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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.



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

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