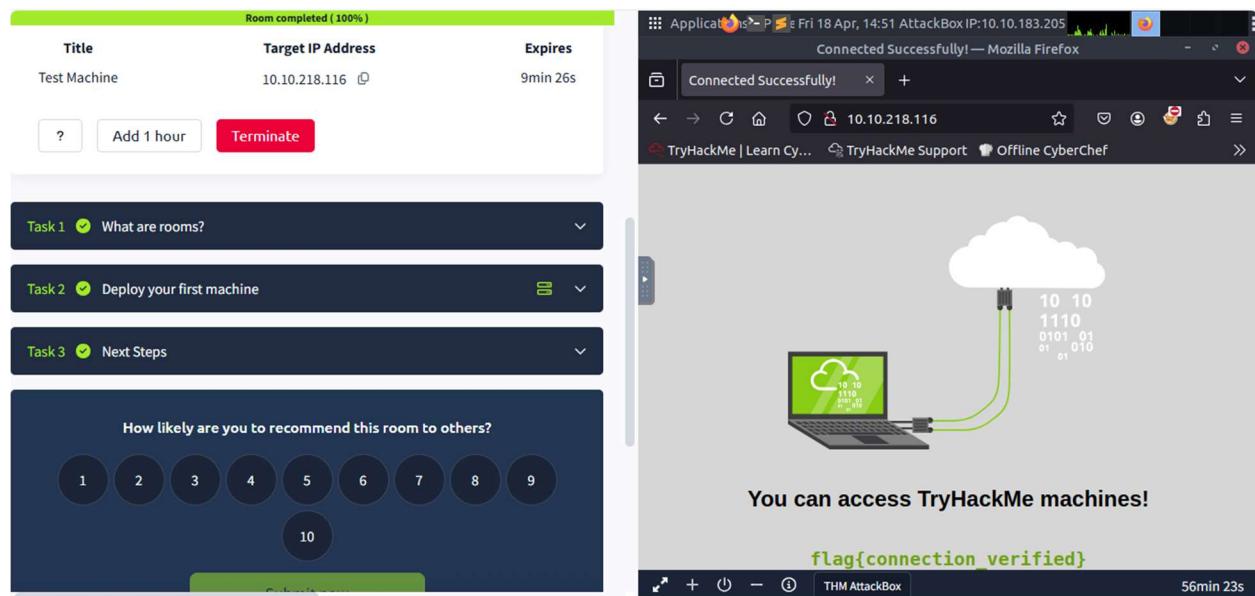

CYBERSECURITY INTERNSHIP REPORT
INTERN NAME: ISHWARI BARVE
PROGRAM: DIGISURAKSHA
INTERNSHIP ISSUED BY: DIGISURAKSHA PARHARI FOUNDATION
SUPPORTED BY: INFINISEC TECHNOLOGIES PVT. LTD.

Q1. Hello World



The image shows two screenshots side-by-side. On the left is the TryHackMe Room interface for 'Hello World'. It displays a summary table with one row: Title 'Test Machine', Target IP Address '10.10.218.116', and Expires '9min 26s'. Below the table are buttons for '?', 'Add 1 hour', and 'Terminate'. Underneath is a section titled 'Task 1' with the question 'What are rooms?'. Below that is 'Task 2' with 'Deploy your first machine'. At the bottom is 'Task 3' with 'Next Steps' and a satisfaction rating scale from 1 to 10. On the right is a screenshot of a Mozilla Firefox browser window showing a successful connection to '10.10.218.116'. The title bar says 'Connected Successfully! — Mozilla Firefox'. The address bar shows '10.10.218.116'. The page content features a graphic of a laptop connected to a cloud, with binary code (10 10, 1110, 0101, 010) displayed next to it. Below the graphic is the text 'You can access TryHackMe machines!' and a green flag icon with the text 'flag{connection_verified}'. The browser status bar at the bottom shows 'THM AttackBox' and '56min 23s'.

