# DFA – Module 1 : part 5 Cyber Crime, Incidence Response system (07.02.22)

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## Data = Oil , Apps = Engine

- Revolution in Fintech, edutech industry: inclusive approach
- Agro-tech: Data wave on weather, cropping, sowing, watering, harvesting (precision agriculture: Al app)
- Pharma & healthcare increasing digitisation
- Central & State Government services data driven, Bchain tech
- Digitisation for MSME

## Understanding Cyber Crime

- Cyber Dependent Crimes =
- digital system is the target as well as the means of attack.
- attacks on computer systems to disrupt IT infrastructure,
- <u>stealing data over a network</u> using malware (purpose of the data theft is usually to commit further crime).
- Cyber Enabled Crimes
- 'Existing' crimes that have been transformed in scale or form by their use of Internet.
- Use of Internet to <u>facilitate drug dealing</u>, <u>people & Arms / weapons trade/smuggling</u> etc

## **Cyber Crime – Motivation**

- Money/Greed
- Curiosity
- Revenge
- Fun
- Praise seekers
- Passtime
- Girls = most found victims of cyber crimes

## **CYBER CRIMES**

#### **E-Mail bombing:**

sending a <u>large amount of e-mails to the victim resulting in interruption in the victims' e-mail account or mail servers</u>.

#### **Data diddling:**

<u>altering raw data just before it is processed by computer and then changing it back after the processing is completed.</u>

#### Salami attacks:

to make the alteration so insignificant that in a single case it would go completely unnoticed e.g. A bank employee inserts a program into bank's servers, that deducts a small amount from the account of every customer

#### **Denial of Service:**

flooding computer resources <u>with more requests than it can handle,</u> causes <u>resources to crash thereby denying authorized users the service</u> offered by the resources.

## **MALWARE**

#### Examples

- Ransomware
- Adware
- Botnets
- Rootkits
- Spyware
- Viruses
- Worms

### **RANSOMWARE**

**□**Examples

- □ Cryptolocker
- **□** Winlock
- **□** Cryptowall
- **□** Reveton
- □ Bad rabbit
- **□**[Crysis
- **□** Wannacry

## Why Hacking?

- Money extortion
- For Fun
- To Show-off
- Stealing confidential information
- To hamper privacy
- To damage System functioning
- To test security of the system

## **Attack Descriptions**

- Denial-of-service (DoS)
  - attacker sends a large number of connection or information requests to a target
  - so many requests are made that the target system cannot handle them successfully along with other, legitimate requests for service
  - may result in a system crash, or merely an inability to perform ordinary functions
- Distributed Denial-of-service (DDoS) –
- a coordinated stream of requests is launched against a target from many locations at the same time

## **Leading Threats: Viruses**

- Vital Information Resource Under Siege (VIRUS)
- A virus attaches itself to a program, file, or disk.
- When the program is executed, the virus activates and replicates itself.
- The virus may be <u>benign or malignant but executes its payload at some point</u> (often upon contact).
  - Viruses can cause computer crashes & loss of data.
- Defence : Recover or prevent virus attacks:
  - Avoid potentially unreliable websites/emails.
  - Re-install operating system.
  - Use and maintain anti-virus software.

## Why attack with Viruses?

- ✓ To distribute political message.
- ✓ To <u>attack products</u>, <u>service delivery & reputation of specific companies</u>.
- ✓ Some hackers consider their creations to be works of art,
- ✓ Some hackers see 'virus attack ' as a creative hobby.
- ✓ Financial gain from identity theft

## **Logic Bombs and Trojan Horses**

Logic Bomb: Malware logic executes upon certain conditions.

## **Examples:**

Software which malfunctions if maintenance fee is not paid.

Employee triggers a database erase when he is fired.

**Trojan Horse**: Masquerades as a benign program while quietly destroying data or damaging system.

**Download a game**: It may be fun but contains hidden code that gathers personal information without your knowledge.

Threat of **Online gaming Websites / apps** 

## **Social Engineering**

- •Social engineering manipulates people : performing actions or divulging confidential information.
- Similar to a confidence trick or simple fraud,
- •Use of deception to gain information, commit fraud, or access computer systems.

## Pharming: Counterfeit Web Pages

## **Phishing: Counterfeit Email**

#### •MITM

- •An attacker pretends to be <u>your final destination on</u> the network.
- •When a person tries to connect to a specific destination, an attacker can mislead him to a different service and pretend to be that network access point or server.

## **Impersonation**

- Impersonators; Issue for popular personalities, influencers, activists & corporates/businesses as they mimic a legitimate account for various reasons.
- Reasons:
- ✓ pure-play parody accounts,
- ✓ doing mischief or a crime,
- ✓ financial fraud.
- Some accounts created by fans of popular personalities,
- Some run through bots
- Some fake account holders add own image to Celebrity s picture by morphing original content in order to claim proximity, & get favours.

## Ransomware

- This sort of attack encrypts data and renders it unusable until the victim pay the a ransom.
- The best way to avoid an attack with ransomware is to have real-time security protection, and hiring an IT security specialist to perform regular backup routines.
- The best option is to act before cyber security is at risk and protect most important data before it becomes an issue.

## **Cyber Extortion - Ransomware**

- Normally loaded onto a computer via a <u>download/attachment/link</u> from an email or website.
- Will either lock the screen or encrypt data.
- Once Ransomware is uploaded on computer/tablet/phone it is very difficult to remove without removing all of the data
- Wannacry attack 2017 One of the biggest cyber attacks
- hit 300,000 computers in 150 countries.
- Companies affected: Renault, FedEx, Spanish telecoms and gas companies, German railways.
- Spyware / Adware
- To take control of computer and/or to collect personal information without user's knowledge. Ex- Pegasus
- Impersonation on Social media