

Vulnerability Analysis

Applications

- [niltalk](#)
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Vulnerabilities

The search for weaknesses will target the following vulnerabilities:

Title	OWASP Code	Description
Path Confusion	4.2.13	Read code where the server paths are defined. Check for badly configured paths, usually with improper usage of regular expressions.
Directory Traversal File Include	4.5.1	Many web applications use and manage files as part of their daily operation. Using input validation methods that have not been well designed or deployed, an aggressor could exploit the system to read or write files that are not intended to be accessible. In particular situations, it could be possible to execute arbitrary code or system commands.
JWT	4.6.10	Check the algorithm used, signature validation, weak secret key used in the HMAC (if applicable), private information leakage, and improper check of the claims defined in RFC 5719.
Stored Cross Site Scripting	4.7.2	Stored Cross-site Scripting (XSS) is the most dangerous type of Cross Site Scripting. Web applications that allow users to store data are potentially exposed to this type of attack.
Malicious File Upload	4.10.9	Identify features with file inclusion, check for malware upload, XML file upload, and filter invasion.

niltalk

niltalk was tested, running locally at [localhost:9000](#).

4.2.13 - Path Confusion

"... replace all the existing paths with paths that do not exist, and then examine the behavior and status code of the target."

[OWASP](#)

First technique was to *fuzz* the main path, in search for some hidden path that may had misplaced by the developers. This was done, firstly with *dirb* and it's default wordlists, and then with *wfuzz* with common list from [SecLists](#).

```
root@parrot:/usr/share/dirb/wordlists$ for file in $(ls -fA); do dirb
http://localhost:9000/ $file; done
```

```
root@parrot:/usr/share/wordlists/seclists$ wfuzz -c -z file,Discovery/Web-
Content/directory-list-1.0.txt --sc 200 http://10.0.2.2:9000/FUZZ
```

No matches were found fuzzing the application.

By reading the documentation for this particular application tho, we learn that each chat room is given an auto-generated and unique id, which is used to create the URL path for that room. And being that each room is ephemeral and with a very limited timeout, exposed path are improbable to occur.

On the other hand, what appears to be infrastructure endpoints were discovered when intercepting traffic. Such as the *api/rooms* endpoint.

The screenshot shows two windows. On the left is Burp Suite Community Edition v2023.10.2.5 - Temporary Project. The HTTP history table lists several requests to localhost:9000, including a POST to /api/rooms. The 'Request' tab is selected, showing a POST request to /api/rooms with a JSON body: {"name": "test", "password": "1234test"}. The 'Response' tab shows a 200 OK status with a JSON body: {"error": null, "data": {"id": "XWJVEpqY"}}. On the right is the Niltalk chat interface. It features a logo with a padlock inside a speech bubble, the text 'Instant disposable chat rooms', a form with a password field (filled with dots) and a 'test' input field, and a 'Create room' button. Below the form is the text 'How does it work?'.

An extended fuzzing discovery technique was attempted at this path, but it didn't resolve any undisclosed endpoint. This iterated over multiple dictionaries, fuzzing with each one.

```
path="/usr/share/wordlists/seclists/Discovery/Web-Content/api"; for file in
$(ls -fA $path); do wfuzz -c --sc 200 $path/$file -u
http://localhost:9000/api/FUZZ; done
```

However, testing for wrong paths of possible secret endpoints does not expose a weakness in the application.



