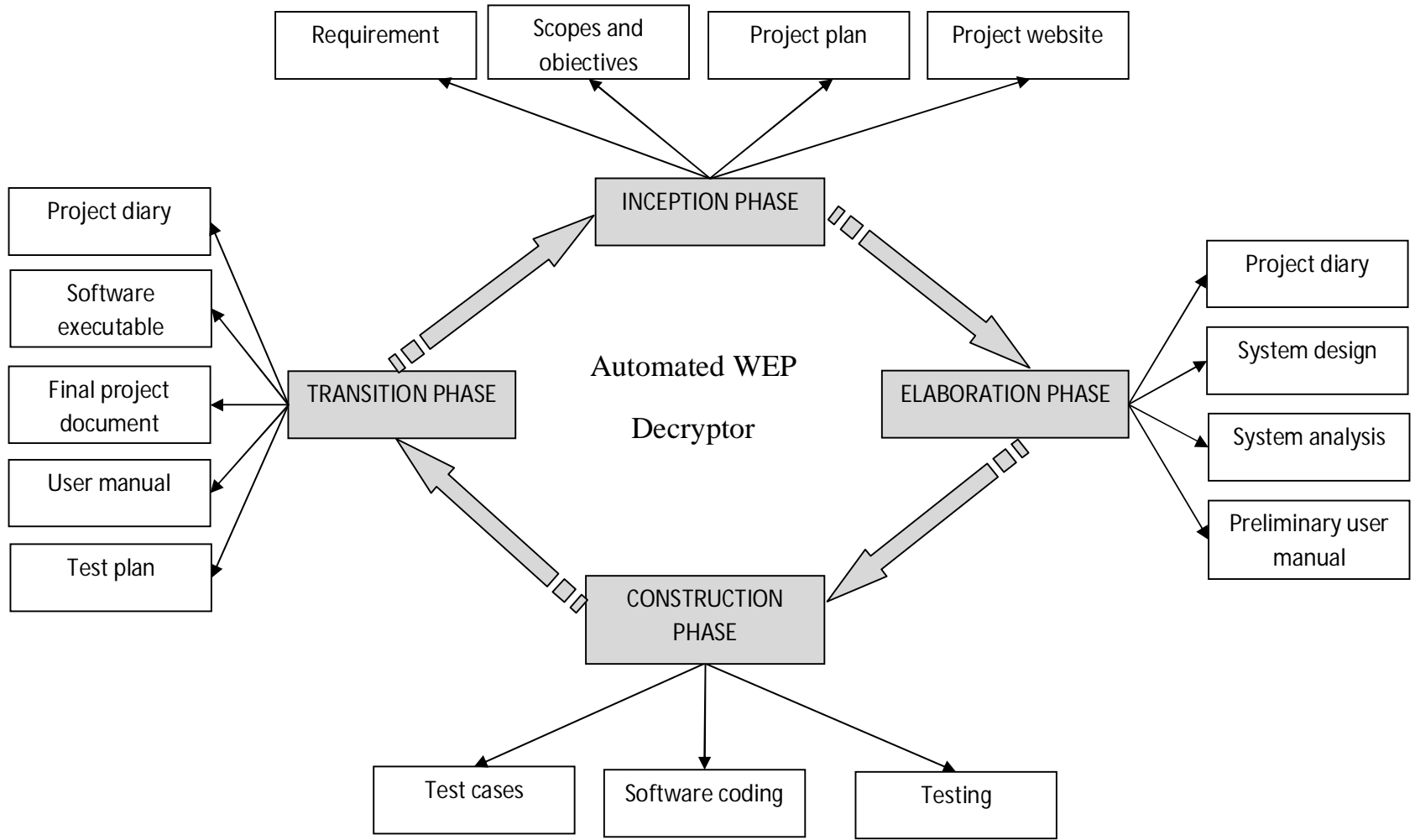


# Appendix A

## RUP Diagram

### (Rational Unified Process)





## METHODOLOGY

### Rational Unified Process (RUP)

Rational Unified Process is a software engineering process which provides a disciplined approach to assigning tasks and responsibilities within a development organization.

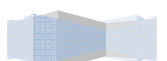
**LIFECYCLE:** The Rational Unified Process (RUP) lifecycle is made up of four sequential phases. The four development stages allow the process to be presented at a high level as that of the waterfall model. There is a Go/On-Go decision making involved. Each phase ends with a well-defined milestone. Each phase has a specific set of goals, which are addressed within the iterations of that development stage, so that the phase milestone may be met.

Below are the four development stages and milestones involved in Rational Unified Process:

**INCEPTION PHASE:** The main objectives of the Inception phase are to achieve the stakeholder consensus as regards the purpose for the project and to get funding. Doing this will lead to high-level requirements model which will delimit the scope of the project, and potentially start the development of a user interface prototype. The next thing is to start installing the work environment and tailor the process for the team. You will also develop a high-level plan for how the project will proceed. At the end of this phase you hold the Lifecycle Objectives (LCO) milestone where your stakeholders assess the state of the project and must agree:

- i. On the scope of the project
- ii. That the initial demands have been identified (even though without much detail)
- iii. That your software development plan is realistic
- iv. That the risks have been identified and are being managed as should be.
- v. That the business case for the project makes sense
- vi. That the development process is met properly.

