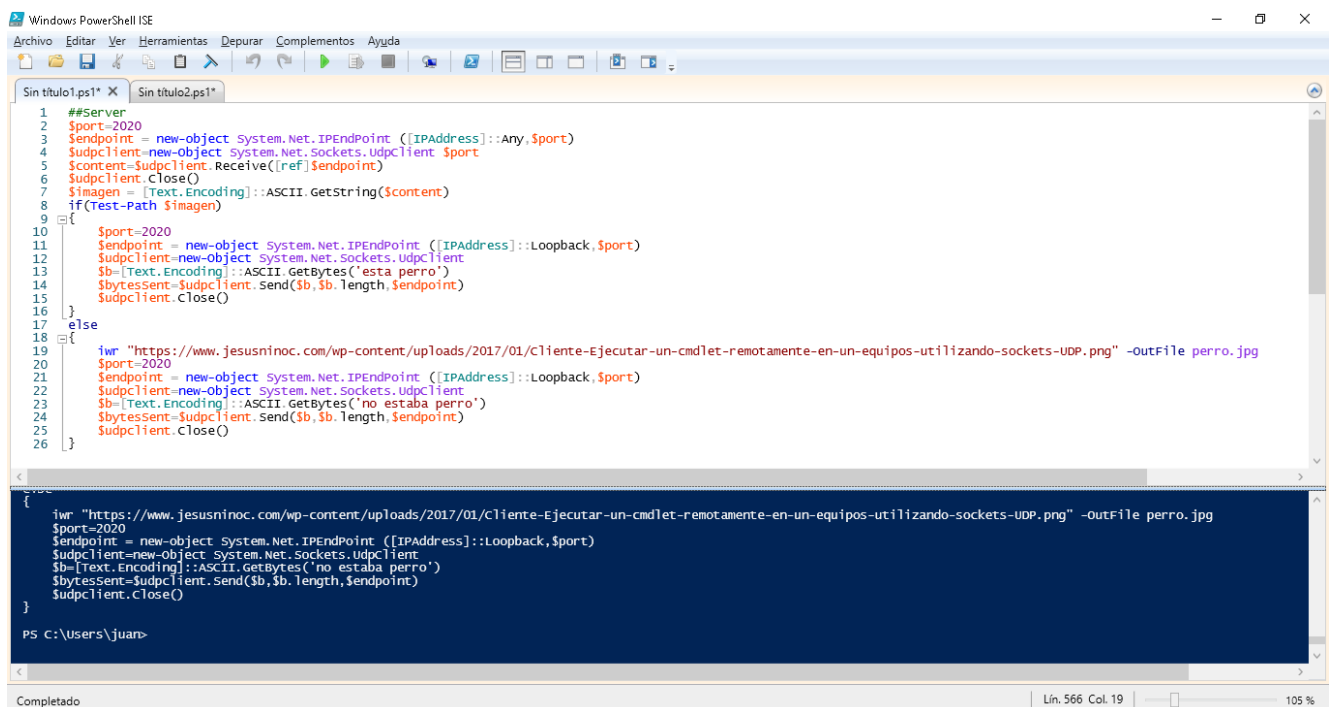


Ejercicios de seguridad: simular el funcionamiento de un proxy caché mediante una conexión UDP entre un cliente y un servidor que solicitan una imagen y si la imagen ya se ha descargado se indica en un mensaje

Servidor

[crayon-6a9d67b794700279869260/]



```
1 ##Server
2 $port=2020
3 $endpoint = new-object System.Net.IPEndPoint ([IPAddress]::Any,$port)
4 $udpclient=new-object System.Net.Sockets.UdpClient $port
5 $content=$udpclient.Receive([ref]$endpoint)
6 $udpclient.Close()
7 $imagen = [Text.Encoding]::ASCII.GetString($content)
8 if(Test-Path $imagen)
9 {
10     $port=2020
11     $endpoint = new-object System.Net.IPEndPoint ([IPAddress]::Loopback,$port)
12     $udpclient=new-object System.Net.Sockets.UdpClient
13     $b=[Text.Encoding]::ASCII.GetBytes('esta perro')
14     $bytesSent=$udpclient.Send($b,$b.Length,$endpoint)
15     $udpclient.Close()
16 }
17 else
18 {
19     iwr "https://www.jesusnino.com/wp-content/uploads/2017/01/Cliente-Ejecutar-un-cmdlet-remotamente-en-un-equipo-utilizando-sockets-UDP.png" -outfile perro.jpg
20     $port=2020
21     $endpoint = new-object System.Net.IPEndPoint ([IPAddress]::Loopback,$port)
22     $udpclient=new-object System.Net.Sockets.UdpClient
23     $b=[Text.Encoding]::ASCII.GetBytes('no estaba perro')
24     $bytesSent=$udpclient.Send($b,$b.Length,$endpoint)
25     $udpclient.Close()
26 }
```

```
{
iwr "https://www.jesusnino.com/wp-content/uploads/2017/01/Cliente-Ejecutar-un-cmdlet-remotamente-en-un-equipo-utilizando-sockets-UDP.png" -outfile perro.jpg
$port=2020
$endpoint = new-object System.Net.IPEndPoint ([IPAddress]::Loopback,$port)
$udpclient=new-object System.Net.Sockets.UdpClient
$b=[Text.Encoding]::ASCII.GetBytes('no estaba perro')
$bytesSent=$udpclient.Send($b,$b.Length,$endpoint)
$udpclient.Close()
}
```

