



HACK@10

INTRODUCTION TO CAPTURE THE FLAG



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Course : Cyber Security

Experience: 1 - 2 years



What will be covered today?

- What is CTF?
 - CTF categories
 - Challenges Categories
 - General tips
 - Hack@10 general briefing
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Capture the Flag (CTF)



- Nothing to do with shooting games
- computer security competitions
- team based
- end goal = obtaining as many "flag" as possible in limited time
- flag = points/marks
- why join CTF?
 - train you up with cyber security skills
 - not playing in the dark side
 - enjoyment and sharing

CTF Categories

- **Jeopardy**
 - solve multiple questions differs in categories
 - usually question are released periodically (easy->hard)
 - sometimes questions are released based on solved task
- **Attack & Defense**
 - host(PC/VM) running vulnerable daemons & services
 - pwn other teams' box (attack)
 - patch your own box (defense)



Challenge Categories

- cryptography
 - steganography
 - Networking
 - Reverse Engineering
 - Web exploitation
 - Digital forensic
 - Osint
 - Miscellaneous
- ideally, you need to master all of them
 - but most ctf are group based
 - divide jobs between group members
 - help to solve faster

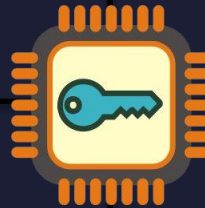
Cryptography

Encoding

- transforms data into another format
- using a scheme that is publicly available (no key)
- **ASCII/EBCDIC, base64, hex/binary**

Encryption

- transform data in order to keep it secret
- can only be reversed by knowing the key/algorithm
- **RSA, xor, ciphers (Ceasar/Enigma)**



Hashing

- fixed length string generated based on the input data
- serves the purpose of ensuring integrity
- one way (unless bruteforced)
- **MD5, SHA1, CRC**

Obfuscation

- make something harder to understand
- obstacle to reverse engineering
- **jsf*ck (javascript), proguard (apk)**

Steganography

the art of concealing information within another data

- **audio**

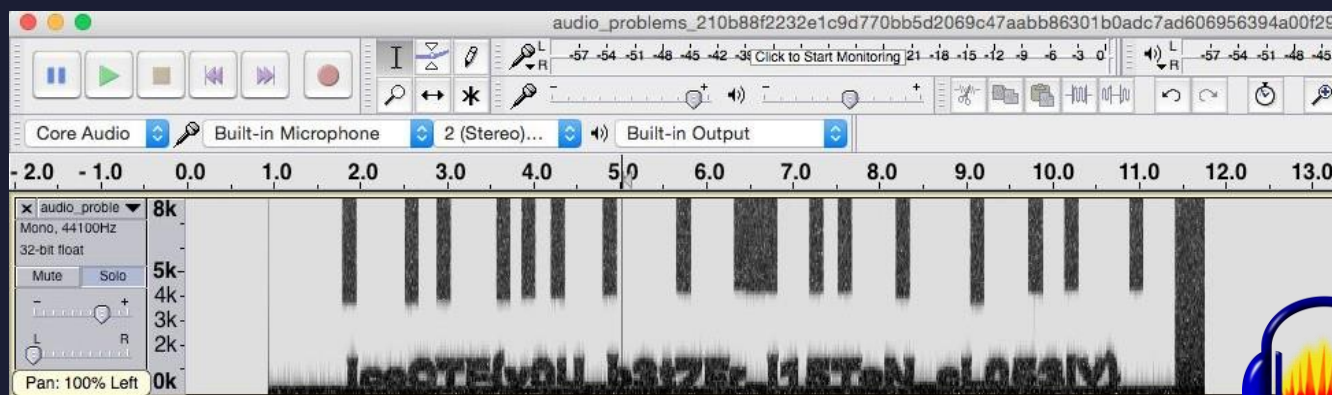
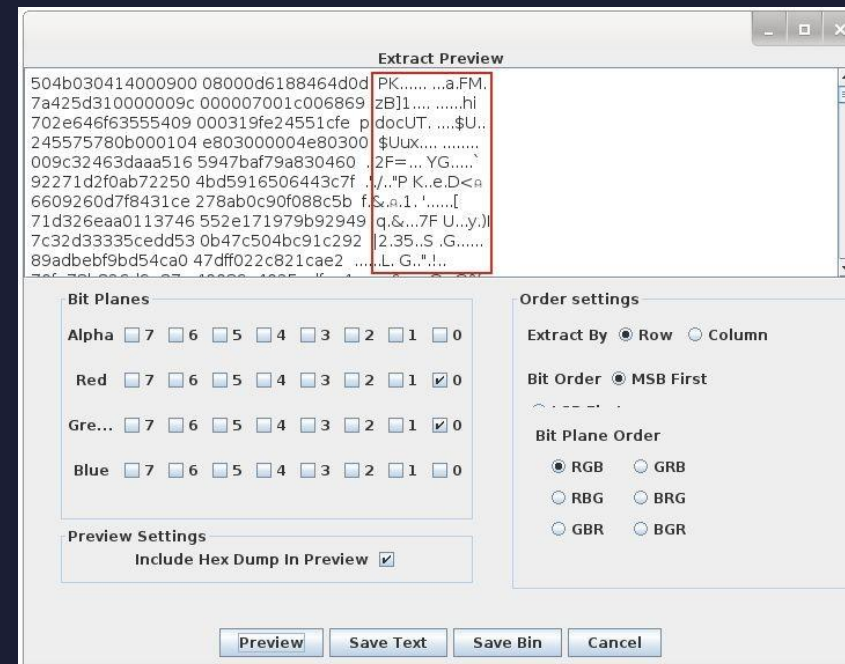
- spectrogram
- filter pass
- **audacity**