**ELABORATION PHASE:** The Elaboration phase is the stage when requirements are specified in greater detail and prove the architecture for the system. The requirements are detailed only enough to understand architectural risks and to ensure that there is an understanding of the scope

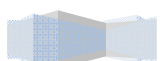


of each requirement for later planning. To prove the architecture you will implement and test an “end-to-end skeleton” of working code which supports the high-risk use cases for your system. At the end of this phase you must hold the Lifecycle Architecture (LCA) milestone review where your stakeholders assess the state of the project and agrees that the:

- i. Project vision has stabilized and is realistic
- ii. Requirements for the project (although they will still evolve)
- iii. Architecture is appropriate and enough to satisfy the requirements
- iv. Risks are continuing to be managed
- v. Present expenditures are approved and reasonable estimates have been made for future
- vi. Costs and schedules
- vii. Project team has a realistic chance to succeed
- viii. Detailed iteration plans for the next few Construction iterations, as well as a high-level project plan, are in place

**CONSTRUCTION PHASE:** The main focus of the Construction phase is to build the system to the point where it is ready for deployment. The focus shifts now to gathering requirements and completing their specification, analyzing them, designing a solution to satisfy them, and coding and testing the software. If necessary, early releases of the system are deployed, either internally or externally, to obtain user feedback. At the end of this phase you must hold the Initial Operational Capability review where your stakeholders assess the state of the project and agrees that the:

- i. Softwares are acceptable to deploy
- ii. Stakeholders (and the business) are ready for the system to be deployed
- iii. Risks are continuing to be managed effectively
- iv. Present expenditures are approved and reasonable estimates have been made for future costs and schedules
- v. Detailed iteration plans for the next few Transition iterations, as well as a high-level project plan, are in place.



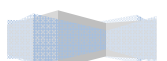
**TRANSITION PHASE:** Transition phase emphasis on delivering the system into production, Testing will be done by system testers and end users, and corresponding rework and fine tuning. Training of end users, support, and operations staff is done. At the end of this phase you must hold the Product Release milestone review where your stakeholders assess the state of the project and agrees that the:

- i. System such as documentation and training is ready for deployment.
- ii. Present expenditures are approved and reasonable estimates have been made for future costs.
- iii. System can be operated once it is in production.
- iv. System can be supported appropriately once it is in production.

The Team conducted an intensive research on several software development methodologies and ascertained that Rational Unified Process (RUP) will be a suitable development method for this project.

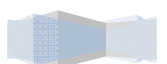
RUP was chose as the software development methodology to be used for this project based on the following reasons:

- i. Enhances governance
- ii. Frequent feedback to stakeholders
- iii. Enhances risk management
- iv. Implementation of the actual requirements
- v. Early discovery of architecture
- vi. Developers emphasize mainly on what matters



