

FA2022 Week 02

Web Hacking I

Emma and Michael



Announcements

- CSAW Tomorrow!
 - Free pizza!

- Fall CTF
 - fallctf.sigpwny.com



```
sigpwny{ctrl_sh1ft_c}
```



Client side validation



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How the Web Works

At a very high level!



How the Web Works



Browser



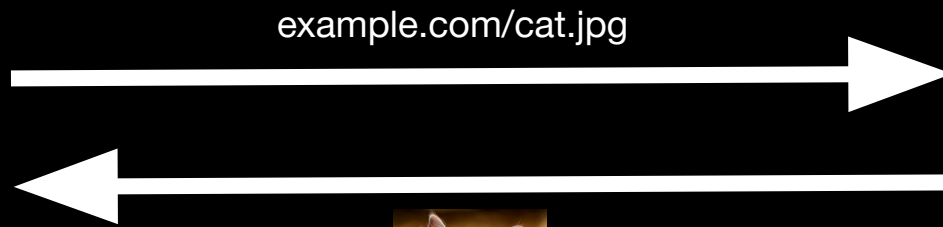
Server



How the Web Works



Browser



Server



How the Web Works



Browser



Server



How Websites Work

The bones, skin, and brains of the Internet



How Websites Work

- Websites displayed by browser according to
 - HTML
 - CSS
 - Javascript



HTML - The Bones

- Defines the *layout* of websites
 - Where are the images, buttons, and textboxes?
- Defines where to load the javascript and CSS from

```
<html>  
  <p>Hello world!</p>  
    
  <script src="script.js"></script>  
</html>
```



CSS - The Skin

- Defines what website elements should *look* like
- Can be written in the HTML or loaded from external file

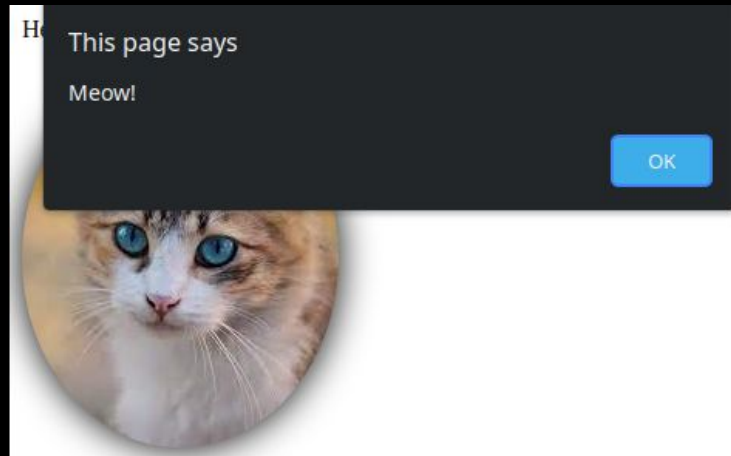
```
img {  
  border-radius: 50%;  
  filter: drop-shadow(0 0 0.75rem black);  
}
```



JavaScript - The Brains

- Programming language to make website *do* something
 - Do something when button is pressed
 - Animate things on webpage
 - Make requests to other endpoints

```
document.getElementById("cat").onclick = () => alert("Meow!");
```



Cookies and Local Storage



Cookies



- Small pieces of information stored across visits to same web page
- Maintained by browser, sent along with requests
- Main usages:
 - Maintain a “session” after you log in to a site
 - Track you for advertising purposes



