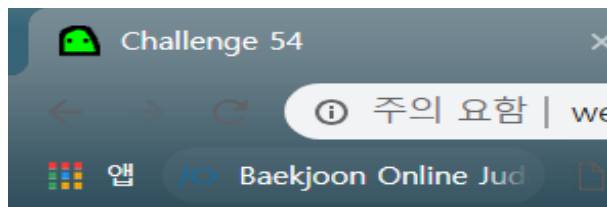
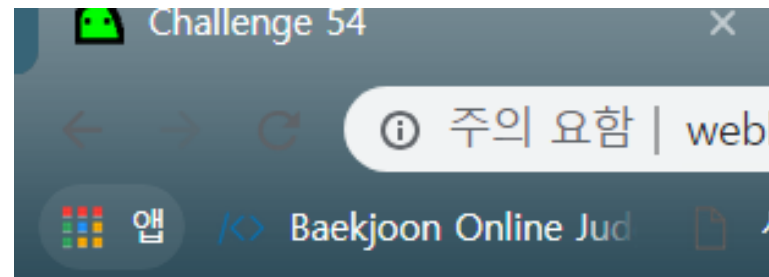


음..... 오늘은 webhaking.kr이야.....

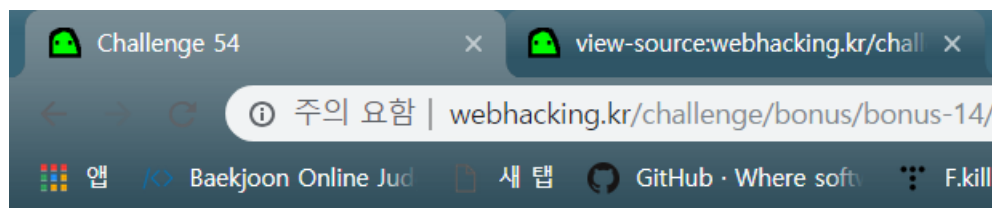
Webhacking.kr 54번



Password is f



Password is 1



Password is ?

```
1 <html>
2 <head>
3 <title>Challenge 54</title>
4 </head>
5 <body>
6 <h1><b>Password is <font id=aview</font></b></h1>
7 <script>
8 function run(){
9     if(window.ActiveXObject){
10         try {
11             return new ActiveXObject('Msxml2.XMLHTTP');
12         } catch (e) {
13             try {
14                 return new ActiveXObject('Microsoft.XMLHTTP');
15             } catch (e) {
16                 return null;
17             }
18         }
19     }else if(window.XMLHttpRequest){
20         return new XMLHttpRequest();
21     }
22     }else{
23         return null;
24     }
25 }
26
27 x=run();
28
29 function answer(i)
30 {
31     x.open('GET','?m='+i,false);
32     x.send(null);
33     aview.innerHTML=x.responseText;
34     i++;
35     if(x.responseText) setTimeout("answer("+i+")",100);
36     if(x.responseText=="") aview.innerHTML="?";
37 }
38
39 setTimeout("answer(0)",10000);
40
41 </script>
42 </body>
43 </html>
44
```

<풀이법>

- 1. 한글자 한글자 외워서 풀기**
- 2. Javascript 수정**
- 3. 개발자 도구 Network 사용**

2. Javascript 수정

```
1 <html>
2 <head>
3 <title>Challenge 54</title>
4 </head>
5 <body>
6 <h1><b>Password is <font id=aview></font></b></h1>
7 <script>
8 function run(){
9   if(window.ActiveXObject){
10    try {
11      return new ActiveXObject('Msxml2.XMLHTTP');
12    } catch (e) {
13      try {
14        return new ActiveXObject('Microsoft.XMLHTTP');
15      } catch (e) {
16        return null;
17      }
18    }
19  }else if(window.XMLHttpRequest){
20    return new XMLHttpRequest();
21  }
22  }else{
23    return null;
24  }
25 }
26
27 x=run();
28
29 function answer(i)
30 {
31   x.open('GET','?m='+i,false);
32   x.send(null);
33   aview.innerHTML=x.responseText;
34   i++;
35   if(x.responseText) setTimeout("answer("+i+")",100);
36   if(x.responseText=="") aview.innerHTML="?";
37 }
38
39 setTimeout("answer(0)",10000);
40
41 </script>
42 </body>
43 </html>
44
```

```
function answer(i)
{
  x.open('GET','?m='+i,false);
  x.send(null);
  aview.innerHTML=x.responseText;
  i++;
  if(x.responseText) setTimeout("answer("+i+")",100);
  if(x.responseText=="") aview.innerHTML="?";
}

setTimeout("answer(0)",10000);
```

setTimeout 함수 : 일정 시간 후에 특정 코드나 함수를 의도적으로 지연한 뒤 실행하고 싶을 때 사용하는 함수

```
function answer(i)
{
x.open('GET','?m='+i,false); //get방식으로 m에 i를 넣어 오픈
x.send(null);                // get 방식으로 오픈 한 것을 널 값에 보냄
aview.innerHTML=x.responseText; //html로 x.responseText값을 보여줌
i++;
if(x.responseText) setTimeout("answer("+i+")",100);
if(x.responseText=="") aview.innerHTML="?"; //만약 x.responseText값이 없으면
}                                     "?" 보여줌

setTimeout("answer(0)",10000);
```