# Appendix B

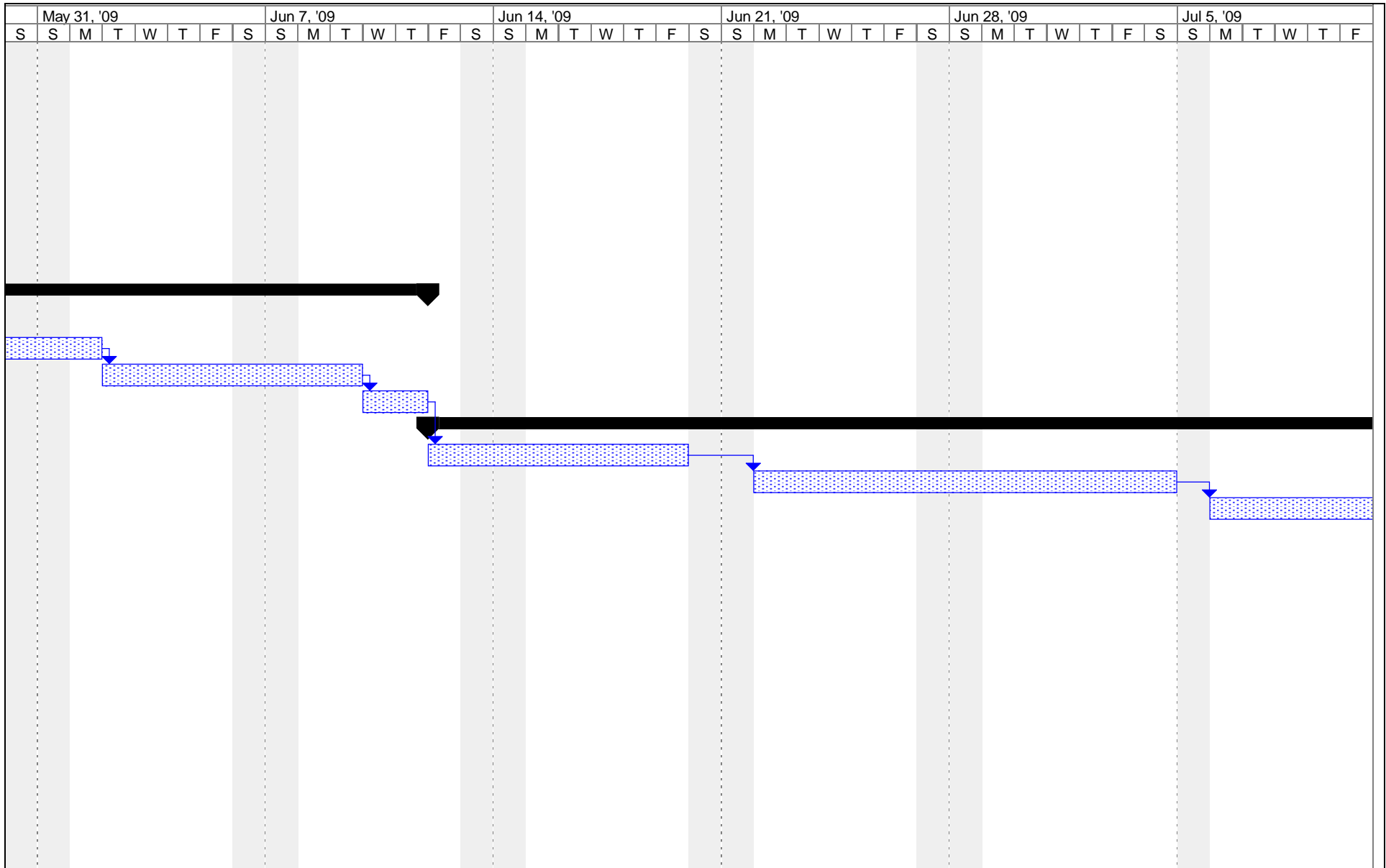
## Gantt chart












ID	Task Name	Duration	Start	Finish	May 10, '09							May 17, '09							May 24, '09						
					S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F
1	<b>STARTING OF PROJECT</b>	7 days?	Sun 5/10/09	Mon 5/18/09																					
2	Came up with project topic:	2 days?	Sun 5/10/09	Mon 5/11/09																					
3	Individual research on the t	2 days?	Tue 5/12/09	Wed 5/13/09																					
4	Agreed on project topic	1 day?	Thu 5/14/09	Thu 5/14/09																					
5	First meeting with project s	1 day?	Fri 5/15/09	Fri 5/15/09																					
6	Project topic approved	1 day?	Mon 5/18/09	Mon 5/18/09																					
7	<b>PROJECT TEAM MEMBERS</b>	2 days?	Tue 5/19/09	Wed 5/20/09																					
8	Assign roles and responsib:	1 day?	Tue 5/19/09	Tue 5/19/09																					
9	Get members profile	1 day?	Wed 5/20/09	Wed 5/20/09																					
10	<b>PROJECT WEBSITE</b>	16 days?	Thu 5/21/09	Thu 6/11/09																					
11	Sketch website	2 days?	Thu 5/21/09	Fri 5/22/09																					
12	Website design	6 days?	Mon 5/25/09	Mon 6/1/09																					
13	Website hosting	6 days?	Tue 6/2/09	Tue 6/9/09																					
14	Finalise website hosting	2 days?	Wed 6/10/09	Thu 6/11/09																					
15	<b>PRELIMINARY PROJECT DOI</b>	27 days?	Fri 6/12/09	Fri 7/17/09																					
16	Project plan	6 days?	Fri 6/12/09	Fri 6/19/09																					
17	Preliminary technical desig:	11 days?	Mon 6/22/09	Sat 7/4/09																					
18	User manual	10 days?	Mon 7/6/09	Fri 7/17/09																					
19	<b>PROTOTYPE AND DEMONST</b>	40 days?	Mon 1/4/10	Fri 2/26/10																					
20	What to demonstrate	2 days?	Mon 1/4/10	Tue 1/5/10																					
21	Interface(Prototype)	2 days?	Wed 1/6/10	Thu 1/7/10																					
22	Project design and User m:	22 days?	Fri 1/8/10	Mon 2/8/10																					
23	Testing of prototype	5 days?	Tue 2/9/10	Mon 2/15/10																					
24	Presentation	9 days?	Tue 2/16/10	Fri 2/26/10																					
25	<b>PROJECT CONTINUATION</b>	12 days?	Mon 3/1/10	Tue 3/16/10																					
26	Improvement on prototype	2 days?	Mon 3/1/10	Tue 3/2/10																					
27	Continuation of developmer	5 days?	Wed 3/3/10	Tue 3/9/10																					
28	Update user manual	2 days?	Wed 3/10/10	Thu 3/11/10																					
29	Update documentation	3 days?	Fri 3/12/10	Tue 3/16/10																					
30	<b>TESTING AND DEBUGGING</b>	19 days?	Thu 3/18/10	Fri 4/9/10																					
31	Testing of programs	7 days?	Thu 3/18/10	Fri 3/26/10																					

Project: GANTT CHART Date: Sun 7/26/09	Task		Milestone		External Tasks	
	Split		Summary		External MileTask	
	Progress		Project Summary		Split	












