Penetration Testing Web Storage (User Experience)

(English)

whoami

Author:

Abdulrahman Abdullah You can find me on LinkedIn:

https://www.linkedin.com/in/abduc

Arabic version:

https://www.exploit-db.com/docs/50020

https://packetstormsecurity.com/files/163187/Penetration-Testing-Web-Storage-User-Experience.html

Translated by: @emyovfelipovsky

Disclaimer: All mentioned exploits on this paper had been responsibly disclosed and are now patched. The information and exploits on this paper has been published for **research** purposes only. Use these at your own discretion, the author cannot be held responsible for any **damages** caused. The views expressed on this site are our own and do not necessarily reflect those of our employers.

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Introduction

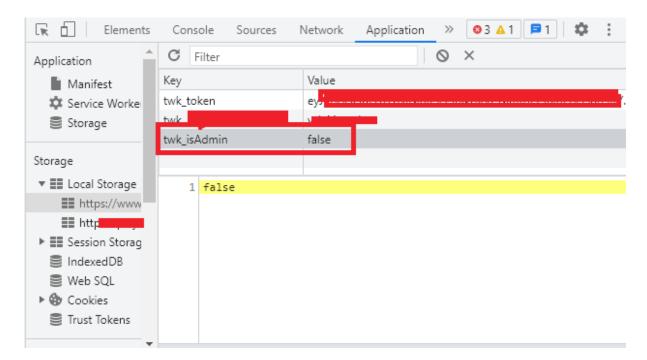
In the name of Allah the Merciful

Peace, mercy, and blessings of Allah upon you.

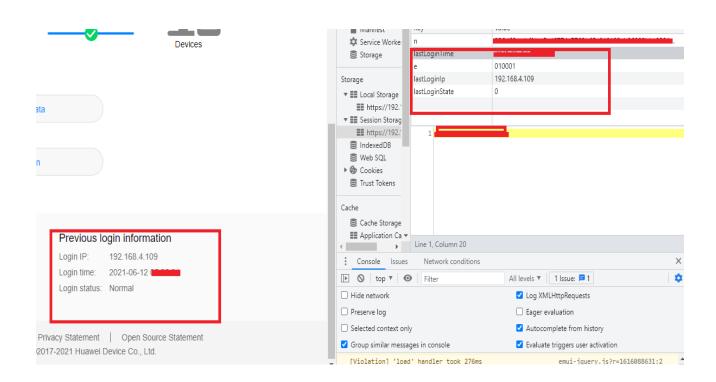
0x01 = Introduction

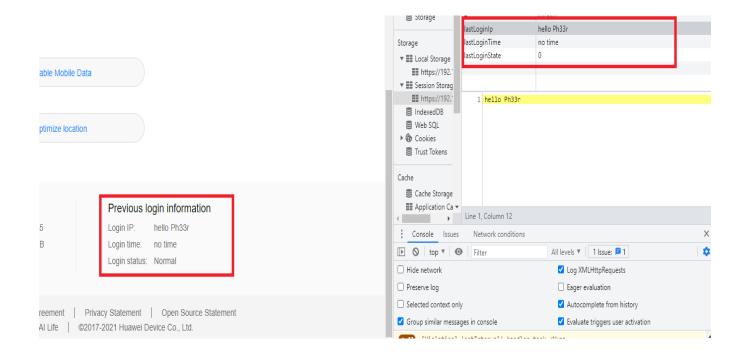
JavaScript is considered the hidden treasure for web application penetration testers. In this paper, we present a novel approach in discovering web storage vulnerability. To the best of our knowledge, tools such as Zed Attack Proxy (ZAP) and the Burp Suite toolkit do not check for this type of vulnerability,

For our literature review on the different ways to exploit this vulnerability, we took a look at the Open Web Application Security Project (OWASP) HTML5 Security Cheat Sheet. On the Storage API section, only two local storage based attacks are discussed. These aim to either steal data saved in local objects, or load malicious data into them. However, we were able to discover/highlight/find several other Web Storage vulnerabilities. Here are few examples:



Introduction





Introduction

Do we have your attention? Are you now interested in a penetration testing

technique that, up until the writing of this paper, performs tests that cannot be done by other pentesting tools? This is because the aforementioned technique relies on values stored as strings in the browser. If these values are not passed by the browser to the application in the request, the application or site will use default values. Hence, it can only be tested through the browser using old school manual techniques.