4.5.1 - Directory Traversal File Include

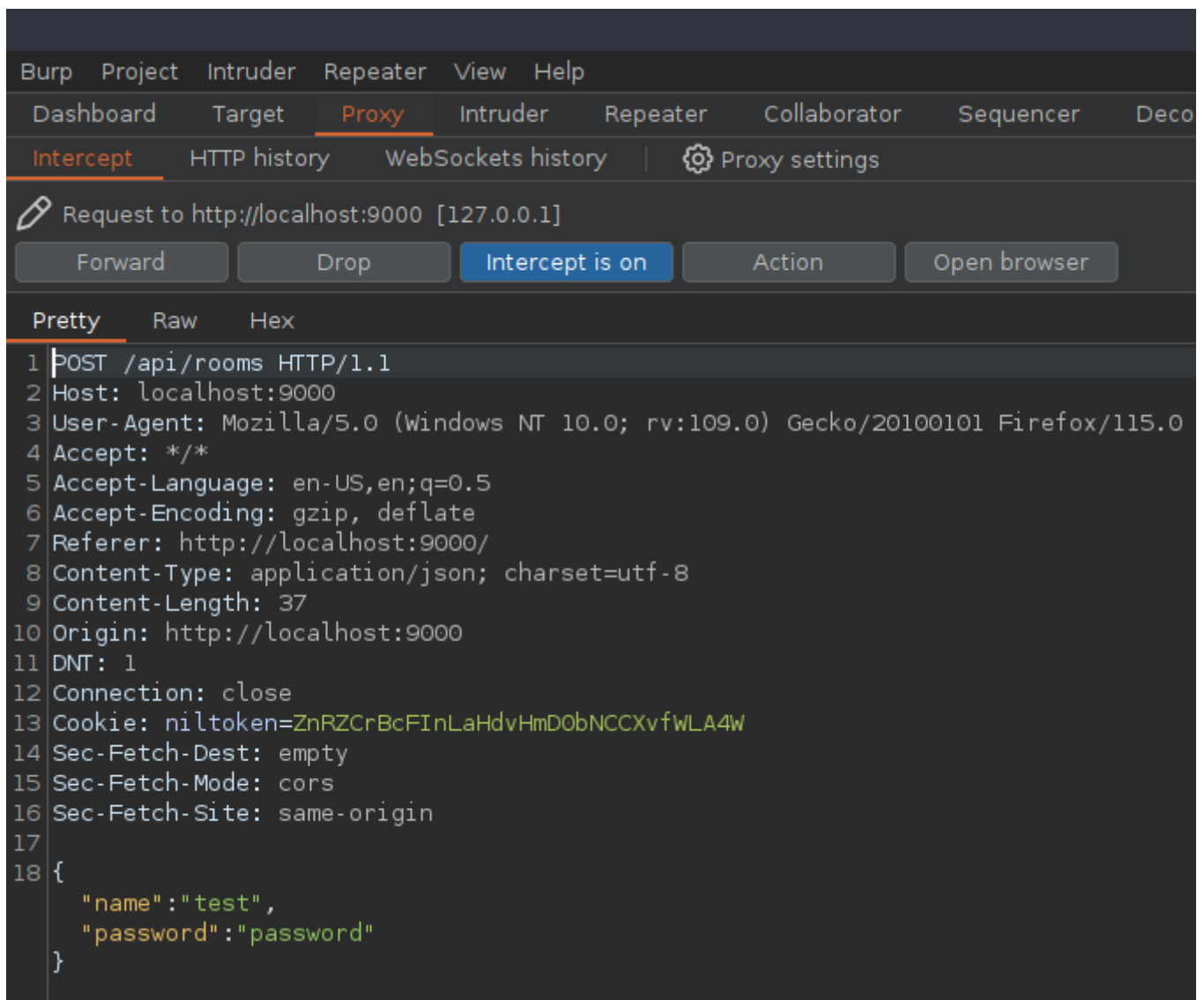
"... enumerate all parts of the application that accept content from the user."

OWASP

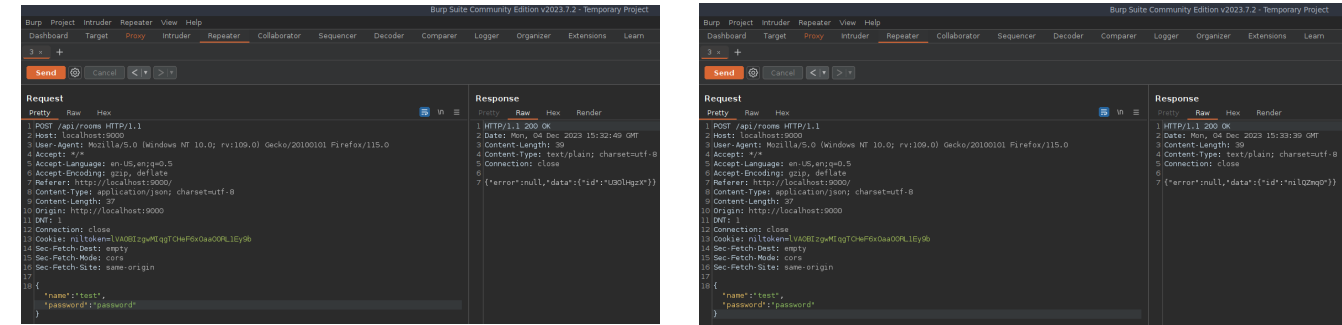
niltalk being a simple chat room application, does not offer much in terms of user interaction beside written message. Nonetheless, the three main interaction that require user input are:

1. Room creation
2. Entering and authenticating into a room
3. Write message

To create a new room, a user must provide a **name** for the room, and a **password** that will be needed for users to access that room.



Interestingly, collision avoidance for room with sames name is implemented, so it is not clear how the room ids are created.



4.6.10 - JWT

4.7.2 - Stored Cross Site Scripting

4.10.9 - Malicious File Upload

gitniss

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Incubator Answer

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