Web Headers and Cookies



Patch Notes

Last week's weekly exercise was due yesterday, this week's is available on Canvas



Python

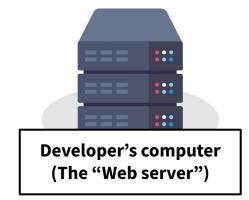
Python data structures:

```
# List (array)
users = ["alice", "bob", "carol"]
print(users[1]) # Prints "bob"
# Dictionary (hashtable)
user_passwords = {
    "alice": "swordfish",
    "bob": "hunter2",
    "carol": "12345"
print(user_passwords["carol"]) # Prints "12345"
```

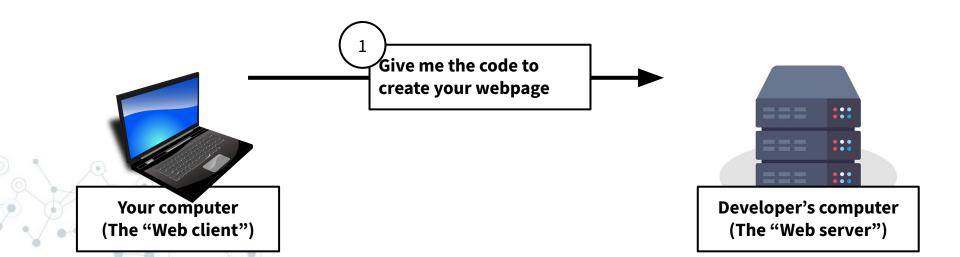
Recap:

- Client code: Displays the webpage. Written in HTML.
- Server code: Responds to messages from the client.

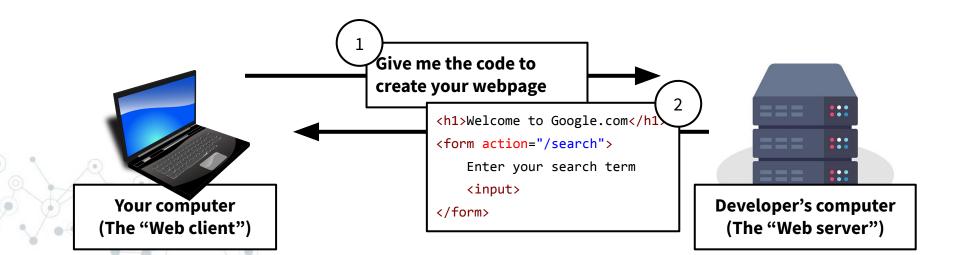




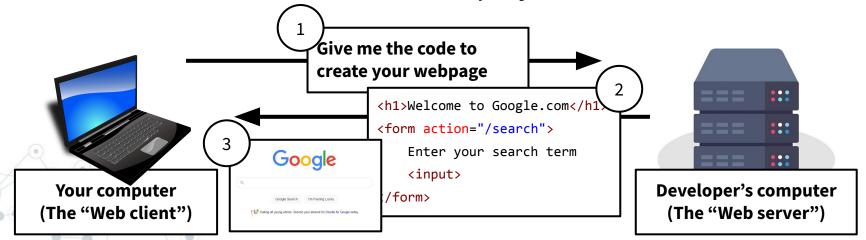
1. Your computer (the "client") asks for the website from the web developer's computer (the "server")



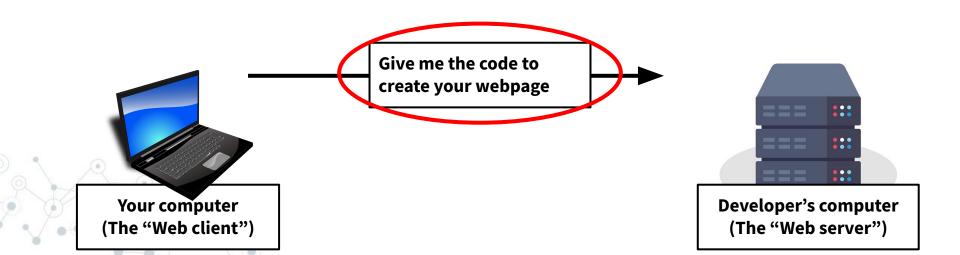
- 1. Your computer (the "client") asks for the website from the web developer's computer (the "server")
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- 1. Your computer (the "client") asks for the website from the web developer's computer (the "server")
- 2. The server sends the code needed to create the website
- 3. The client runs the code to display the website