Next, we take a deep dive into the details of this technique. Then, we explore different methods of exploitation.

What is JavaSctript (JS)



0x02 = What is JavaSctript (JS)

JavaScript is a high level programming language used, in principle, in web browsers to create highly interactive web pages. It is currently developed by Netscape and Mozilla.

As defined in Wikipedia, JS is a high level programming language used in web browsers to add interactivity to your web pages in addition to many other utilizations. JS first gained popularity among amature coders and it quickly got noticed by professional programmers who further developed it to become the language that draws the most commonly used programming language since 2015 to this day.

JavaScript files are created by adding the extension .js to explicitly define a file as a JS file.

JavaScrip in Web Applications

The effect of JS on web application programming is substantial. It lays the bases of any web developer. You can hardly find a web developer who can't deal code in JavaScript. Furthermore, JS is equally utilized in web design as it is in web development. It offers tremendous engaging features to both web designers and developers. This is especially true with the release of modern JS libraries such as Vue.js, Angular, React, and of course to mention, jQuery.

What is JavaSctript (JS)

What makes JavaScript Special (important)

JS is used on the client side however it/and is characterized by several features and techniques. These are:

- It runs/executes on the client side: for example, it can be used to validate user input before sending a web request to the server.
- It is considered fairly easy to learn and is quite similar to English-like natural.
- It is an independent language, essentially unrelated to Java as commonly misunderstood.
- It offers high control over web browsers.
- It is fast and highly interactive.
- It is characterized by /unique in its rich interfaces and enables/offers drag & drop capability to add required elements.
- It is a functional programming language.
- It can be used to edit and update CSS and HTML files.
- It can handle/interact with cookies as well as ajax and comet requests.
- Saving Data on devices's Local Storage (important)

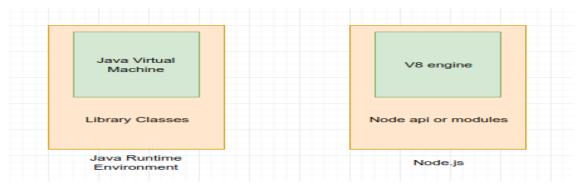
JS Browser Limitations/There are some browser limitations on JS

When working with web browsers, there are some limitations on coding with JS. This aims to protect users' data and files from malicious websites. For example:

- Visited websites cannot gain access to user's files unless the user uploads such files to the site using the File Input element or the Drag and Drop feature,
- The same is true when different websites are visited using different tabs on the same web browser. A JS code app running on a web page on one tab cannot access another site's data on another opened tab.
- When a web page that has a JavaScript code is loaded at the client's side, that JS code can access and exchange data with the site's web server which sent the page, the origin server, in a simple and direct way. However, this becomes more complex when the site was loaded from a different origin server. In other words, a JS code on a google.com page can not access or exchange data on exploit-db.com unless sufficient permission is granted by the latter. This policy is known as the Same-origin Policy and it is created to confine malicious JS code in an isolated domain that it can't escape.

JavaScript Engines

0x03 = JavaScript Engines



Node.js is a JavaScript runtime environment. Sounds great, but what does that mean? How does that work?

The Node run-time environment includes everything you need to execute a program written in JavaScript.

Node.js came into existence when the original developers of JavaScript extended it from something you could only run in the browser to something you could run on your machine as a standalone application.

Now you can do much more with JavaScript than just making websites interactive.

JavaScript now has the capability to do things that other scripting languages like Python can do"

Scripting languages are designed to perform tasks to control developed applications and are processed through an interpreter, rather than a compiler.

Node.js

"Node.js is a JavaScript runtime built on Chrome's V8 JavaScript engine"

JS is run on Chrome using its V8 engine, an open-source engine written in C++, as every browser runs its own engine. This is the same engine used by Node.js.

Chrome's V8 can be run independently or by including it in any application written in C++. Moreover, it has add-ons allowing you to write C++ code then make it available to be used in JavaScript.

This engine takes JS code as input then it outputs it as machine code to be instantly executed. This is because machine code is a low-level programming language, more like a group of 1s and 0s, that a computer can execute directly without the need to interpret it or convert it to another language first.

