

Lab-1 Report

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Abstract—The Lab-1 introduces us to the attacks in real world with hands-on experience to stop these attacks during the development process.

I. INTRODUCTION

THIS introduces WebGoat, which is a deliberately insecure web application used to practice security related work and WebWolf which gives a clear picture of the scenario behind an attacked website and the process that needs to be followed by an attacker.

II. BACKGROUND

The Open Web Application Security Project (OWASP) Foundation strives to increase software security through community-led open source software projects, tens of thousands of members, hundreds of chapters worldwide, and local and international conferences. WebGoat and WebWolf are maintained by the Open Web Application Security Project (OWASP)

III. WEBGOAT

The purpose of OWASP WebGoat is to test Java-based applications for common web application vulnerabilities. It is a purposefully unsafe online application. This helps developers to be aware of the vulnerabilities so that they can design applications that are less prone to these vulnerabilities. The WebGoat can be installed in two ways through Docker and the other way via standalone. A typical server-side application issue is illustrated by WebGoat. The activities are meant to be used as a learning tool for penetration testing and application security.

IV. WEBWOLF

A different web program called WebWolf imitates an attacker's computer. It allows us to distinguish clearly between what occurs on the website that is being attacked and the steps you must do in your capacity as an attacker. WebWolf is has various services that it can provide such as hosting a file, receiving emails and landing page for incoming requests. The WebWolf provides the information of the request by controlling the incoming requests so that it can act as the landing page. This way we can retrieve information of users by allowing them to send requests, for example by sending them a password reset link through which we can intercept their request and collect their information such as the password Lab-Tasks: receiving email (fig-1), tricking user with reset password (fig-2)

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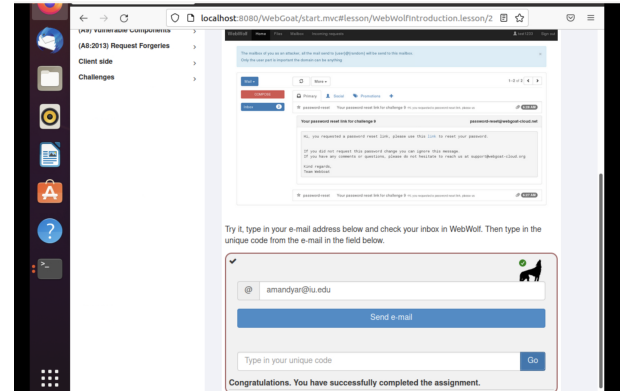


Fig. 1. receiving an email and entering the Unicode from the email

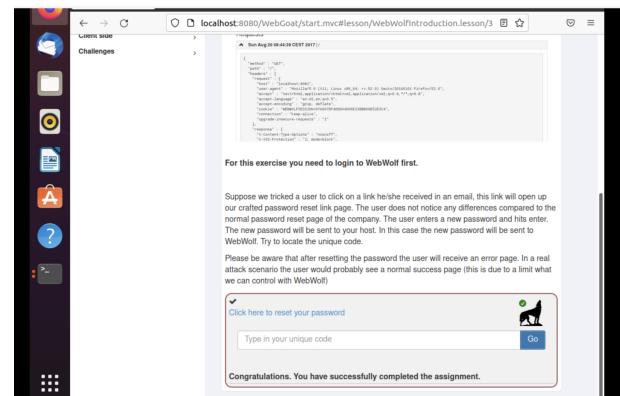


Fig. 2. sending an user the reset password link and retrieving their password

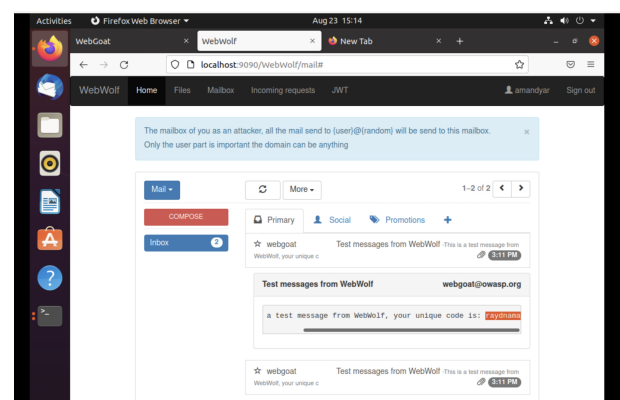


Fig. 3. receiving the Unicode

V. ENVIRONMENT SET-UP

Started of by creating a virtual environment using the virtual machine, which can be used to house the insecure application. 4096 Mb RAM, 2 CPU and 50 GB disk resources were dedicated for it to perform well. The operating system being used in the virtual machine is Ubuntu 20.04.4 (Desktop version).

REFERENCES

- [1] <https://github.com/WebGoat/WebGoat>
- [2] <https://owasp.org/>

VI. BONUS TASK: INTRO-3

The Task required me to find the password and it said JavaScript. Started by viewing the page source. Looked for passwords, I found a function that was comparing if the password is correct or incorrect. In the comparison statement there was a variable correct that was being used to compare. I searched for the variable correct and where it was declared. I found the variable correct along with its value and used the value to complete the challenge.

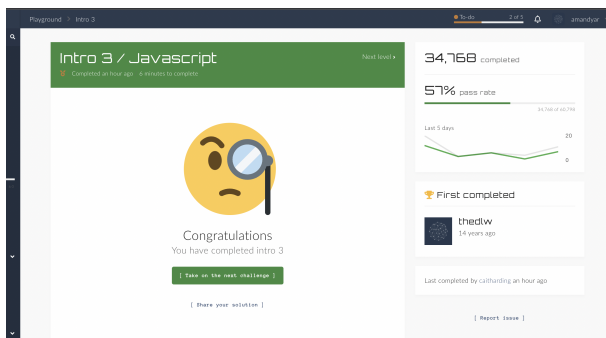


Fig. 4. Bonus Task completion screenshot Intro:3

VII. CONCLUSION

There is a huge learning curve and scope related to knowledge related to security. The WebGoat and WebWolf serves its purpose by helping understand the attacks and vulnerabilities at the most basic level. The WebWolf also gives a clear picture about the attackers environment that is being used, it also incorporates the variegated steps the attacker might take to accomplish the designated attacks.

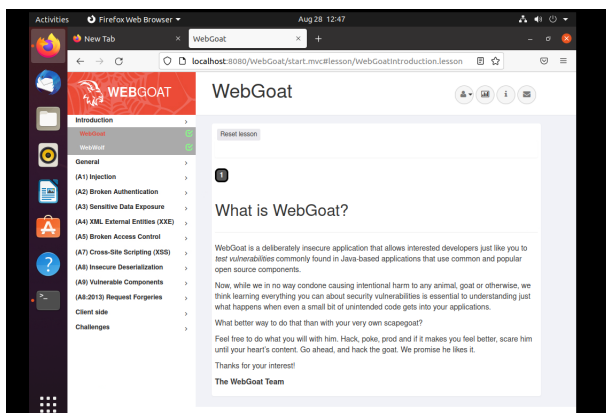


Fig. 5. All Tasks Completed screenshot(Both WebGoat and WebWolf)