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웹 서버에 접속하면 볼을 마우스로 회전시키면 1씩 올라가는 어플리케이션이 있다.

```
const state = {
  dragging: false,
  value: 0,
  total: 0,
  flagged: false,
}

const message = async () => {
  if (state.flagged) return
  const element = document.querySelector('.message')
  element.textContent = Math.floor(state.total / 360)

  if (state.total >= 10_000 * 360) {
    state.flagged = true
  }
}
```

```

    const response = await fetch('/falg', { method: 'POST' })
    element.textContent = await response.text()
  }
}
message()

const draw = () => {
  const spinner = document.querySelector('.spinner')
  const degrees = state.value
  spinner.style.transform = `rotate(${degrees}deg)`
}

const down = () => {
  state.dragging = true
}

const move = (e) => {
  if (!state.dragging) return

  const spinner = document.querySelector('.spinner')
  const center = {
    x: spinner.offsetLeft + spinner.offsetWidth / 2,
    y: spinner.offsetTop + spinner.offsetHeight / 2,
  }
  const dy = e.clientY - center.y
  const dx = e.clientX - center.x
  const angle = (Math.atan2(dy, dx) * 180) / Math.PI

  const value = angle < 0 ? 360 + angle : angle
  const change = value - state.value

  if (0 < change && change < 180) state.total += change
  if (0 > change && change > -180) state.total += change
  if (change > 180) state.total -= 360 - change

```

```

    if (change < -180) state.total += 360 + change

    state.value = value

    draw()
    message()
  }

  const up = () => {
    state.dragging = false
  }

  document.querySelector('.handle').addEventListener('mousedown', down)
  window.addEventListener('mousemove', move)
  window.addEventListener('mouseup', up)
  window.addEventListener('blur', up)
  window.addEventListener('mouseleave', up)

```

웹 코드를 보면 state.total을 10000번 회전시키면 flag를 출력해준다.



actf{b152d497db04fcb1fdf6f3bb64522d5e}

```

> state.total = 10_000*360+1
< 3600001
>

```

개발자 콘솔에서 state.total = 10000\*360 으로 강제로 설정하면 flag를 획득할 수 있다.