For more information on JS Engines, please refer to:

https://en.wikipedia.org/wiki/JavaScript_engine

0x04 = HTML5 Web Storage



There are several advantages of storing data directly in a web browser. Most importantly/Primarily, getting quick and direct access to the database independently of the network. There are currently four methods/ways, in addition to stopping, to store data on the client side:

- 1. Cookies
- 2. Local Storage
- 3. Session Storage
- 4. IndexedDB
- 5. WebSQL (insignificant/unimportant)

Cookies

This is the classic way/method to store data: saving simple data strings to a file.

Traditionally/Commonly, cookies are sent to the user, stored then returned to the server in subsequent requests. Cookies can be used to manage user accounts and track user information.

Cookies can be created, read, updated, and deleted using the following syntax:

```
// Create
document.cookie = "token=0x00";
document.cookie = "token_age=25;max-age=31536000;secure";
// Read (All)
console.log( document.cookie );
// Update
document.cookie = "token_age=08;max-age=31536000;secure";
// Delete
document.cookie = "token=0x00;expires=Thu, 01 Mar 1337 00:00:01 GMT";
```

Advantages of using cookies

- Cookies can be used to communicate with the server.
- Cookies can be set to expire automatically without having to manually delete them.
- Cookies are generally supported in all major web browsers.

Disadvantages of using cookies

- Cookies have a limited number and length/size.
- Cookies can only be stored as strings.
- Potential security problems/risk/vulnerability.

Local Storage

Yes, Web Storage uses APIs (Application Programming Interfaces) including an API that stores key value data in the browser. This API solves the problem - by providing an easy and safe API to store simple data in cookies.

Although technically, we can only store chains in local storage, JSON files can be stored tightly. With Cookies, for example, this allows us to store more complex data locally.

Cookies can be created, read, updated, and deleted in Local Storage using the following syntax:

```
const user = { name: 'Ph33r', age: 08 }
localStorage.setItem('user', JSON.stringify(user));

// Read (Single)
console.log( JSON.parse(localStorage.getItem('user')) )

// Update
const updatedUser = { name: 'Ph33r', age: 08 }
localStorage.setItem('user', JSON.stringify(updatedUser));

// Delete
localStorage.removeItem('user');
```

Advantages of using Local Storage when compared to cookies

- Local storage provides a simpler and easier interface for storing data.
- Local Storage is safer.
- Local Storage allows more data to be stored.

Disadvantages of using Local Storage

- Local Storage allows only strings to be stored.

Session Storage

This is the second type of APIs, a Session Storage API. It is quite similar to Local Storage. The difference is, with Local Storage, there is no expiration time setting for the data stored in it. With Session Storage, however, the saved data will be discarded at the end of the session.

Session can be created, read, updated, and deleted in Session Storage using the following syntax:

```
const user = { name: 'Ph33r', age: 08 }
sessionStorage.setItem('user', JSON.stringify(user));

// Read (Single)
console.log( JSON.parse(sessionStorage.getItem('user')) )

// Update
const updatedUser = { name: 'Ph33r', age: 08 }
sessionStorage.setItem('user', JSON.stringify(updatedUser));

// Delete
sessionStorage.removeItem('user');
```

IndexedDB API

This is a more complex, yet comprehensive, solution for browsers to store data. IndexedDB API is an "API to store a large amount of data organized on the client side and use indexes on this data for high-performance retrieval" (Mozilla). This is a JavaScript-based, object-oriented database that allows us to store and retrieve data easily.

How to use IndexedDB to Create an Application Offline

Compared to the other methods of storing in browsers, using IndexedDB is more complex. Before we can create/read/update/delete any data, we first need to open the database and create a data repository.

```
function OpenIDB() {
 return idb.open('SampleDB', 1, function(upgradeDb) {
   const users = upgradeDb.createObjectStore('users', {
     keyPath: 'name'
  });
});
To create (or update) data, we need to follow the following steps:
// 1. Open up the database
OpenIDB().then((db) => {
 const dbStore = 'users';
 // 2. Open a new read/write transaction with the store within the database
 const transaction = db.transaction(dbStore, 'readwrite');
 const store = transaction.objectStore(dbStore);
 // 3. Add the data to the store
 store.put({
   name: 'Ph33r',
   age: 08
 // 4. Complete the transaction
 return transaction.complete;
});
```

```
To read the data, we need to follow the below steps:
```

```
// 1. Open up the database
OpenIDB().then((db) => {
const dbStore = 'users';
// 2. Open a new read-only transaction with the store within the database
 const transaction = db.transaction(dbStore);
 const store = transaction.objectStore(dbStore);
 // 3. Return the data
return store.get('Ph33r');
}).then((item) => {
console.log(item);
} )
To delete the data, we need to follow the next steps:
// 1. Open up the database
OpenIDB().then((db) => {
 const dbStore = 'users';
// 2. Open a new read/write transaction with the store within the database
 const transaction = db.transaction(dbStore, 'readwrite');
 const store = transaction.objectStore(dbStore);
// 3. Delete the data corresponding to the passed key
store.delete('Ph33r');
// 4. Complete the transaction
return transaction.complete;
})
```

DB Advantages

- The most complex and structured data can be handled in each database.
- There can be several "databases" and "tables".
- More storage space.
- We can control how we interact with it.