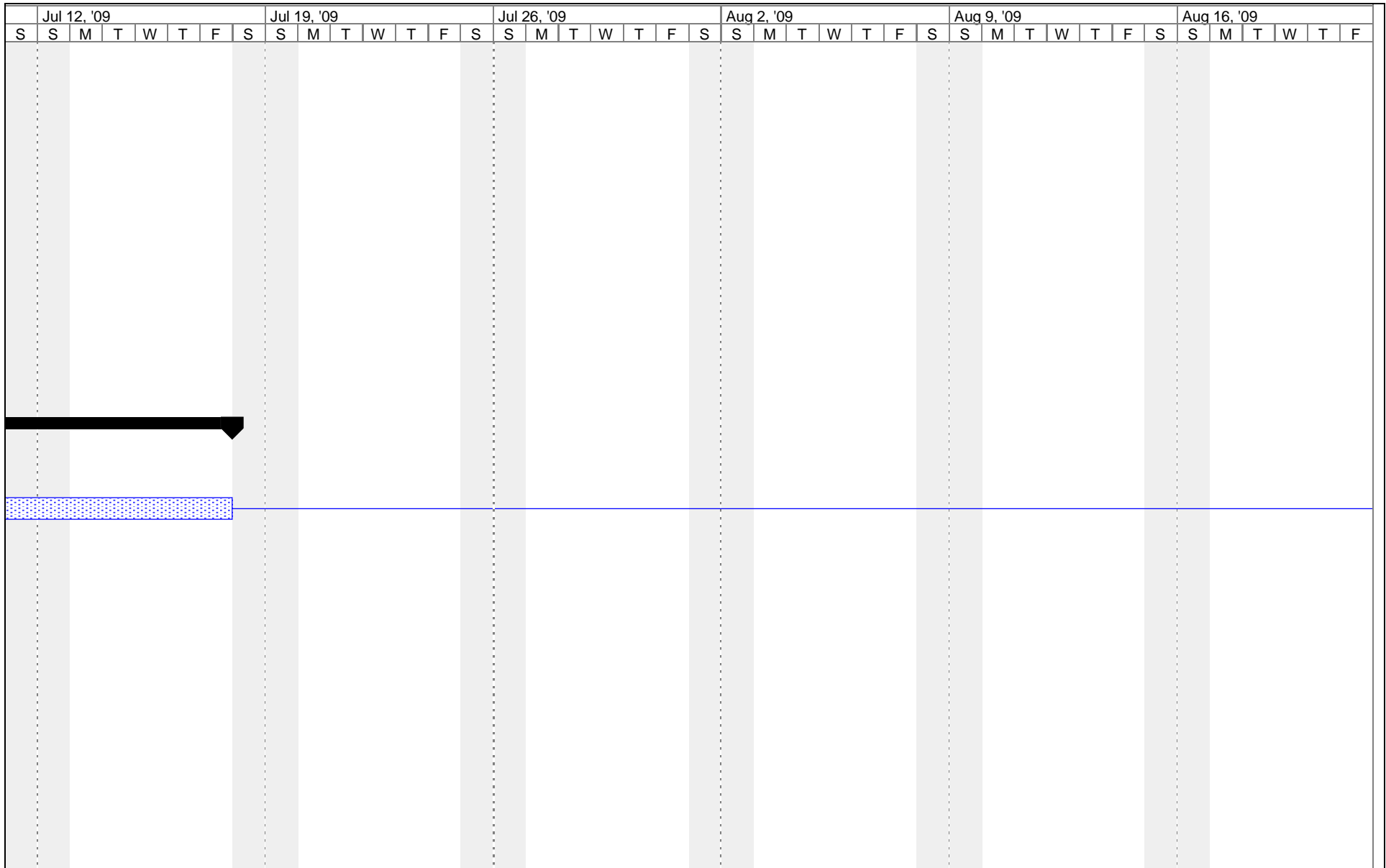





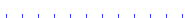





Project: GANTT CHART Date: Sun 7/26/09	Task 	Milestone 	External Tasks 
	Split 	Summary 	External MileTask 
	Progress 	Project Summary 	Split 

May 31, '09							Jun 7, '09							Jun 14, '09							Jun 21, '09							Jun 28, '09							Jul 5, '09							
S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S












Project: GANTT CHART Date: Sun 7/26/09	Task 	Milestone 	External Tasks 
	Split 	Summary 	External MileTask 
	Progress 	Project Summary 	Split 

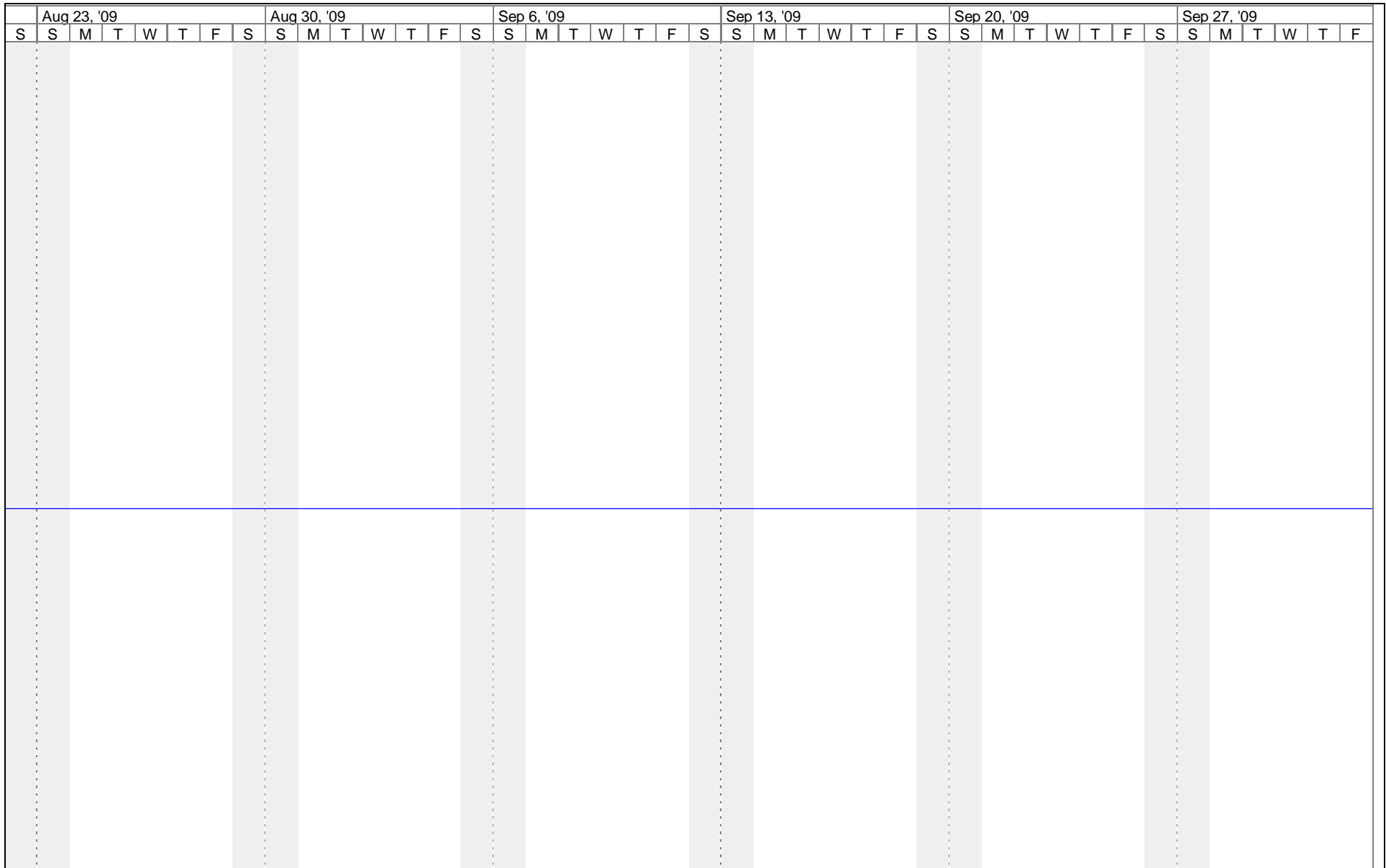











Project: GANTT CHART Date: Sun 7/26/09	Task 	Milestone 	External Tasks 
	Split 	Summary 	External MileTask 
	Progress 	Project Summary 	Split 

Jul 12, '09							Jul 19, '09							Jul 26, '09							Aug 2, '09							Aug 9, '09							Aug 16, '09							
S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S












Project: GANTT CHART Date: Sun 7/26/09	Task 	Milestone 	External Tasks 
	Split 	Summary 	External MileTask 
	Progress 	Project Summary 	Split 

