

# CyberSecurity: Principle and Practice

*BSc Degree in Computer Science  
2022-2023*

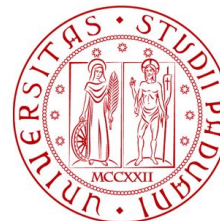
## Lesson 7: Introduction to Web Vulnerabilities

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DIPARTIMENTO  
**MATEMATICA**<sup>1</sup>



- What does hacking mean?
- What is the goal of an attacker?
- Why is doing it?
- Who can be an hacker?



Is this Hacking?

*“A computer hacker is any skilled computer expert who uses his technical knowledge to overcome a problem.”*

*\_\_cit Wikipedia*



The attacker is **often** seen as... “super skilled”  
...is it really/always the case?



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- **probably yes**, if he attacks “super secure” systems (e.g., NASA)



**Confirmed: NASA Has Been Hacked**

**Forbes** - Jun 20, 2019

The U.S. National Aeronautics and Space Administration (**NASA**) this week confirmed that its Jet Propulsion Laboratory (JPL) has been **hacked**.

**NASA hacked** because of unauthorized Raspberry Pi ...

**ZDNet** - Jun 21, 2019

[View all](#)

The attacker is **often** seen as... “super skilled”  
...is it really/always the case?

- **probably yes**, if he attacks “super secure” systems (e.g., NASA)
- **probably no**, if he attacks “normal” systems



Aveva violato la piattaforma "**Rousseau**" del Movimento 5 ...

PadovaOggi - Feb 6, 2018

L'**hacker**, intervistato a suo tempo anche da alcune testate dopo l'incursione, ... E proprio Matematica studierebbe all'Università di **Padova**.

**Rousseau**, preso l'**hacker**. Cos'è e come funziona la ...

In-Depth - [Quotidiano.net](#) - Feb 6, 2018

- A **fundamental** consideration is:
  - who am I (the hacker) fighting against?
- The **defender**, the one that developed a target system:
  - is usually a **normal** guy, like you
    - maybe with more experience
  - might not be a security expert
- What **often** happen is that who develop a system do not focus on its security, but has a priority on:
  - **functionality**: the system does what it has to do
  - **performance**: the system is efficient



When security aspects are **secondary** in a system...  
**troubles start**



*you*

VS



*target*

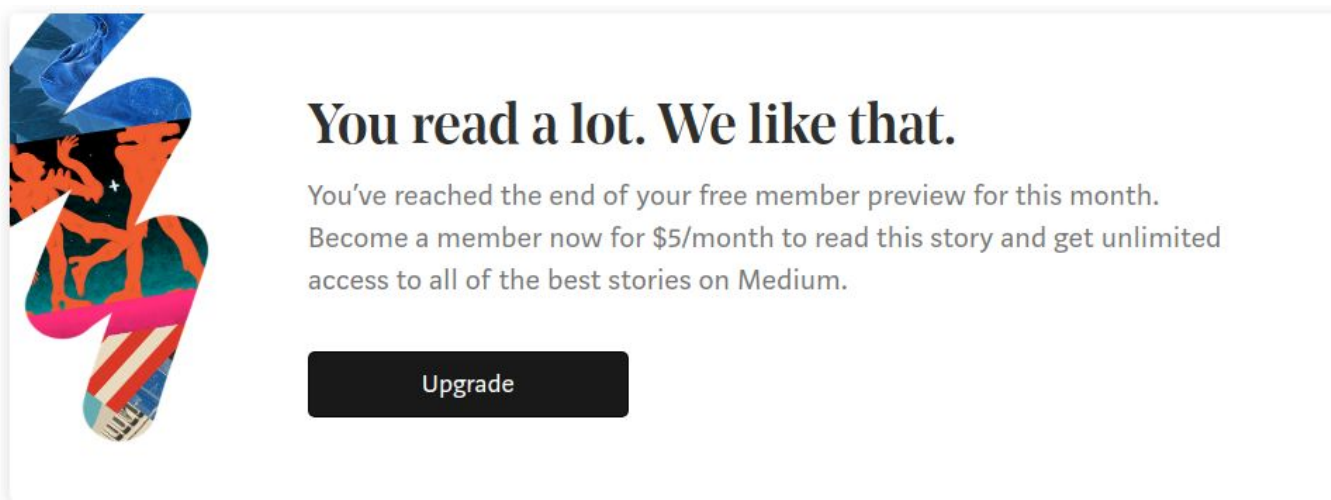
How can we proceed?

How can we proceed?

- Gather **as much info as possible** about the target
  - e.g., OS, program language, typo of services, protocols  
...the more we know about the target, the better!
- **for each component** we can find (on the web), the **vulnerabilities**
  - search on the web: this is not an exam; the victims won't complain this leak of "fairness" -- hacking is not a sport
  - e.g., for a programming language there are some common and well known vulnerabilities
  - if you know what you want, you can easily understand if these vulnerabilities are useful
- Look online for **tools** that can help you

## Example 1

- **Target:** [Toward Data Science](#)
- **System Type:** scientific journal, web app
- **Problem:** After reading for free few articles, the system ask you to upgrade your account
- **Attacker Goal:** infinite free access to the contents



## Example 2

- **Target:** T-Rex Game (chrome://dino/)
- **System Type:** web game
- **Problem:** the game is way too difficult
- **Attacker Goal:** show to my friends how good am I in this game



No internet

Try:

- Checking the network cables, modem, and router
- Reconnecting to Wi-Fi

ERR\_INTERNET\_DISCONNECTED

## Example 2

- **Target:** T-Rex Game (chrome://dino/)
- **System Type:** web game
- **Problem:** the game is way too difficult
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The screenshot shows a GitHub repository page for a user named 'Haolicopter'. The repository is titled 'chromeDinosaurCheater.js' and was created 3 years ago. Below the repository name, there are tabs for 'Code' (selected), 'Revisions', and '1'. To the right of the tabs are buttons for 'Embed' and '<scri'. Below the repository information, the title 'Chrome Dinosaur Game Cheater' is displayed. Underneath, there is a code editor showing the contents of 'chromeDinosaurCheater.js'. The code is as follows:

```
1 // Keep a copy of original runner
2 var originalRunner=Runner.prototype.gameOver
3 // Overwrite gameover function so we don't die
4 Runner.prototype.gameOver=function(){console.log("Its over when I say its over");}
5 // Super speed run
6 Runner.prototype.setSpeed(15000)
7 // Change back to original game when you are sick of cheating
8 Runner.prototype.gameOver=originalRunner
```

- Today exercises focus on the *inspect* section of your browser
- Let's play a bit



- Exercise 1:
  - Javascript is checking the login password off of an ajax call, The verification is being done on the client side. Making a direct call to the ajax page will return the expected password
- Exercise 2:
  - You control the browser
- Exercise three
  - You control the browser

# Questions? Feedback? Suggestions?



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