DB Disadvantages

- Very complex compared to other web storage APIs.

Let's now talk about Local Storage, Session Storage, IndexedDB.

Before we start to get to know the different exploitation methods stated above, we need to know that the difference between Local Storage and sessionStorage is that with sessionStorage as soon as the page or browser is closed, any stored data gets all cleared. In contrast, with Local Storage the data is saved by the browser and is not deleted without the user's own intervention. Most programmers prefer to use this method to store some data about the users experience such as storing the users' language settings/preference, do they prefer the dark or the light theme, do they like certain products etc. There are various ways to utilize stored data depending on the web application and the programmer.

IndexedDB

IndexedDB is a database stored in the user's web browser and can only be viewed by the user himself. We will explain IndexedDB in more detail in the lab prepared for this paper.

0x05 = How to Discover and Exploit it?

There are two approaches techniques to detect this kind of vulnerability. An easy one and a difficult one. Using the complex approach, prior knowledge of JavaScript code is required. You need to be able to read JS code and trace why the data was stored and whether it is displayed to the user as opposed to stored in log files for further processing by data and user experience analysts or not displayed.

We categorize the detection techniques of this type of vulnerabilities into two groups: easy and difficult.

Section One: The Easy Approach

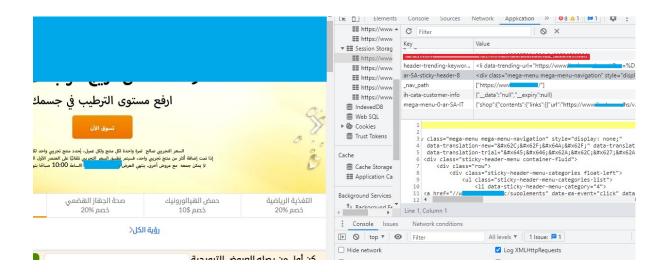
We experiment with adding HTML code within a Web Storage then check whether or not it is displayed to the user within the web browser.

Additionally, let's not forget that some websites store tokens within the Web Storage -. Therefore, when a penetration test is performed, the pentester can try modifying cookie values of certain, such as changing the price of a product or tampering with the site permissions so that these modified values that are stored in the cookies are not verified. Whereas the values stored in the browser are verified.

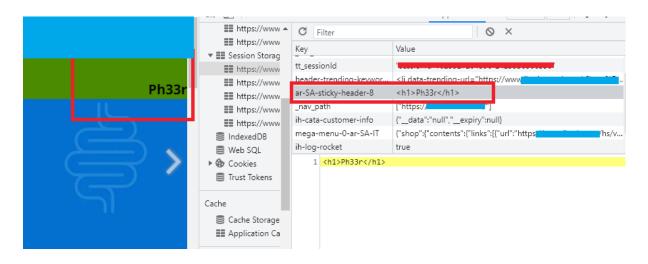
There are several scenarios that I found which will be explained in the second part, God willing.

Here's a simple example where a website stores the user's language preference inside sessionStorage. For instance, if the user chooses Arabic or any language other than English language, the language preference will be stored in sessionStorage. Now if you were to use BurpSuite or Zed Attack Proxy (ZAP) to test the website, it will only show you (in Response) the default language, i.e. English.

Therefore, we should manually test the website using the web browser to detect this type of vulnerability so that the default value is not displayed, and the user experience stored value is displayed. Let's follow the example in the screenshots below.