TryHackMe Room: Hello World

🎯 Learning Objective:

- Introduction to TryHackMe
- Understand platform layout & navigation
- Learn task-based progression and VM access

🛠 Tools Used:

- TryHackMe Web Interface

Concepts Learned:

- Platform design & layout
- Task completion tracking
- Launching/accessing VMs

Walkthrough:

- Logged into TryHackMe
- Joined the *Hello World* room
- Followed instructions step-by-step
- Tasks marked complete after each section

Reflections:

- Beginner-friendly
- Great intro to hands-on learning
- Built confidence using the platform

Q2. How to Use TryHackMe

TryHackMe Room: How to Use TryHackMe

 Link: <https://tryhackme.com/room/howtousetryhackme>

Learning Objective:

- Learn to interact with rooms, tasks, VMs, and hints on the platform

Tools Used:

- TryHackMe Interface

Concepts Learned:

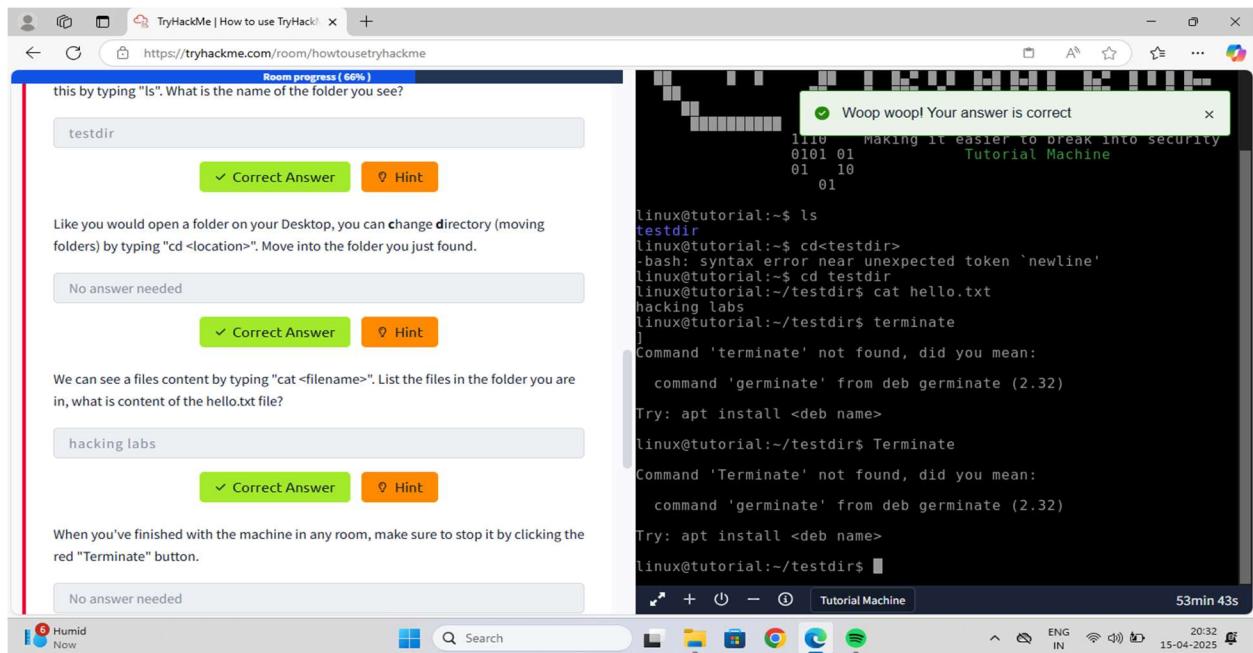
- Split screen functionality
- How to start/stop rooms
- Using hints and tracking progress

Walkthrough:

- Explored platform layout
- Started the VM
- Completed all interactive questions and notes

Reflections:

- Clarifies challenge structure
- Sets clear expectations for beginners
- Great hands-on learning experience



| COMPLETE BEGINNER | OFFENSIVE PENETRATING |
|---|---|
| <p>Learn the core skills required to start a career in cyber security</p> <ul style="list-style-type: none">• Web application security• Network security• Basic Linux• Scripting | <p>Prepare yourself for real world penetration testing:</p> <ul style="list-style-type: none">• Utilise industry standard tools• Learn realistic attack scenarios• Train in offensive security• Supporting exercises & resources |
| <p>⌚ 28 Hours</p> | <p>⌚ 47 Hours</p> |
| <p> ROOMS</p> | <p> ROOMS</p> |



CYBER DEFENSE

Learn how to analyse and defend against real-world cyber threats/attacks

- Detect threats
- Gather threat actor intelligence
- Understand and emulate adversary TTPs
- Identify and respond to incidents

⌚ 66 Hours

ROOMS

Answer the questions below

Read the above and explore TryHackMe!