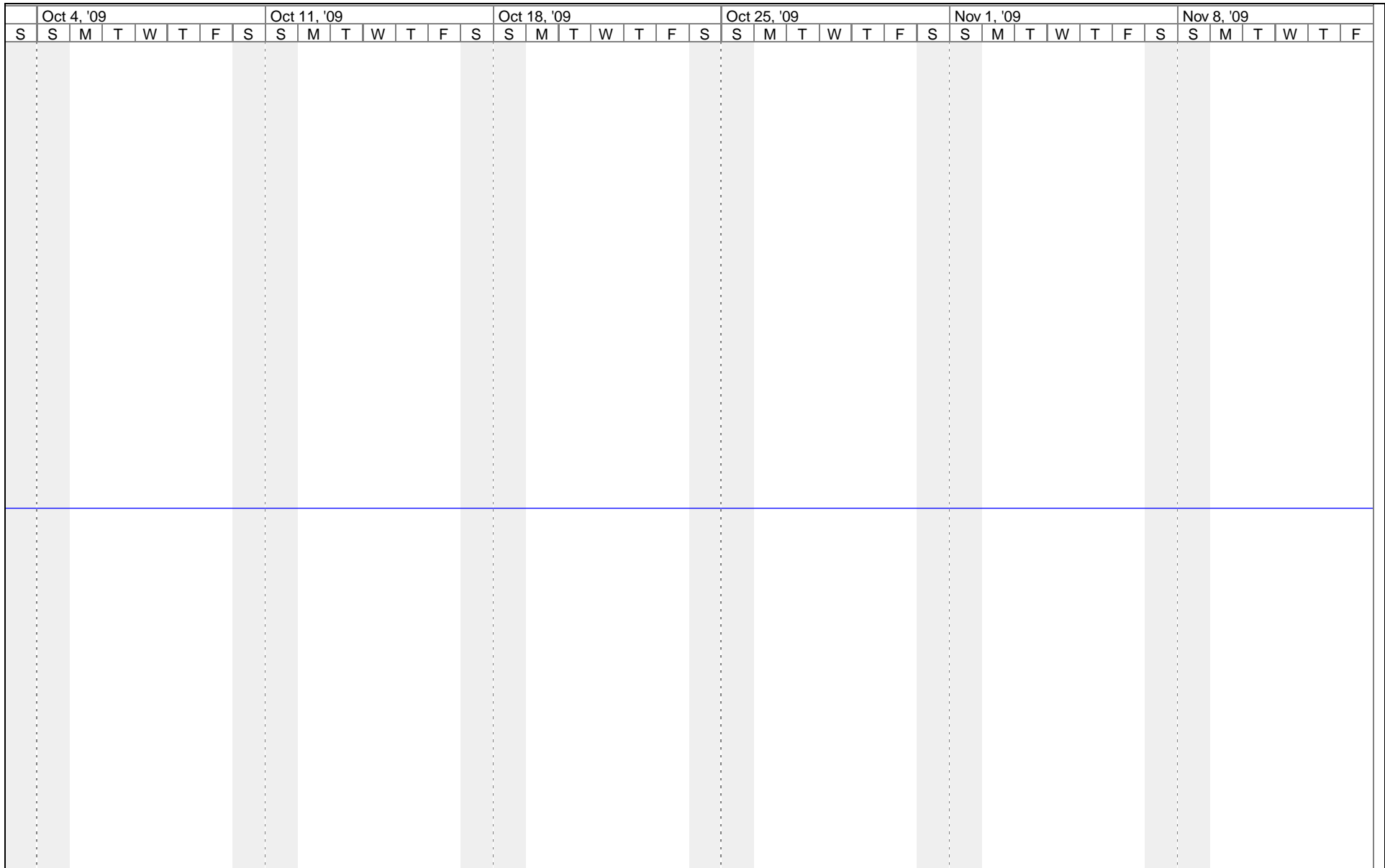









Project: GANTT CHART Date: Sun 7/26/09	Task 	Milestone 	External Tasks 
	Split 	Summary 	External MileTask 
	Progress 	Project Summary 	Split 

Aug 23, '09							Aug 30, '09							Sep 6, '09							Sep 13, '09							Sep 20, '09							Sep 27, '09							
S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S