- **image**

- lsb insertion
- color(hex) -> string
- **stegsolve & etc**

- **others**

- text stega
- video frame
- pdf stream
- office documents



Web exploitation

- common cause

- bug in website implementation
- interpreter bug (php, python, etc)
- unsanitized user input
- server misconfiguration

- sql injection

- inject sql query
- tool: **sqlmap**
- bypass waf (manually)

- local file inclusion

- include webshell
- view source code

- header manipulation

- bypass authentication
- disguise referrer/user-agent
- tamper cookies
- tools: **ZAP proxy, chrome devtools**

- others

- injection
- xss/csrf
- web 0days



SQL Injection.

User-Id:

Password:

`select * from Users where user_id= 'itswadesh' and password = 'newpassword '`

User-Id:

Password:

`select * from Users where user_id= '' OR 1= 1; /*' and password = '*/--'`

```
$ python sqlmap.py -u "http://debiandev/sqlmap/mysql/get_int.php?id=1" --batch
[!] legal disclaimer: Usage of sqlmap for attacking targets without prior mutual consent is illegal. It is the end user's responsibility to obey all applicable local, state and federal laws. Developers assume no liability and are not responsible for any misuse or damage caused by this program
[*] starting at 17:43:06
[17:43:06] [INFO] testing connection to the target URL
[17:43:06] [INFO] heuristics detected web page charset 'ascii'
[17:43:06] [INFO] testing if the target URL is stable
[17:43:07] [INFO] target URL is stable
[17:43:07] [INFO] testing if GET parameter 'id' is dynamic
[17:43:07] [INFO] confirming that GET parameter 'id' is dynamic
[17:43:07] [INFO] GET parameter 'id' is dynamic
[17:43:07] [INFO] heuristic (basic) test shows that GET parameter 'id' might be injectable (possible DBMS: 'MySQL')
```

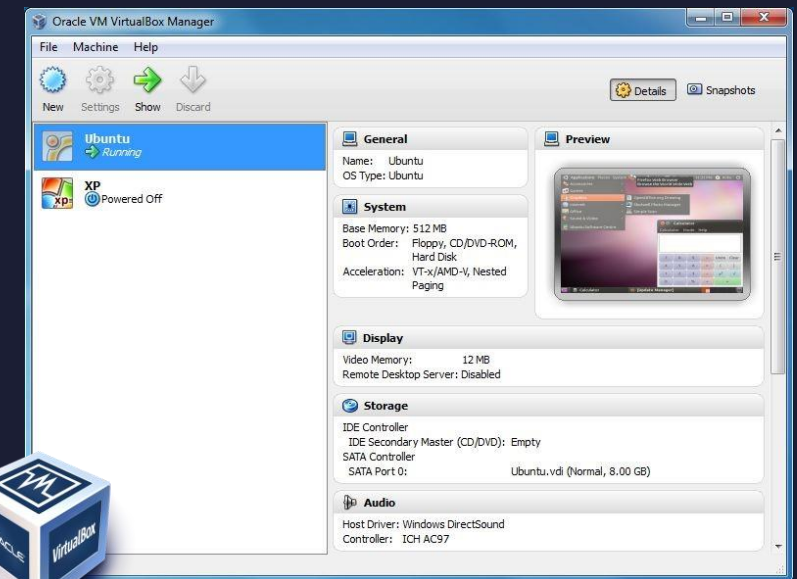


Digital forensic

recovery and investigation of material found in digital devices

- **extensionless file**
 - magic headers (**hex editor**)
 - www.garykessler.net/library/file_sigs.html
 - **file/binwalk/trickID**
- **data/memory dump**
 - file carving (**scalpel/foremost**)
 - find data (**grep/strings**)
 - **volatility** (memory extraction framework)
- **virtual images**
 - load into virtual machine
 - mount directly (faster)
 - other tools: **encase**, **ftk**

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00000040	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	20	
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00000080	06	06	08	0B	08	09	0A	0A	0A	0A	0A	06	08	0B	0C	0B	
00000090	0A	0C	09	0A	0A	0A	FF	DB	00	43	01	02	02	02	02	02	ÿÜ C
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000000B0	0A	0A	0A	0A	0A	0A	0A	0A	0A	0A	0A	0A	0A	0A	0A	0A	
000000C0	0A	0A	0A	0A	0A	0A	0A	0A	0A	0A	0A	0A	0A	0A	0A	0A	
000000D0	0A	0A	0A	0A	0A	0A	0A	0A	0A	0A	0A	FF	C0	00	11	08	
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General tips

- improve your Google-fu
- learn multiple programming languages
- keep track of recent tech & exploits
- keep practicing & read writeups
 - ctftime.org
 - github.com/ctfs



HACK@10 BRIEFING

- Timing (48 Hours)
 - 24 hours – CTF
 - Start Time: 26 Nov, 10AM
 - End Time: 27 Nov, 10AM
 - 24 hours - Write-Up
 - Submission Open: 27 Nov, 10AM
 - Submission Closed: 28 Nov, 10AM
- Flag Format: *hack10{xxx}*
- Registration Close: 25th November, 11.59PM
- CTF Login Credentials:
 - Each team will be given one login credential
 - will be blasted through email to team leaders on 26th November between 8.00AM - 9.45AM

THANK YOU