No answer needed

✓ Correct Answer

Q3. Getting Started

The screenshot shows the TryHackMe platform interface for the 'Getting Started' room. At the top, there's a navigation bar with links like 'Dashboard', 'Learn', 'Compete', and 'Other'. A red 'Access Machines' button is prominent. Below the navigation is a 'Getting Started' section featuring a cloud icon and binary code (10 10 1110 0101 01 010). The main content area displays three tasks: 'Task 1 Introduction', 'Task 2 Default Credentials', and 'Task 3 Conclusion'. At the bottom, there's a summary table with columns for 'Created by', 'Room Type', 'Users in Room', and 'Created' date.

| Created by | Room Type | Users in Room | Created |
|------------------|---|---------------|---------------|
| tryhackme arebel | Free Room. Anyone can deploy virtual machines in the room (without being subscribed). | 18,126 | 1661 days ago |

TryHackMe Room: Getting Started

Link: <https://tryhackme.com/room/gettingstarted>

Learning Objective:

- Set up the system environment
- Understand VPN usage for secure lab access

Tools/Commands Used:

- OpenVPN
- Terminal / Command Line

Concepts Learned:

- VPN connection using .ovpn files
- Testing connectivity with ping

Walkthrough / How You Solved It:

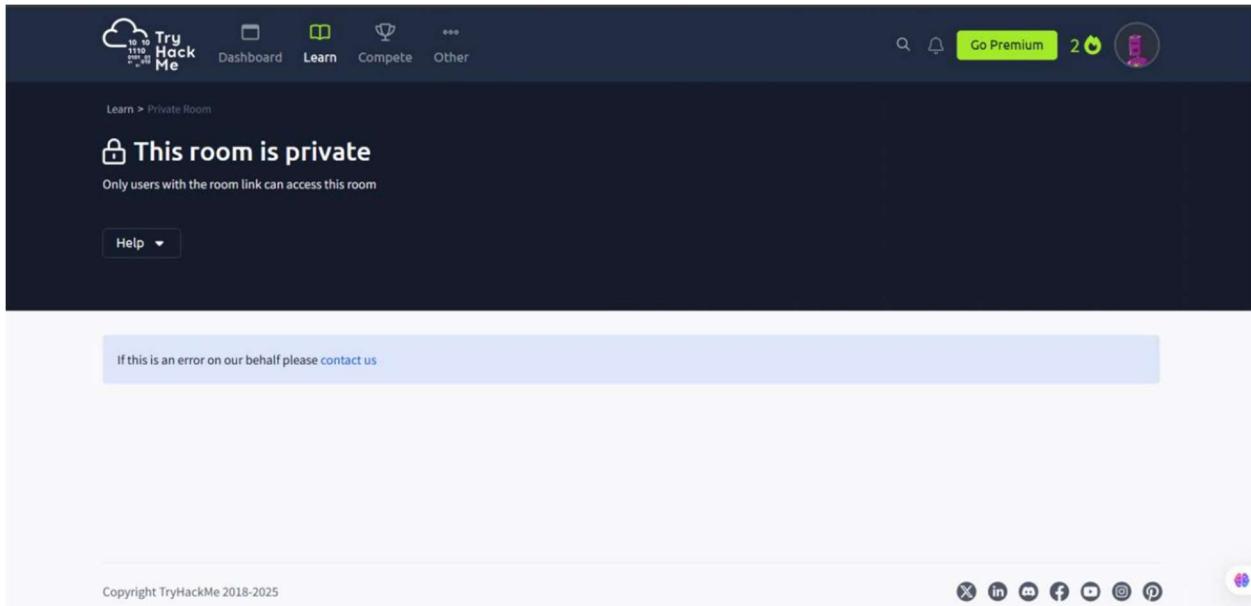
- Installed OpenVPN and downloaded configuration files
- Connected successfully to VPN

- Verified connection using ping and completed tasks

Reflections / Notes:

- Essential for hands-on setup
- Faced minor connectivity issues, resolved with community support
- Good foundation for future rooms

Q4. Welcome



🔗 Link: <https://tryhackme.com/room/welcome>

🌟 Learning Objective

To welcome users and provide a roadmap to different TryHackMe learning paths.

🛠 Key Tools/Commands Used

- None (Informational only)

🧠 Concepts Learned

- Different learning paths available on TryHackMe
- Structure and flow of the platform