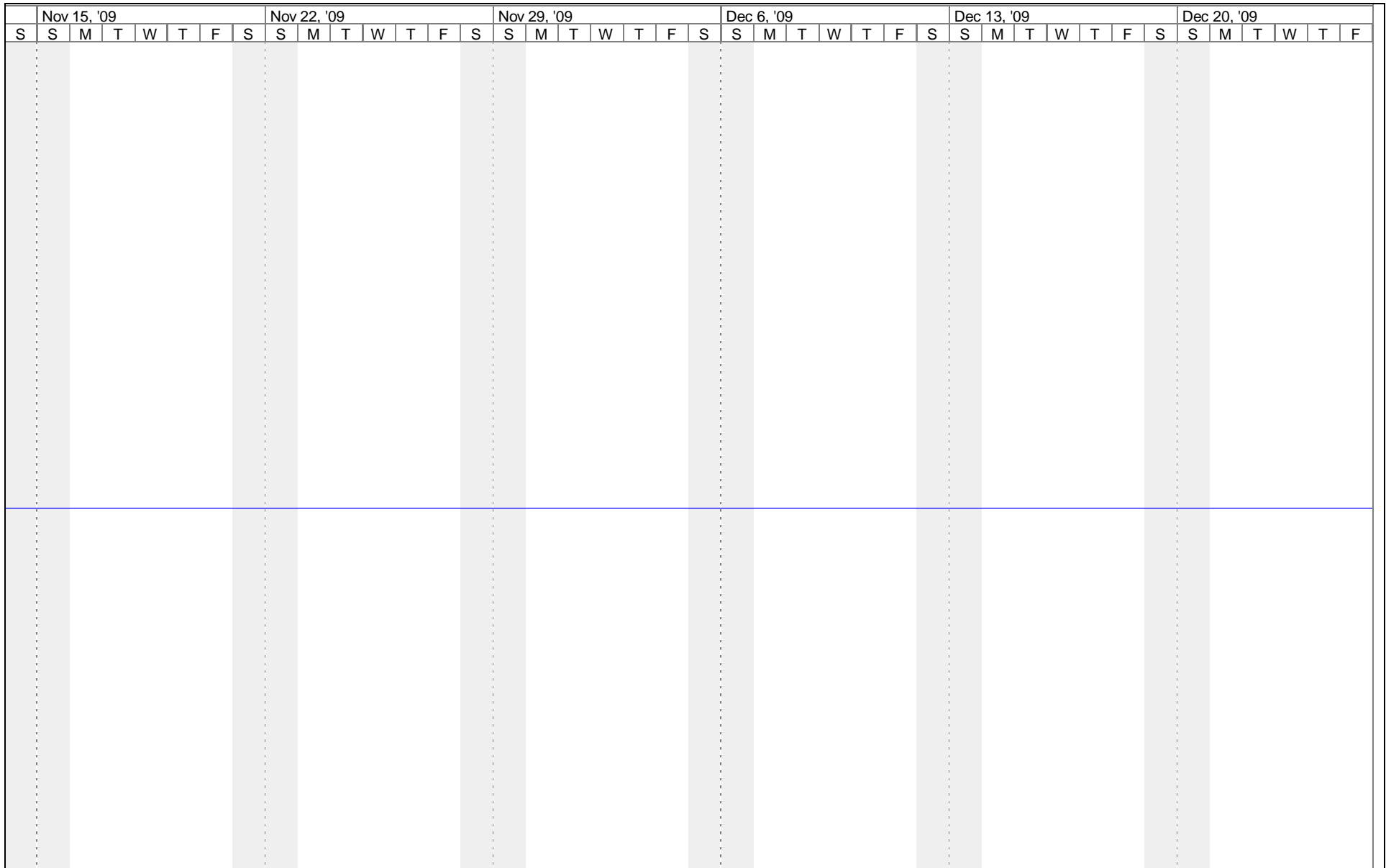










Project: GANTT CHART Date: Sun 7/26/09	Task 	Milestone 	External Tasks 
	Split 	Summary 	External MileTask 
	Progress 	Project Summary 	Split 



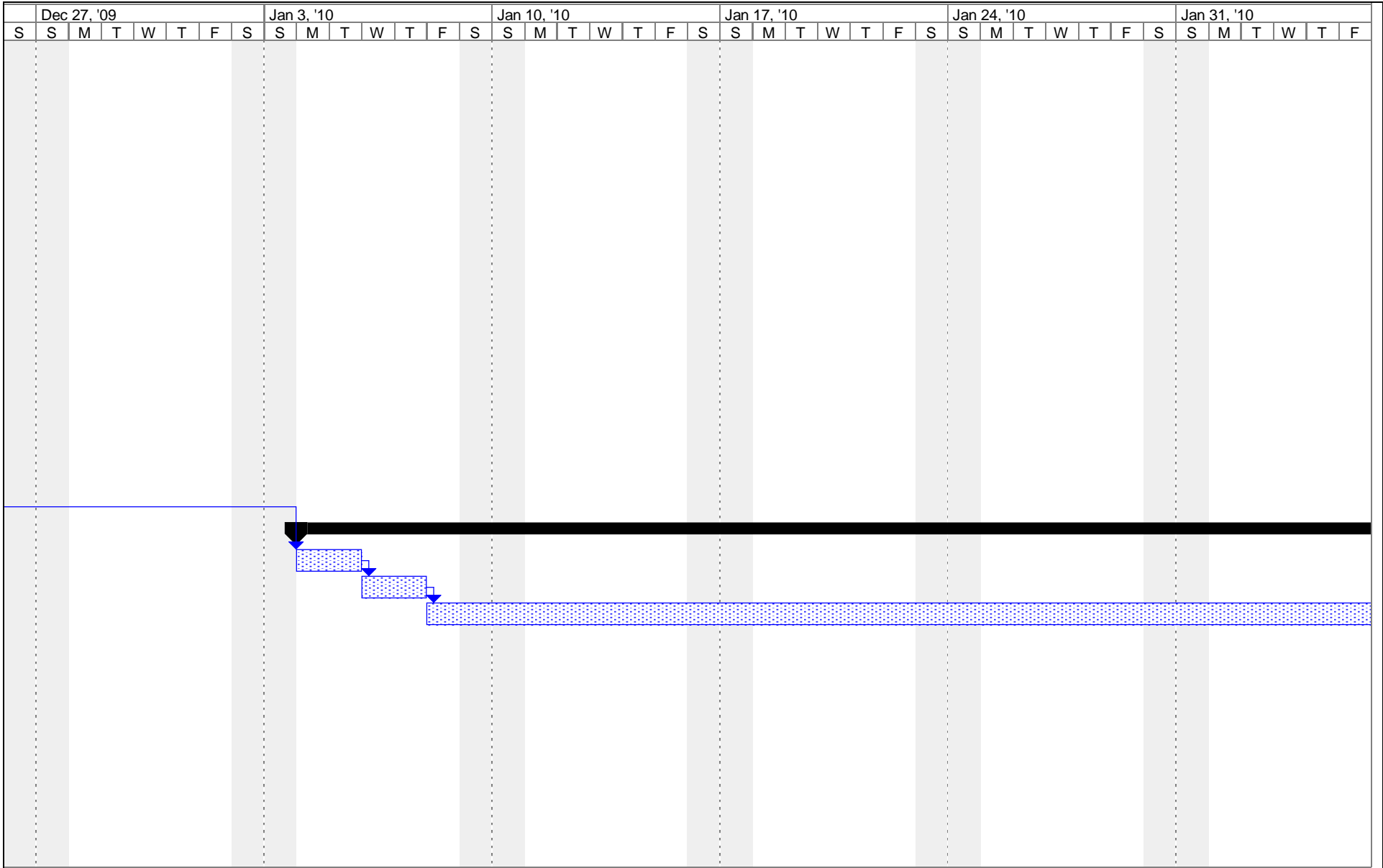
Project: GANTT CHART Date: Sun 7/26/09	Task 	Milestone 	External Tasks 
	Split 	Summary 	External MileTask 
	Progress 	Project Summary 	Split 






