

## **MOBILE SECURITY LAB QUESTIONS**

### **Team Members :**

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### **Flag 1 – Hashed Memory**

A specific value is processed and stored in a unique way. This flag represents the transformation of key data during internal app operations.

### **Flag 2 – Timed Drop**

An event within the app is triggered based on time. This flag lies in the outcome of a scheduled operation.

### **Flag 3 – Hidden Echo**

This flag accompanies the timed event and surfaces as part of the system's background behavior.

### **Flag 4 – Swipe Secret**

Interacting with a UI component causes an item to disappear - and reveals something in return.

### **Flag 5 – Lucky Threshold**

When the app reaches a certain condition based on user interaction, it stores something unexpected.

### **Flag 6 – Open Channel**

A component within the app listens externally - and reveals something specific when called the right way.

### **Flag 7 – Dormant Path**

An unused piece of the app remains accessible. This flag lies in a part of the app not meant to be seen.

### **Flag 8 - Scrambled Link**

A string hidden inside the app leads to a location on the web. The flag is somewhere in what that location returns.