🔍 Walkthrough / How You Solved It

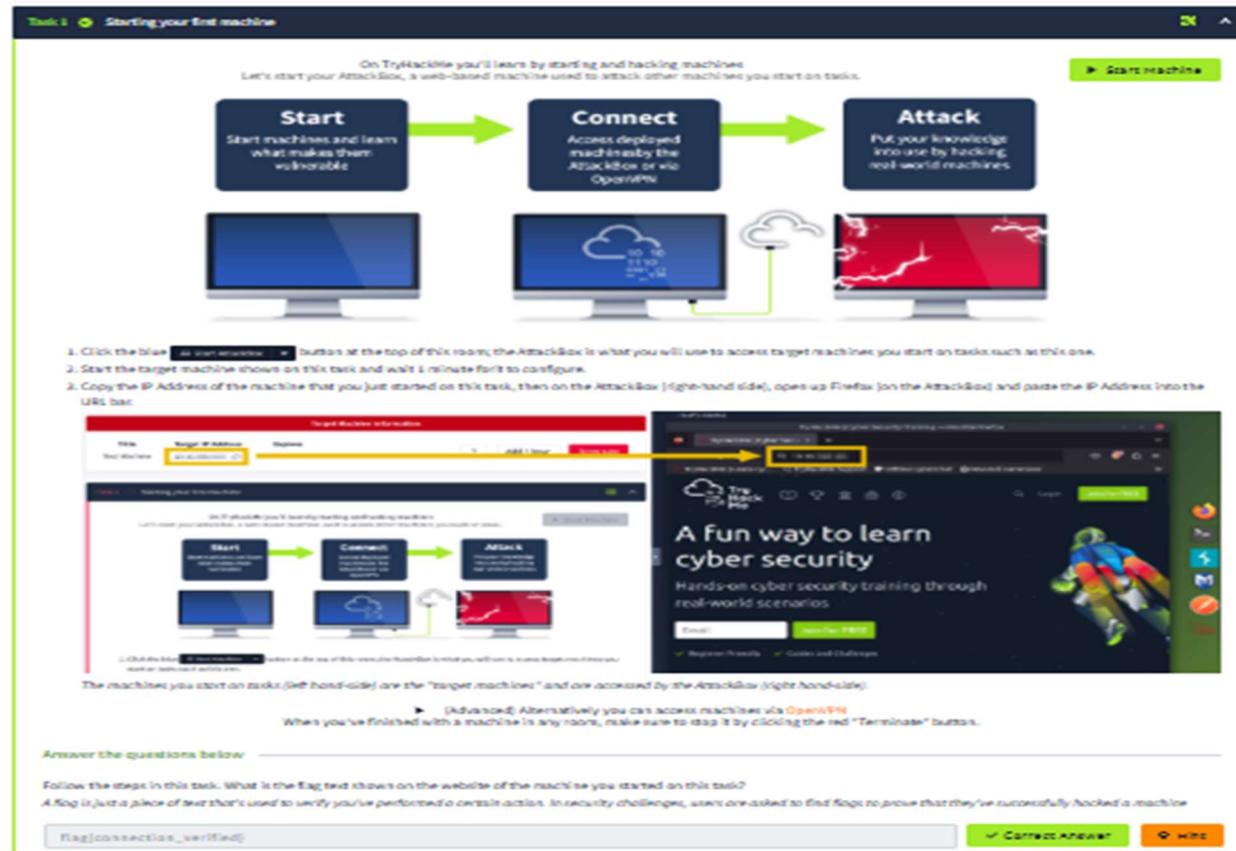
- Navigated the welcome content

- Explored links to Beginner and Offensive Security paths

Reflections or Notes

Good motivational and roadmap-based content. Helps set direction.

Q5. Tutorial



Task 2 Starting your first machine

On TryHackMe you'll learn by starting and hacking machines. Let's start your AttackBox, a web-based machine used to attack other machines you start on tasks.

Start Start machines and learn what makes them vulnerable → **Connect** Access deployed machines by the AttackBox or via OpenVNC → **Attack** Put your knowledge into use by hacking real-world machines

Start machine

1. Click the blue **Start machine** button at the top of this room; the AttackBox is what you will use to access target machines you start on tasks such as this one.
 2. Start the target machine shown on this task and wait a minute for it to configure.
 3. Copy the IP Address of the machine that you just started on this task, then on the AttackBox (right-hand side), open up Filtix (on the AttackBox) and paste the IP Address into the URL bar.

Target Machine Information

| Name | IP Address | Port |
|--------------|---------------|------|
| Test machine | 192.168.1.100 | 2222 |

The machine you start on tasks (left-hand-side) is the "target machine" and can be accessed by the AttackBox (right-hand-side).

(Advanced) Alternatively you can access machines via OpenVNC.

When you've finished with a machine in any room, make sure to stop it by clicking the red "Terminate" button.

Answer the questions below

Follow the steps in this task. What is the flag text shown on the website of the machine you started on this task?
 A flag is just a piece of text that's used to verify you've performed certain actions. In security challenges, users are asked to find flags to prove that they've successfully hacked a machine.