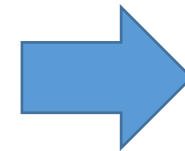
1. `view.innerHTML=x.responseText`



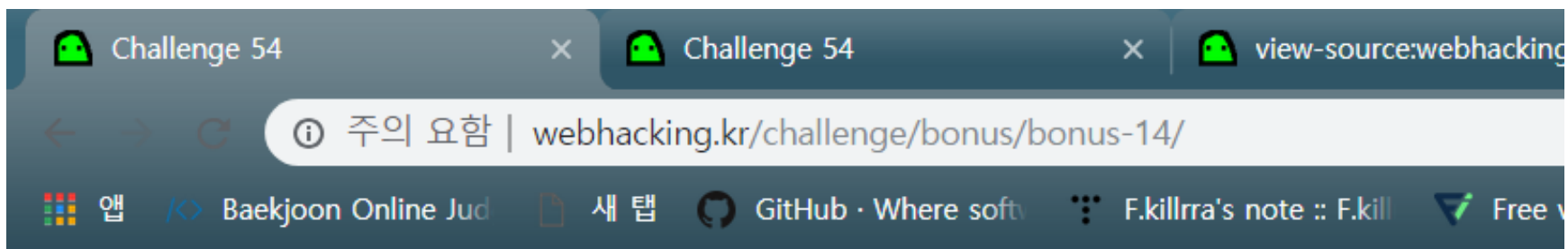
`view.innerHTML+=x.responseText`

2.

`if(x.responseText=="") view.innerHTML="?";`



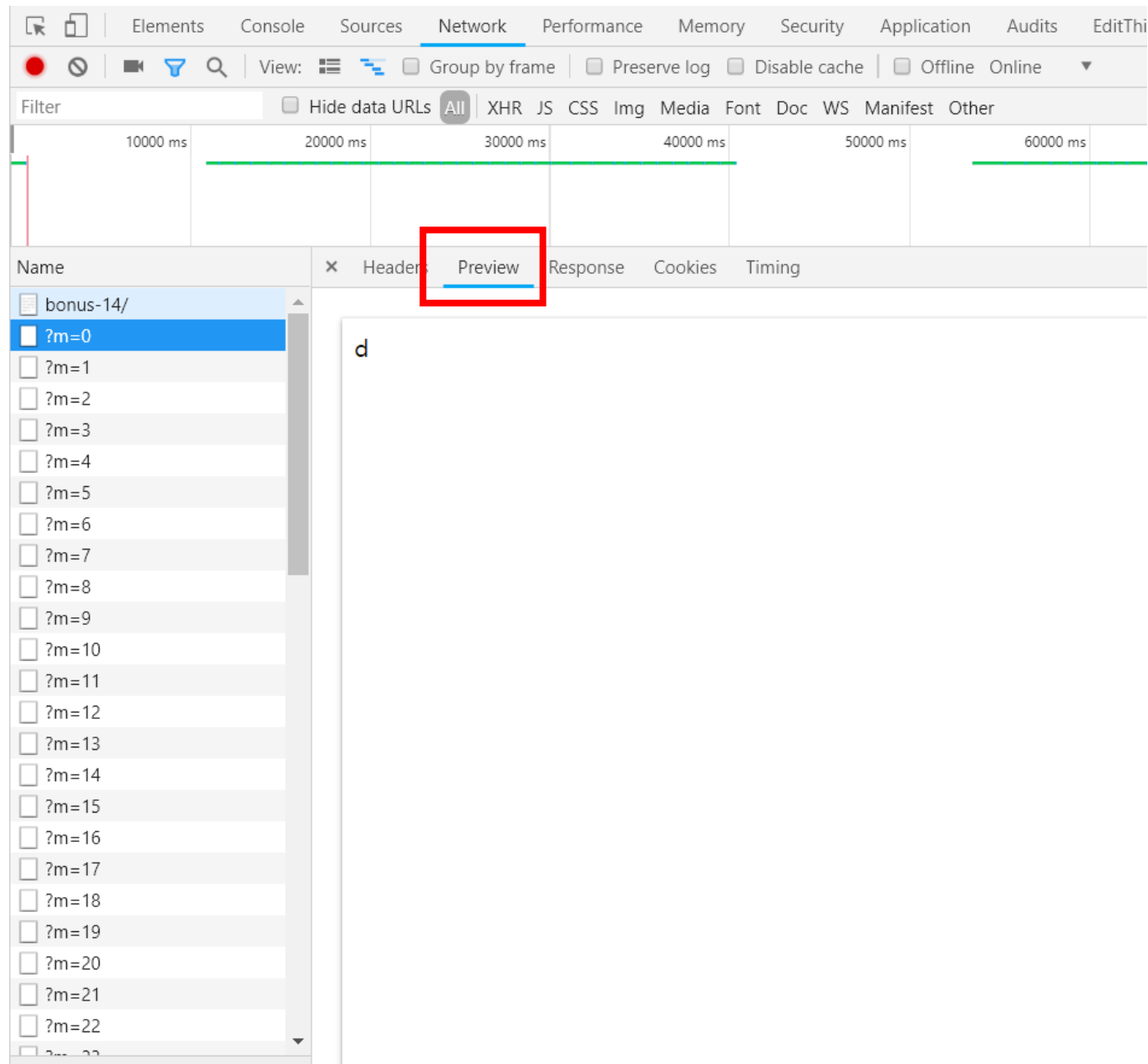
삭제



Password is ?



3. 개발자 도구 Network 사용



11
E