Local Storage

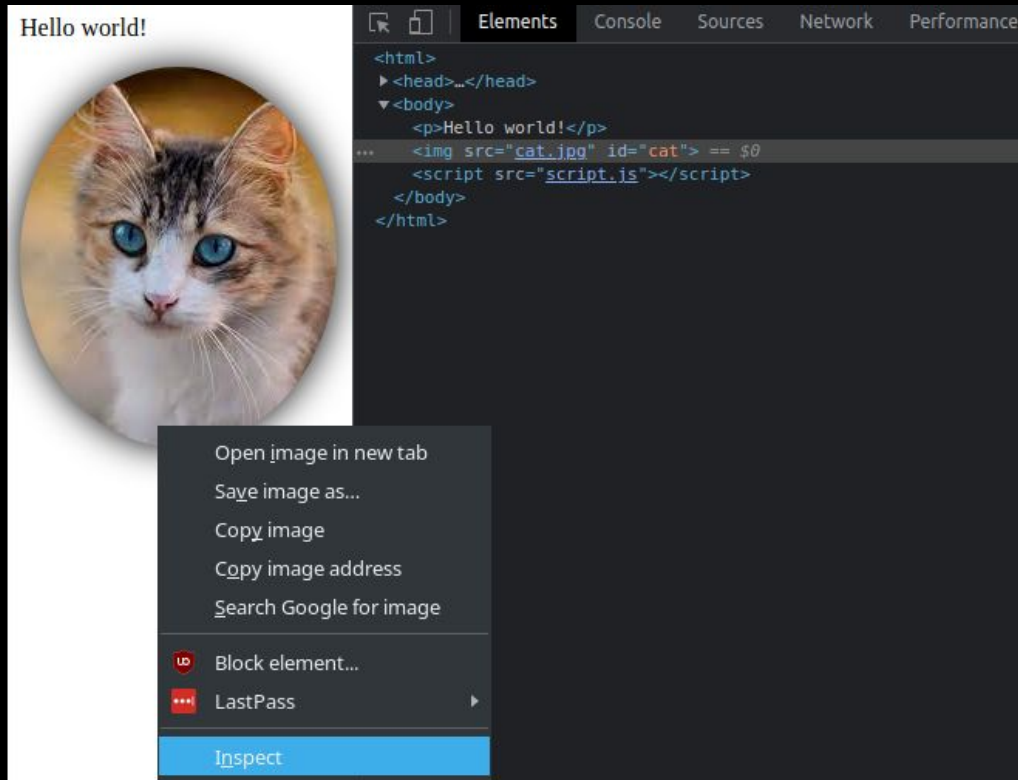
- Store key/value pairs like a cookie
- *Not* sent with requests to server
- Larger storage size limit (4KB vs 5MB)
- Can persist indefinitely



Important Tools



Devtools - Inspect Element

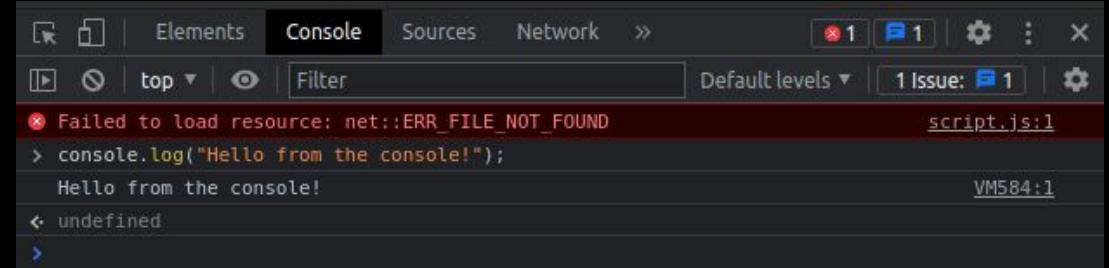


- Inspect HTML of page
- Delete or add elements
- View event listeners and styles



Devtools - Console

- View errors
- Execute your own javascript to interact with page and existing javascript

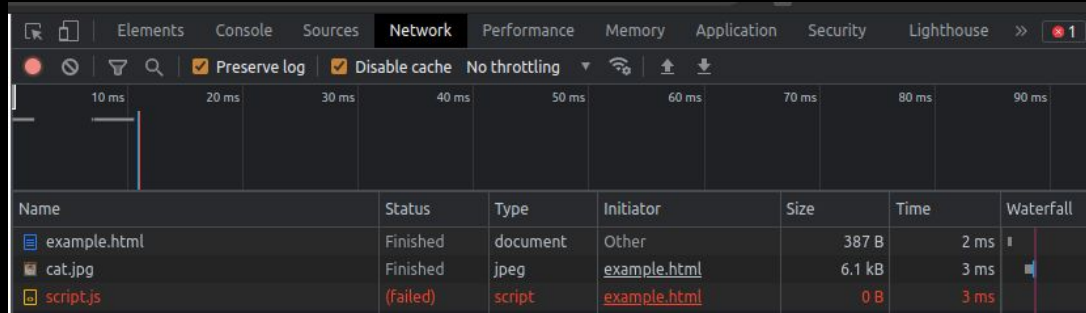


The screenshot shows the Chrome DevTools Console with the following content:

```
Failed to load resource: net::ERR_FILE_NOT_FOUND script.js:1
> console.log("Hello from the console!");
Hello from the console! VM584:1
< undefined
>
```