PS C:\Users\juan>

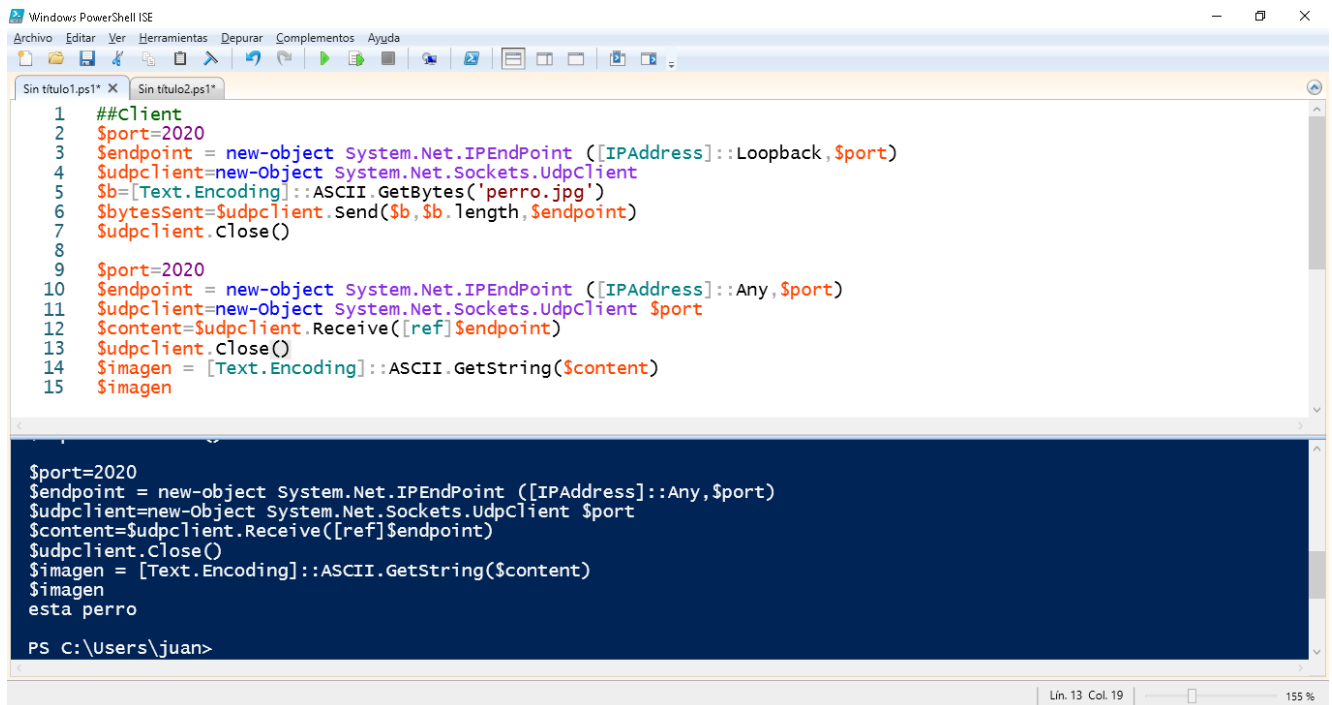
Completado

Lín. 566 Col. 19

105 %

Cliente

[crayon-6a9d67b794708484979086/]



```
Windows PowerShell ISE
Archivo Editar Ver Herramientas Depurar Complementos Ayuda

Sin titulo1.ps1* X Sin titulo2.ps1*

1  ##Client
2  $port=2020
3  $endpoint = new-object System.Net.IPEndPoint ([IPAddress]::Loopback,$port)
4  $udpclient=new-object System.Net.Sockets.UdpClient
5  $b=[Text.Encoding]::ASCII.GetBytes('perro.jpg')
6  $bytesSent=$udpclient.Send($b,$b.length,$endpoint)
7  $udpclient.Close()
8
9  $port=2020
10 $endpoint = new-object System.Net.IPEndPoint ([IPAddress]::Any,$port)
11 $udpclient=new-object System.Net.Sockets.UdpClient $port
12 $content=$udpclient.Receive([ref]$endpoint)
13 $udpclient.Close()
14 $imagen = [Text.Encoding]::ASCII.GetString($content)
15 $imagen

$port=2020
$endpoint = new-object System.Net.IPEndPoint ([IPAddress]::Any,$port)
$udpclient=new-object System.Net.Sockets.UdpClient $port
$content=$udpclient.Receive([ref]$endpoint)
$udpclient.Close()
$imagen = [Text.Encoding]::ASCII.GetString($content)
$imagen
esta perro

PS C:\Users\juan>
```