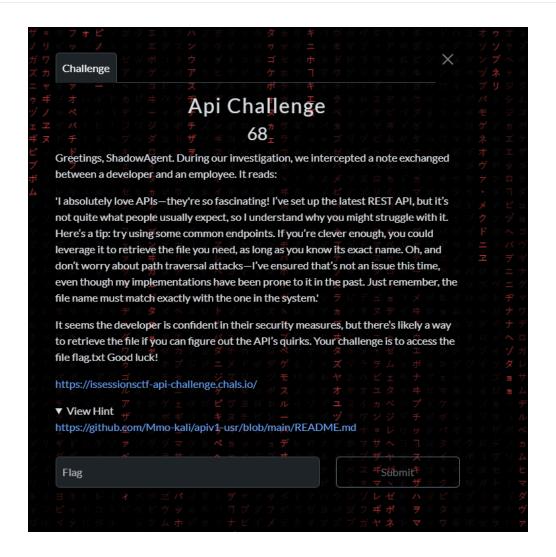
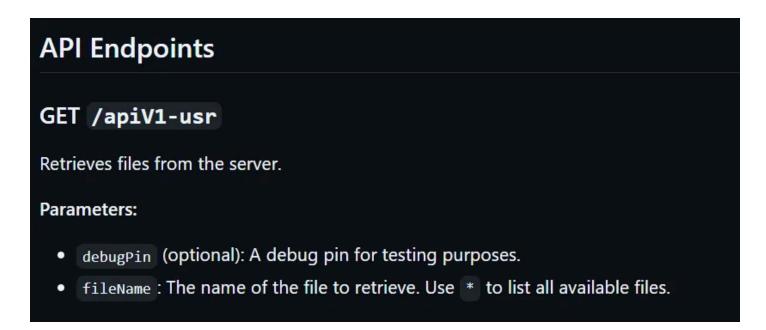
API Challenge (Orlando & Michael)



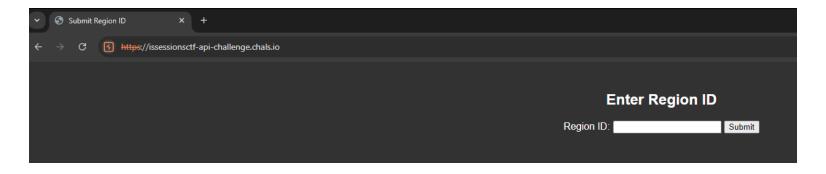
Enumeration

API DOCS PROVIDED AS HINT: https://github.com/Mmo-kali/apiv1-usr/blob/main/README.md/.

This shows the player how the API works including endpoint.



After checking the documentation the player would then know that the endpoint '/apiV1-usr' accepts 3 two parameters as query string.



After entering any type of input into the field the user gets the following:

API Challenge (Orlando & Michael)

```
    ▼ issessionsctf-api-challenge.chal: X +
        → C <mark>{} https:</mark>//issessionsctf-api-challenge.chals.io
Pretty-print 🗹
    "Area": 5000,
"GDP": 20000,
     "Languages": [
"English",
"Spanish"
    ],
"Name": "RegionA",
    "Population": 100000,
"RegionID": "1"
     "Area": 7000,
"GDP": 30000,
     "Languages": [
"French",
"German"
    ],
"Name": "RegionB",
"Population": 200000,
"RegionID": "2"
     "Area": 6000,
      "GDP": 25000,
      "Languages": [
        "Chinese",
"Japanese"
    ],
"Name": "RegionC",
     "Population": 150000,
"RegionID": "3"
     "Area": 5500
```

Testing the input field is good because many web sites often have information disclosure after a user inputs an unwanted character into it such as an empty string. Sadly in this web site this was not the case.

The user is meant to make a request to the API endpoint. If the request is made without any parameters then the website showcases an error with information disclosure.

The user would then take a closer look at the error in the API documentation.

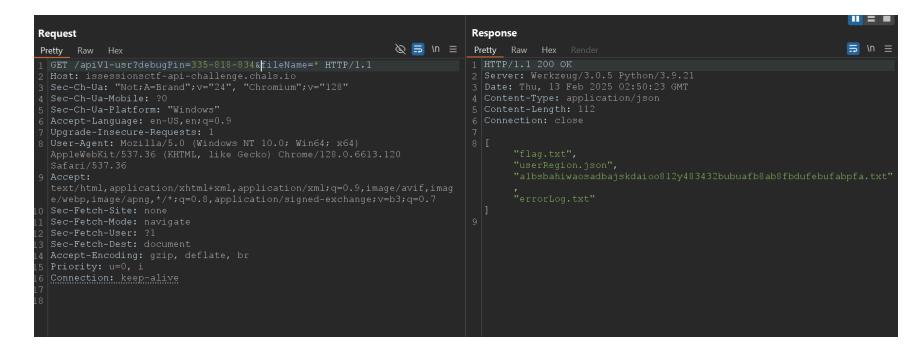
Debug pin?

Error and Debugging

In case of encountering errors, the API provides descriptive error messages to assist in debugging. For testing and debugging purposes, a default $_{\text{debugPin}}$ is provided: $_{335-818-834}$. This pin should be used cautiously and only in a secure testing environment to prevent unintended data exposure.

when the user puts the default debugPin=335-818-834 and a wildcard for the filename which is also stated in the documentation they get the following message:

API Challenge (Orlando & Michael)



Now the logical next step would be for the user to attempt to use the FileName parameter to try and access the contents of flag.txt.

We set some security controls in place so that the challenge would not be that easy to solve. The real flag is hidden in the longer name. Now all the have to do is check that file.

```
| Request | Response | Pretty | Raw | Hex | Render | Response | Re
```

API Challenge (Orlando & Michael)