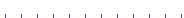







Project: GANTT CHART Date: Sun 7/26/09	Task 	Milestone 	External Tasks 
	Split 	Summary 	External MileTask 
	Progress 	Project Summary 	Split 














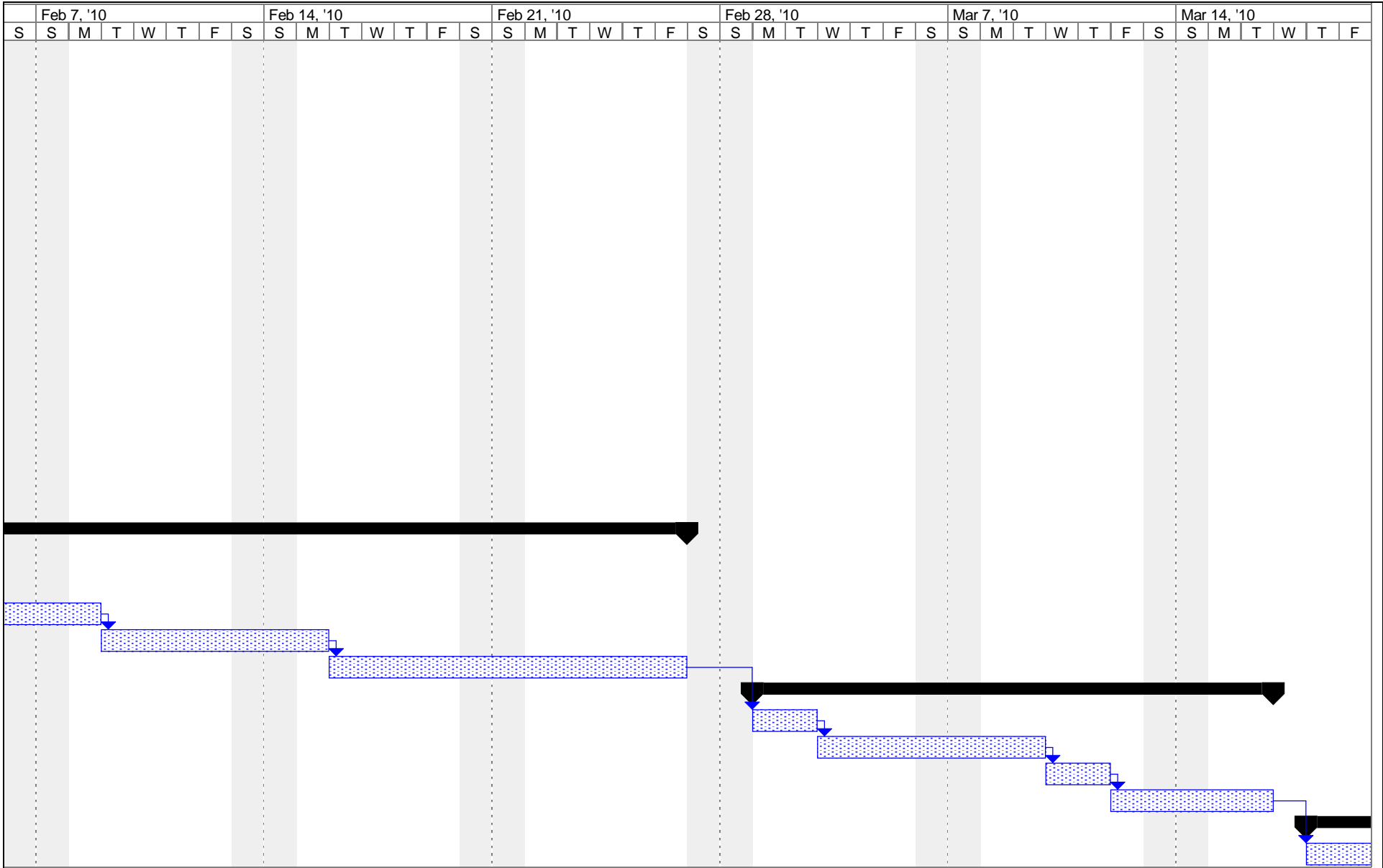
Project: GANTT CHART  
Date: Sun 7/26/09

Task		Milestone		External Tasks	
Split		Summary		External MileTask	
Progress		Project Summary		Split	

Dec 27, '09							Jan 3, '10							Jan 10, '10							Jan 17, '10							Jan 24, '10							Jan 31, '10							
S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S	S	M	T	W	T	F	S

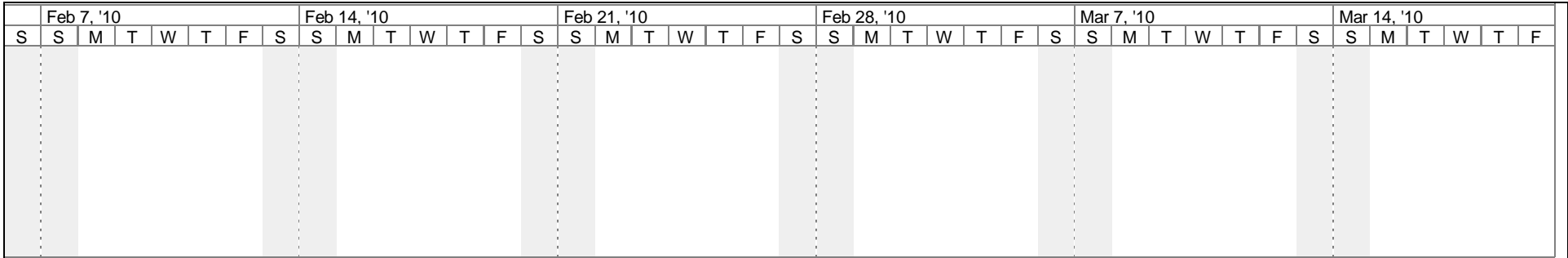











Project: GANTT CHART Date: Sun 7/26/09	Task 	Milestone 	External Tasks 
	Split 	Summary 	External MileTask 
	Progress 	Project Summary 	Split 