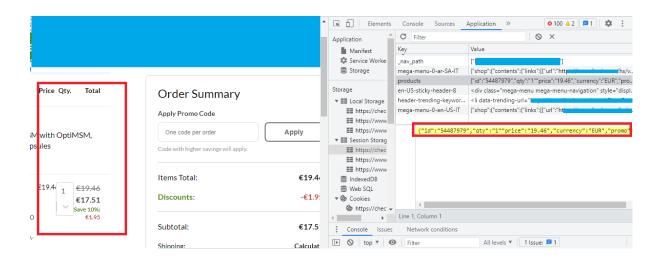


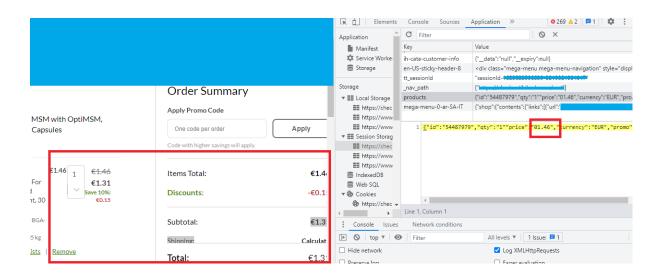
We inject our code now and update the page. Do we notice any change?



Operation successful! Now this is a Self-XSS vulnerability.

What about Business Logic vulnerabilities?





Section Two: The Difficult Approach

This approach will be explained in detail in another paper as some companies have not yet finished patching some vulnerabilities. After the bugs have been patched, section two will be published in a different paper which will include how these vulnerabilities were discovered.

```
Part 2

00x01 = blhblh

00x02 = code review

00x03 = code review 2

00x04 = Blind XSS for (UX Analysts)

00x05 = 2 Tokens in (cookies, localstorage) .. !!

00x06 = Key Pollution ( storage )
```

Exploit and Lab

0x06 = Reflected XSS to Stored XSS with Lab

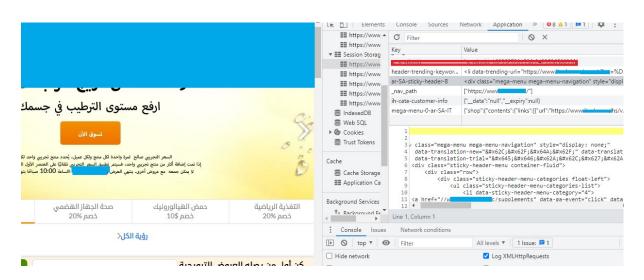
How can I take advantage of the Self-XSS vulnerability in privilege escalation? Initially, you must find a Reflected XSS vulnerability. Through it, we can modify any value stored in the browser for the same site. This is done by injecting our payload inside any Web Storage by updating the values within it. Here's an example:

```
const updatedUser = { name: '<h1>Ph33r</h1>', age: 08 }
localStorage.setItem('user', JSON.stringify(updatedUser));
```

Now that we've got our Reflected XSS vulnerability and we know that the site also stores all user experience values in IndexedDB or localStorage, the first step we have to take is to get to the value key that we need to change.

For example, if we have inside the:

```
localStorage.getItem('Desired value key')OR
sessionStorage.getItem('Desired value key')
```



sessionStorage.getItem('ar-SA-sticky-header-8')

Exploit and Lab

After we get to the key and make sure it's the right key, we update the value inside the key.

```
sessionStorage.setItem('ar-SA-sticky-header-8', "code html")
```

Let's now assume we found a Reflected vulnerability, all we have to do now is inject the code that enables us to update the key value in a hidden way in the following way:

http://exploit-db.com/index?xssReflected=<script>sessionStorage.setItem('ar-SA-sticky-header-8', "code html")</script>

It is preferable to hide the payload within the same value while not changing the original value. As an example, when the victim browses the site, the payload is executed on his device. Every time the site is used, especially if the payload was injected into localStorage or IndexedDB in a hidden way, the payload will not change until it is deleted by the user.

Lab

To Programming a small lab that doesn't need a local server, all you have to do is download and browse the files within any browser except Microsoft Internet Explorer.

The is an easy level lab with two XSS vulnerabilities to which you can apply all that's been mentioned.

https://github.com/Ph33rr/webstorage

Tips and References

0x08 = Tips

- Storing data in Web Storage depends on the user experience in most websites:
 - Preferred language, preferred style, preferred currency, etc.
- Before checking the website, you should change all the default settings and where they are stored in the browser then test the values.
- At some online shopping websites, products added to the cart are stored in Web
 Storage if you visited as a *guest*. However, if you signed-in a *user* your data is stored
 in the database. You should check this before the penetration test.
- You can also find tokens stored in Web Storage. If you don't find them, try to use Remember Me..!!

0x09 = References

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