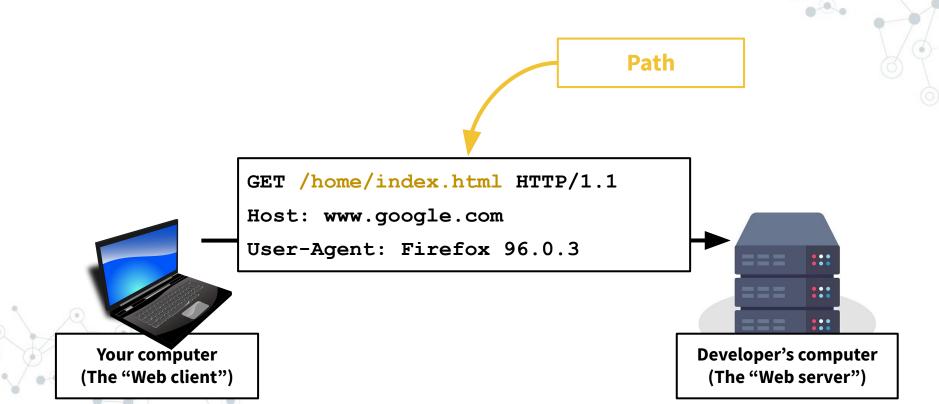


Web request: A message sent from the client to the server, such as asking for the web page.



Web clients and server use a specific format, called **HyperText Transfer Protocol (HTTP)**.





Method

• GET: Get data

POST: Send data

Path

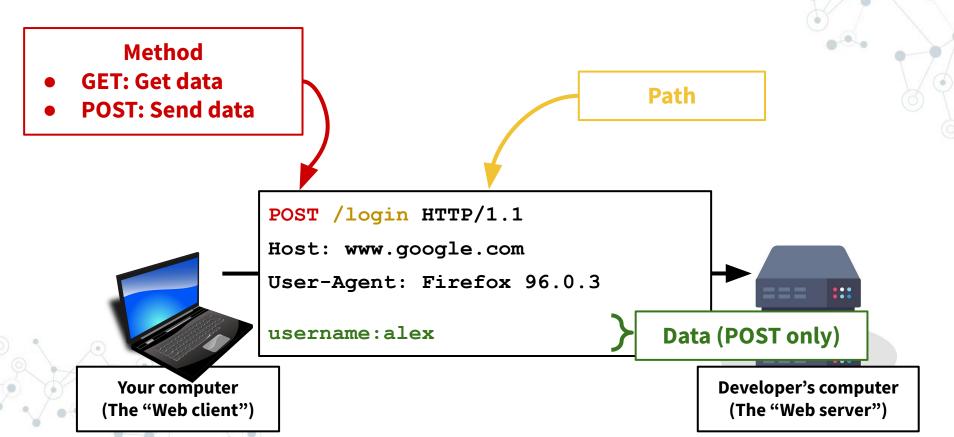
GET /home/index.html HTTP/1.1

Host: www.google.com

User-Agent: Firefox 96.0.3

Your computer (The "Web client")

Developer's computer (The "Web server")



```
POST /login HTTP/1.1
Host: www.google.com
User-Agent: Firefox 96.0.3
username:alex
```

Headers: Optional metadata about the request, e.g.

- User-Agent: Which browser and OS you are running
- **Referer:** The previous website which linked to this one

```
POST /login HTTP/1.1

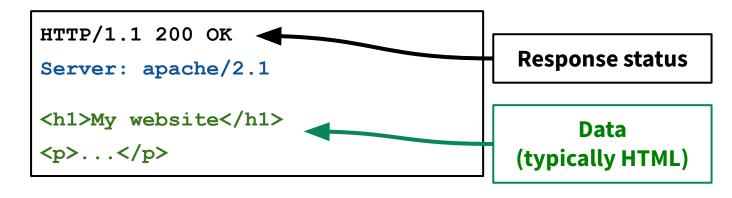
Host: www.google.com
User-Agent: Firefox 96.0.3

Headers

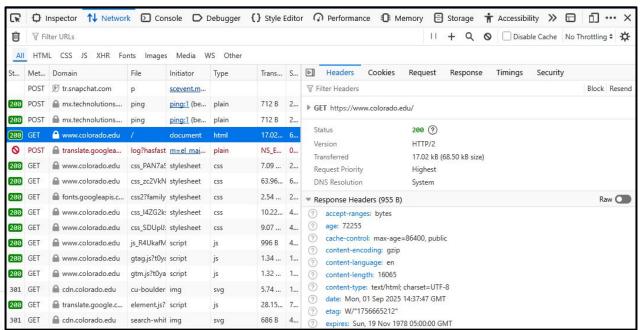
username:alex
```

The response from the server contains a "status", data (often HTML), and different headers than the request, e.g.