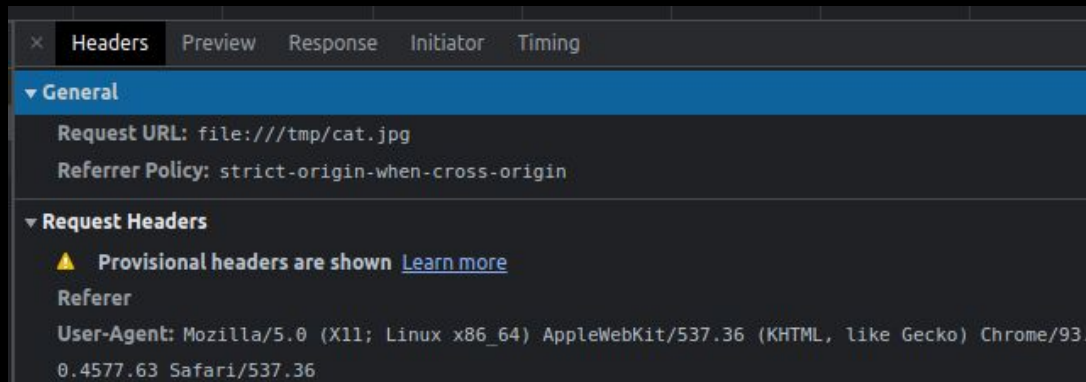


Devtools - Network



The screenshot shows the Network tab in Chrome DevTools. At the top, there are tabs for Elements, Console, Sources, Network, Performance, Memory, Application, Security, and Lighthouse. Below the tabs, there are checkboxes for 'Preserve log', 'Disable cache', and 'No throttling'. A waterfall chart is visible, showing the timing of requests. Below the chart is a table with the following data:

Name	Status	Type	Initiator	Size	Time	Waterfall
example.html	Finished	document	Other	387 B	2 ms	
cat.jpg	Finished	jpeg	example.html	6.1 kB	3 ms	
script.js	(failed)	script	example.html	0 B	3 ms	



The screenshot shows the Headers panel in Chrome DevTools. The tabs are Headers, Preview, Response, Initiator, and Timing. The 'General' section is expanded, showing the following information:

- Request URL: file:///tmp/cat.jpg
- Referrer Policy: strict-origin-when-cross-origin

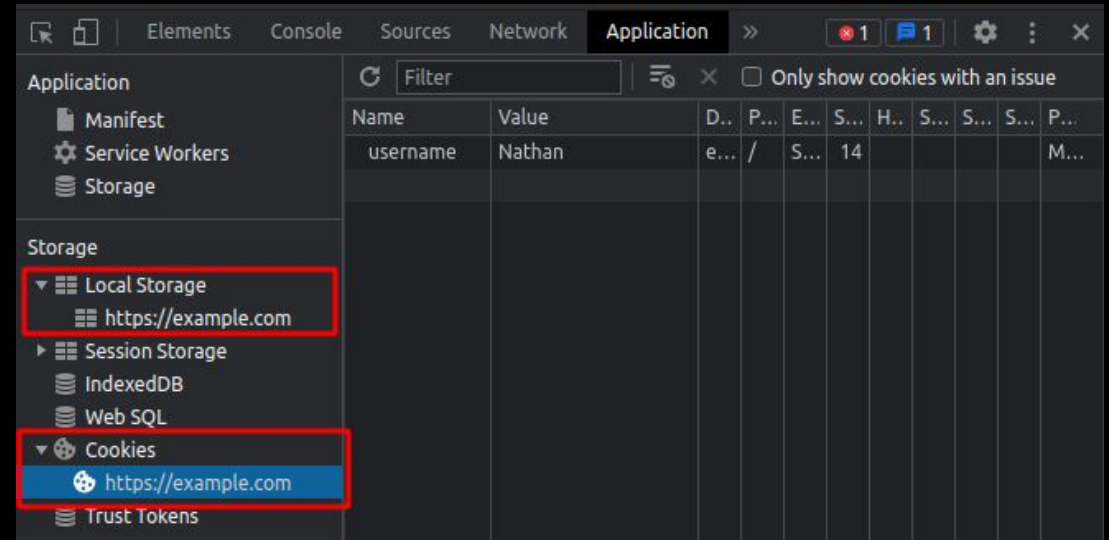
The 'Request Headers' section is also expanded, showing a warning icon and the text 'Provisional headers are shown [Learn more](#)'. The 'Referer' header is visible with the value: Mozilla/5.0 (X11; Linux x86_64) AppleWebKit/537.36 (KHTML, like Gecko) Chrome/93.0.4577.63 Safari/537.36

- View requests sent from your browser
- Resources requested from server
 - Login forms
 - File uploads



Devtools - Application

- View cookies and local storage for a website
- Modify contents to mess with web service



Challenge Walkthrough!



Next Meetings

2022-09-05 - This Friday

- CSAW CTF '22 Qualifying Round
- We will be playing in this weekend long CTF - come join us!

2022-09-11 - This Sunday

- NO MEETING

2022-09-15 - Next Thursday

- Web Hacking II
- Advanced Web Hacking