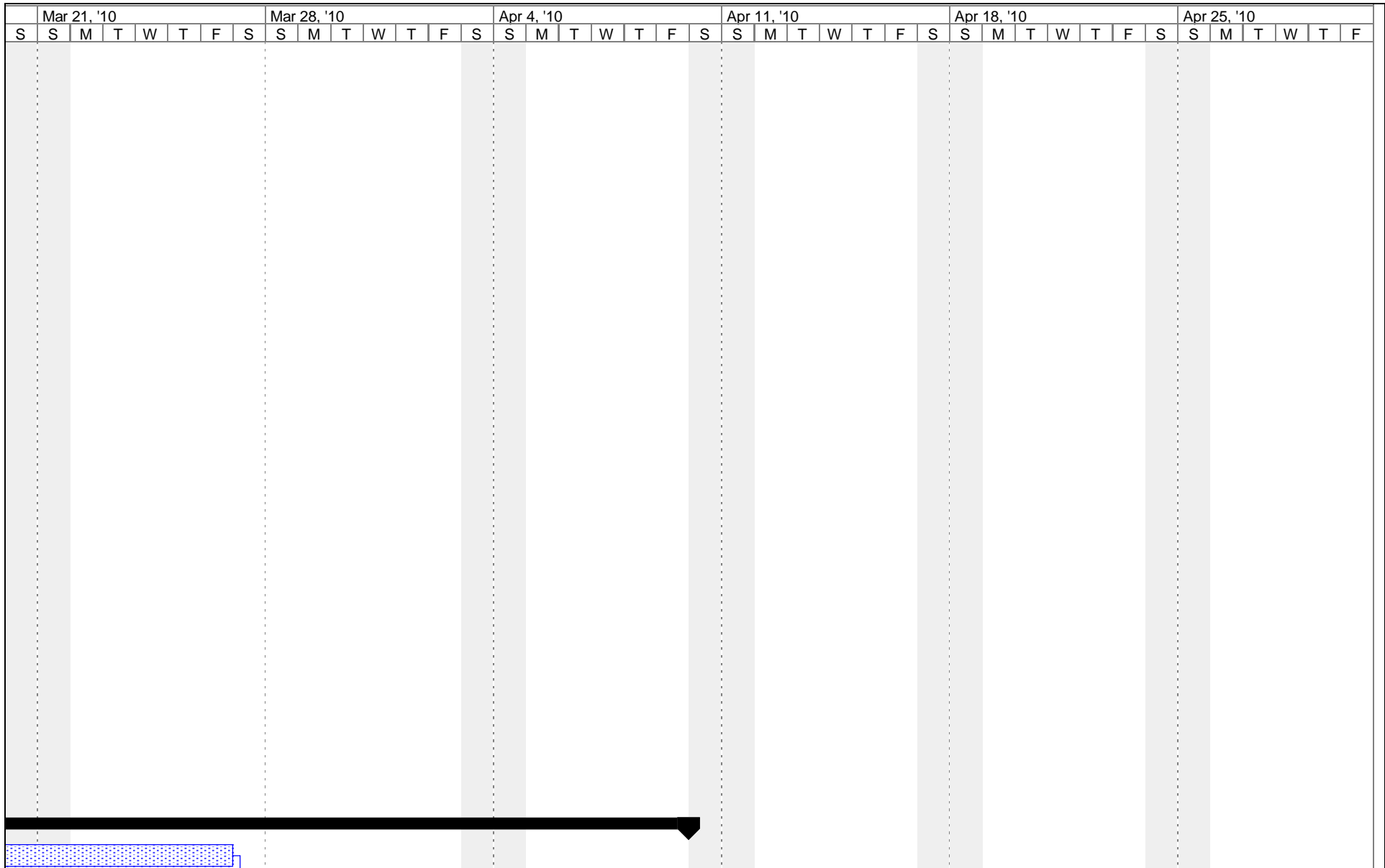









Project: GANTT CHART  
 Date: Sun 7/26/09

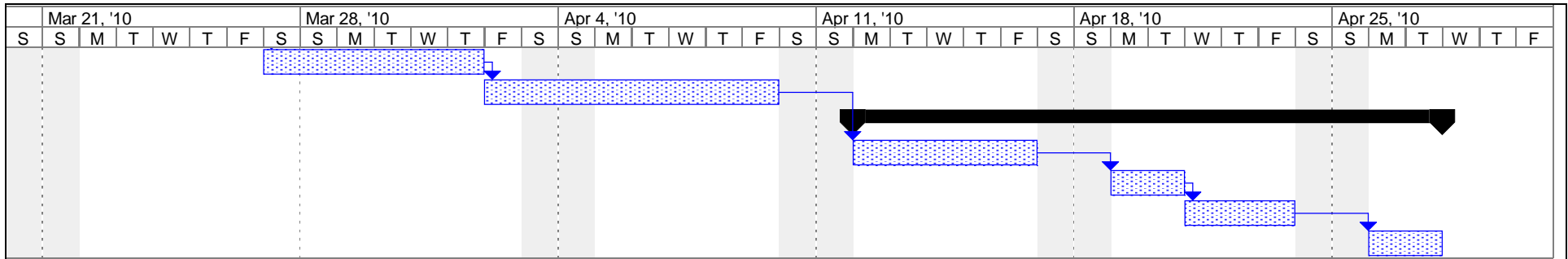
Task		Milestone		External Tasks	
Split		Summary		External MileTask	
Progress		Project Summary		Split	






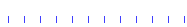




Project: GANTT CHART Date: Sun 7/26/09	Task 	Milestone 	External Tasks 
	Split 	Summary 	External MileTask 
	Progress 	Project Summary 	Split 



Project: GANTT CHART Date: Sun 7/26/09	Task 	Milestone 	External Tasks 
	Split 	Summary 	External MileTask 
	Progress 	Project Summary 	Split 



Project: GANTT CHART  
Date: Sun 7/26/09

Task		Milestone		External Tasks	
Split		Summary		External MileTask	
Progress		Project Summary		Split	