

# STARTING POINT FOR WEB APP HACKING

what do I really need to know to get started?

Ok, you can start from absolutely nothing.

But there are skills you should have to begin web and mobile app hacking, really ...

Let's look at the basic list.

First, you have to be able to use basic operating systems. This means using both graphical and command line skills in *Windows* or *MAC OS*, and *Linux*. Using *Kali Linux* is sort of a given for web hacking, but you can't get totally away from *Windows* and *Mac* systems. So you need *Linux*, and one of the other two, depending on the target's infrastructure and the like.

For mobile apps. You need to learn to use a cellphone and its apps. This is sort of expected, but I do not wish to exclude it. It's hard to hack something you can't use.

OK, let's talk web technologies prerequisites:

Frontend Web technologies:

- HTML
- CSS
- Javascript

You need to know the basics about how the web works, protocols such as HTTP and HTML in general.

You need to understand basic networking concepts, such as the OSI and TCP/IP Models, ethernet packets and frames, MAC and IP addresses, have a basic understanding of TCP and UDP.

You will need to begin using *Burp Suite Community Edition* as a web proxy. At first the community edition will work fine. At first real opportunity consider getting a laptop just for this work, and upgrading from *Burp Suite Community Edition* to the *Burp Suite Professional Edition*. But that can -- and will have to -- wait until you're actually getting some income from this.

Besides that, get your smartphone and get a desktop or laptop computer and open your browser.

It is now time to BEGIN.