• **Server:** The server language or framework

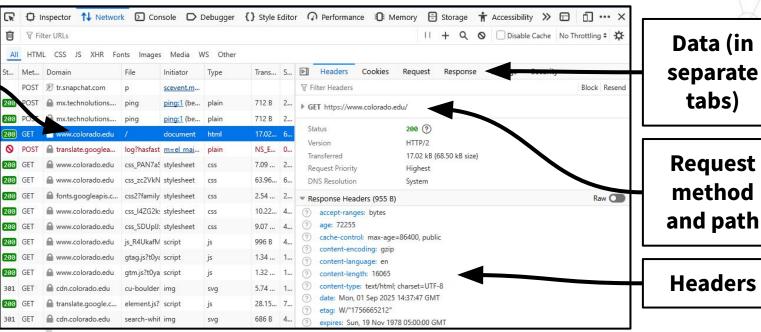


The developer tools "network" tab shows HTTP requests:



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List of requests

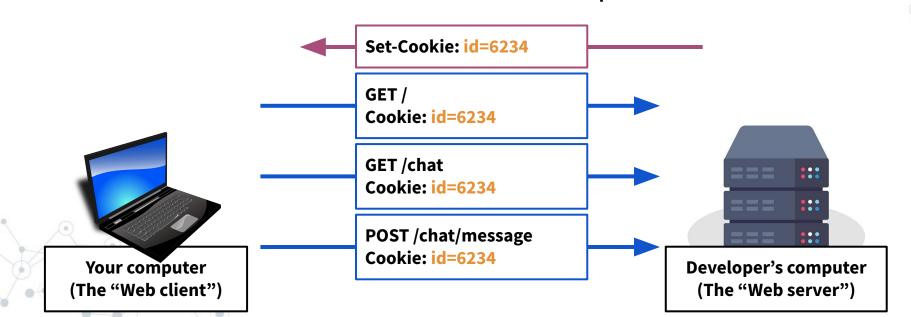


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Cookies: Header values which are saved by the browser and sent back to the server with each request





[Demo: Login with cookies]



Server-side code

Login with cookies demo code:

```
from flask import Flask, redirect, render_template, request
app = Flask(__name__)
@app.route("/")
def index():
   current user = request.cookies.get("logged in as")
   return render template("index.html", current user=current user)
@app.route("/login", methods=["GET"])
def login get():
   return render_template("login.html")
@app.route("/login", methods=["POST"])
def login_post():
   username = request.form["username"]
    password = request.form["password"]
   if username == "alex" and password == "swordfish":
        response = redirect("/")
        response.set_cookie("logged_in_as", "alex")
        return response
app.run(debug=True)
```

```
<!-- index.html -->
<h1>Example Site</h1>
Logged in as: {{ user }}
<a href="/login">Login</a>
<!-- login.html -->
<h1>Example Site</h1>
<form action="/login" method="post">
   Username:
    <input type="text" name="username">
    Password:
    <input type="password" name="password">
    <input type="submit">
</form>
<form action="/login" method="post">
    <input type="text" name="username">
</form>
```

What is wrong with that approach?



Cookies are often used for authentication. This makes them just as valuable as passwords!



Cookies are often used for authentication. This makes them just as valuable as passwords!

- **Terribly insecure:** Cookie is just the username
- Better: Cookie is a long, random string and the server keeps a mapping of cookie/username values

```
{
    "7ce5a141-6431-4d83-8913-25447d35e7a0": "alex",
    "d4622f93-59b2-4a49-a104-39af77a01cc0": "admin",
```





Secure cookies demo code:

```
import random
from flask import Flask, redirect, render_template, request
app = Flask(__name__)
cookie map = {}
@app.route("/")
def index():
    cookie = request.cookies.get("logged_in_as")
   current user = cookie map.get(cookie)
   return render_template("index.html", current_user=current_user)
@app.route("/login", methods=["GET"])
def login_get():
    return render_template("login.html")
@app.route("/login", methods=["POST"])
def login post():
    username = request.form["username"]
    password = request.form["password"]
   if username == "alex" and password == "swordfish":
        cookie = random.randbytes(20).hex()
        cookie_map[cookie] = "alex"
        response = redirect("/")
        response.set_cookie("logged_in_as", cookie)
 app.run(debug=True)
```

```
<!-- index.html -->
<h1>Example Site</h1>
Logged in as: {{ user }}
<a href="/login">Login</a>
<!-- login.html -->
<h1>Example Site</h1>
<form action="/login" method="post">
    Username:
    <input type="text" name="username">
    Password:
    <input type="password" name="password">
    <input type="submit">
</form>
<form action="/login" method="post">
    <input type="text" name="username">
</form>
```

Even if cookies are long and random, they can still be stolen off either the client or the server.

 Example: Somebody with physical access to your computer can open the cookie menu and read them





[Demo: Stealing a cookie]



The lecture is over go home

