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## OverTheWire.

### Bandit, level 0 CTF Write-up.

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#### Level 0 - Log with SSH.

) **Description of the challenge:** The goal of this level is for you to log into the game using SSH. The host to which you need to connect is `bandit.labs.overthewire.org`, on port 2220. The username is `bandit0` and the password is `bandit0`. Once logged in, go to the Level 1 page to find out how to beat Level 1.

) **Information given by the challenge:**

- *hostname*: " `bandit.labs.overthewire.org` ".
  - *port*: " `22` " (2220).
  - *user*: " `bandit0` ".
  - *password*: " `bandit0` ".
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#### Procedure.

1. Use the key details given by the description of the challenge to fill the " **SSH** " command to log into the corresponding server for the challenge, following the structure of the command:

```
ssh user_name@host_name -p 2220
```

where the " **-p** " option, allows for us to clarify the port for the login.

```
ssh bandit0@bandit.labs.overthewire.org -p 2220
```

demonstration image about this step.

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2. After correctly entering the command, you are going to be asked to enter the password given to you for the challenge (" `bandit0` "), and that should be it.
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#### Attachments.

```
fdm@fdm-HP-Pavilion-Notebook:~/Desktop$ ssh bandit0@bandit.labs.overthewire.org -p 2220
bandit0@bandit.labs.overthewire.org's password: [REDACTED]
```

Figure 1: screenshot1

```
fdm@fdm-HP-Pavilion-Notebook:~$ ssh bandit0@bandit.labs.overthewire.org -p 2220
bandit0@bandit.labs.overthewire.org's password: [REDACTED]
```

Figure 2: screenshot2