Flag[connection_verified]

Contact Answer Hint

TryHackMe Room: Tutorial

Link: <https://tryhackme.com/room/tutorial>

Learning Objective:

- Gain hands-on experience with TryHackMe machines
- Learn to answer tasks and solve basic labs

Tools/Commands Used:

- Terminal (Linux basics)

Concepts Learned:

- Navigating directories in Linux
- Using basic commands: ls, cd, cat

Walkthrough / How You Solved It:

- Used the built-in VM and terminal
- Solved tasks using Linux commands
- Completed challenges by inspecting files

Reflections / Notes:

- Great introduction to Linux basics
- Helped build confidence in terminal usage
- Smooth experience for beginners

Q6. OpenVpn

The screenshot shows a list of six tasks in a dark-themed interface. Each task is preceded by a green checkmark and a small circular icon. The tasks are: Task 1 (Connecting to our network), Task 2 (Connecting with Windows), Task 3 (Connecting with MacOs), Task 4 (Connecting with Linux), Task 5 (Using TryHackMe without a VPN), and Task 6 (Check you're connected). A green progress bar at the top indicates "Room completed (100%)". On the far right of Task 6, there is a small green icon with three horizontal lines and a downward arrow.

TryHackMe Room: OpenVPN

Link: <https://tryhackme.com/room/openvpn>

Learning Objective:

- Configure OpenVPN to access TryHackMe's external machines

Tools/Commands Used:

- OpenVPN

- Terminal

Concepts Learned:

- Establishing VPN tunnels
- Troubleshooting VPN connection errors

Walkthrough / How You Solved It:

- Followed installation steps for OpenVPN
- Connected using .ovpn config file
- Verified connection using ifconfig and ping

Reflections / Notes:

- Crucial step for setting up the environment
- Faced DNS issues; connection successful after retrying
- Good practice in debugging basic network problems

Q7. Beginner path intro

Room completed (100%)

| | | | |
|--------|---|--------------------------|---|
| Task 1 | ✓ | Web Application Security | ▼ |
| Task 2 | ✓ | Network Security | ▼ |
| Task 3 | ✓ | Learning Roadmap | ▼ |

TryHackMe Room: Beginner Path Intro

Link: <https://tryhackme.com/room/beginnerpathintro>

Learning Objective:

- Introduce the structured "Beginner Path" on TryHackMe
- Understand its benefits for beginners in cybersecurity

Key Tools/Commands Used:

- None (Informational only)

Concepts Learned:

- Cybersecurity roadmap for beginners
- Overview of topics like networking, Linux, and hacking

Walkthrough / How You Solved It:

- Read through room content
- Explored topics and linked rooms

Reflections / Notes:

- Helps make learning more organized
- Motivated to complete the entire Beginner Path

Q8.Starting out in cyber security

The screenshot shows the TryHackMe platform interface. At the top, a green bar indicates 'Room completed (100%)'. Below this, there are three dark blue cards, each representing a task: 'Task 1 Welcome To TryHackMe', 'Task 2 Offensive Security', and 'Task 3 Defensive Security'. Each card has a green checkmark icon and a downward arrow icon on the right side.

TryHackMe Room: Starting Out in Cybersec

Link: <https://tryhackme.com/room/startingoutincybersec>

Learning Objective:

- Explore different career roles and skills in cybersecurity

Key Tools/Commands Used:

- None

Concepts Learned:

- Red Team vs Blue Team roles
- Cybersecurity specializations (Penetration Testing, SOC Analyst, etc.)
- Soft skills required for cybersecurity roles

Walkthrough / How You Solved It:

- Completed interactive Q&A tasks

- Explored job role breakdowns with examples

Reflections / Notes:

- Gained great insight into the cybersecurity field
- Helped confirm my interest in penetration testing

Q9. Intro to research

The screenshot shows a user interface for a cybersecurity room. At the top, a green bar indicates "Room completed (100%)". Below this, there is a list of five tasks, each represented by a dark blue box with white text and a checkmark icon. The tasks are: Task 1 (Introduction), Task 2 (Example Research Question), Task 3 (Vulnerability Searching), Task 4 (Manual Pages), and Task 5 (Final Thoughts). Each task has a small downward arrow icon at its right end.

TryHackMe Room: Intro to Research

Link: <https://tryhackme.com/room/introtoresearch>

Learning Objective:

- Develop research skills in cybersecurity, especially for solving problems and learning new tools

Key Tools/Commands Used:

- Google
- Online forums (Reddit, StackOverflow, TryHackMe Discord)

Concepts Learned:

- How to conduct cybersecurity-related research
- Using the right keywords and sources for efficient research

Walkthrough / How You Solved It:

- Followed practical scenarios and researched online

- Completed tasks by finding external resources

Reflections / Notes:

- Taught self-sufficiency and resourcefulness
- Essential skills for any cybersecurity learner