Online Chatroom

Writeup by Speer
Category: Warmups

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Description

We are on the web and we are here to chat!

file: `main.go`

Reading the `main.go` file I can see that there are a set of commands that all start with `!`

```language-go
case strings.HasPrefix(string(message), "!help"):
                                response := "<pre>Commands:\n" +
                                        "!write [message]: send a
message\n" +
                                        "!date: get the server
date\n" +
                                        "!users: get the online
users\n" +
                                        "!help: list available
commands</pre>"
```

above this there is a `!history` command that will tell you that the valid history is between 1 and the length of chat history -1. So it seems to hide a message.

Looking down I can also see the pre-loaded chat that displays the flag string.

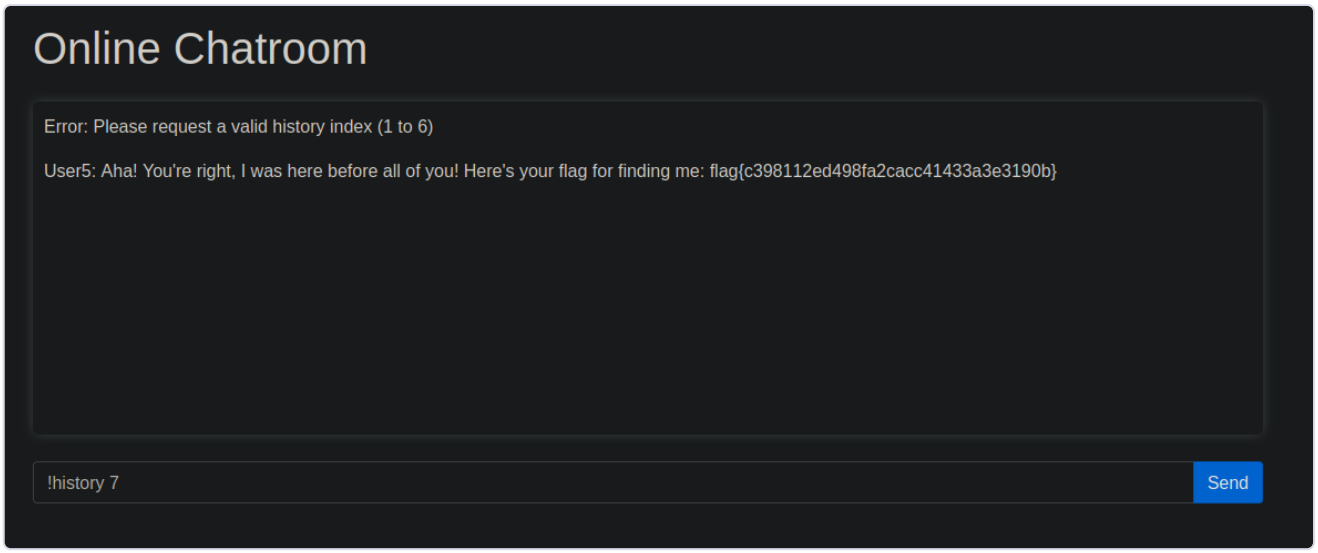
```go
func allHistory(w http.ResponseWriter, r *http.Request) {
    w.Write([]byte(strconv.Itoa(len(chatHistory)-1)))
}

func main() {
    flag.Parse()
    log.SetFlags(0)

    flagData, err := ioutil.ReadFile("flag.txt")
    if err != nil {
        log.Fatal("Failed to read flag file:", err)
    }
    flagStr := string(flagData)
    chatHistory = append(chatHistory, "User5: Aha! You're right, I was here before all of you! Here's your flag for finding me: " + flagStr)

    extraChatMessages := []string{
        "User4: This chat is awesome!",
        "User1: I agree, it's really cool.",
        "User2: I'm enjoying it too!",
        "User3: Me too! Great conversations happening here.",
        "User1: Wait, has someone been here before us?",
        "User2: Oh hey User0, was it you? You can use !help as a command to learn more :)",
    }
    chatHistory = append(chatHistory, extraChatMessages...)
```

So hopefully all I need to do is put in the command `!history` and then `!history <1 + whatever it says is the max>`



`flag{c398112ed498fa2cacc41433a3e3190b}`