
Cybersecurity Internship Report
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Internship Issued By: Digisuraksha Parhari Foundation
Supported By: Infinisec Technologies Pvt. Ltd.

Q1. Hello World

The image shows a screenshot of the TryHackMe web interface. On the left, a summary card indicates a 'Room completed (100%)' with a green bar. It lists the 'Title' as 'Test Machine', the 'Target IP Address' as '10.10.218.116', and an 'Expires' time of '9min 26s'. Below this are buttons for '?', 'Add 1 hour', and 'Terminate'. To the right, a Mozilla Firefox browser window is open, showing a 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 cloud icon above a laptop, with binary code (10 10, 1110, 0101 01, 01 01) displayed next to it. Below this is the text 'You can access TryHackMe machines!' followed by a green 'flag{connection_verified}' string. At the bottom of the browser window, it says '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:

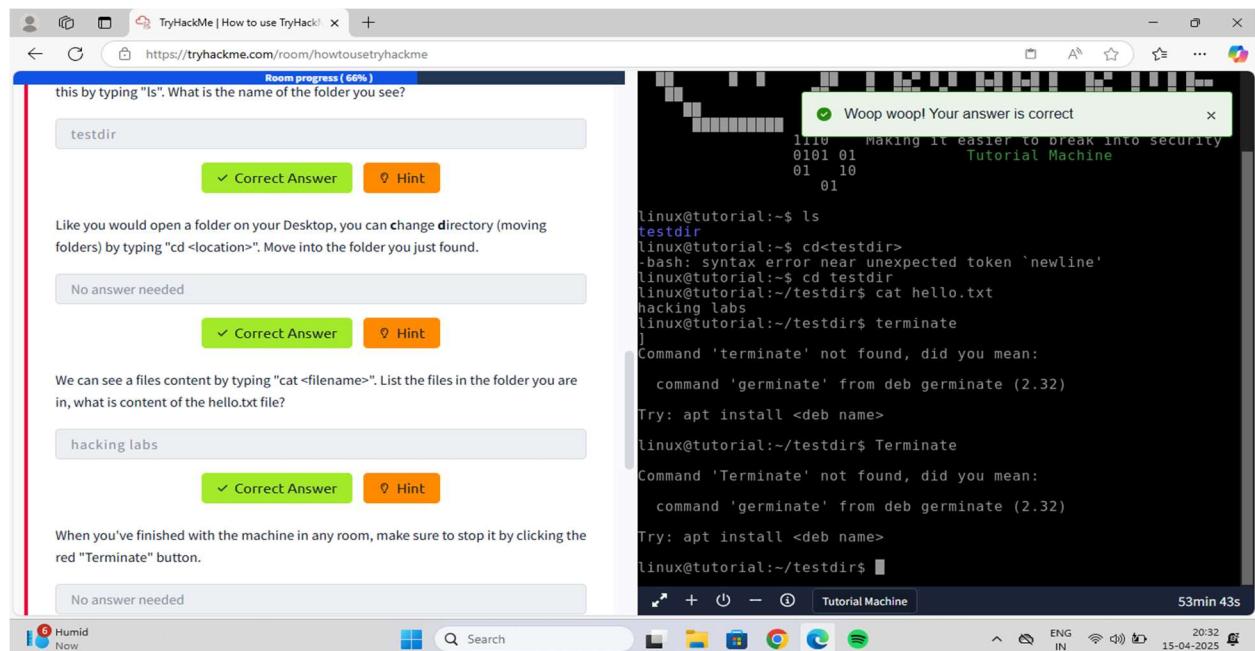
- Split screen functionality
- How to start/stop rooms
- Using hints and tracking progress

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



The screenshot shows a dual-pane interface. On the left, a web browser window displays a challenge titled "How to use TryHackMe". It asks the user to type "ls" and identify the folder name. The user has typed "testdir". Below the input field are "Correct Answer" and "Hint" buttons. A message says "No answer needed". On the right, a terminal window titled "Tutorial Machine" shows a user interacting with a Linux system. The user types "ls" and sees the directory listing: "testdir". They then try to change directory to "testdir" using "cd testdir" but receive a syntax error. They successfully run "cat hello.txt" which outputs "hacking labs". They then type "terminate" and get an error message. Finally, they type "Terminate" and get another error message. The terminal window also shows "Command 'germinate' not found" and "Try: apt install <deb name>". The bottom status bar indicates the session took "53min 43s".

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 'Go Premium' button is visible. Below the navigation is a section titled 'Getting Started' with a subtitle 'Get started with TryHackMe by hacking a fake social media website!'. It features a cloud icon with binary code (10 10 1110 0101 01 010) and a difficulty rating of 'Easy' with a 45-minute estimated time. Below this are buttons for 'Share your achievement', 'Start AttackBox', 'Help', 'Save Room', 'SSTI', and 'Options'. A progress bar at the bottom indicates 'Room completed (100%)'. The main content area shows three tasks: 'Task 1 Introduction', 'Task 2 Default Credentials', and 'Task 3 Conclusion', each with a small circular icon and a downward arrow. At the bottom, there's a summary table with columns for 'Created by', 'Room Type', 'Users in Room', and 'Created'. It shows 'tryhackme' and 'arebel' as creators, 'Free Room. Anyone can deploy virtual machines in the room (without being subscribed)! ' as the room type, '18,126' users, and it was created '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

The screenshot shows the TryHackMe interface. At the top, there's a dark header with the logo 'Try Hack Me' and navigation links for 'Dashboard', 'Learn', 'Compete', and 'Other'. On the right side of the header, there are buttons for 'Go Premium', a notification bell with a '2' count, and a user profile icon. Below the header, the main content area has a dark background. It displays a message: 'This room is private' with a lock icon, followed by the text 'Only users with the room link can access this room'. There's a 'Help' button with a dropdown arrow. At the bottom of the page, there's a light blue footer bar with the text 'If this is an error on our behalf please contact us'. The footer also includes copyright information 'Copyright TryHackMe 2018-2025' and social media sharing icons for X, LinkedIn, GitHub, Facebook, YouTube, Instagram, and Pinterest.

🔗 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



The screenshot shows the 'Starting your first machine' task in the TryHackMe Room: Tutorial. The interface is divided into several sections:

- Task Overview:** Shows the title 'Starting your first machine' and a brief description: '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.'
- Flowchart:** A process diagram with three steps: 'Start' (blue box), 'Connect' (orange box), and 'Attack' (green box). Arrows indicate the flow from Start to Connect, and from Connect to Attack.
- Screenshots:** Two screenshots of the web interface. The left one shows the 'Target Machine Information' page with fields for 'Name' (TestMachine) and 'Target IP Address' (10.10.11.9). The right one shows the 'Hand-on your learning environment' page with a heading 'A Fun way to learn cyber security' and a hand icon.
- Terminal Window:** A terminal-like window at the bottom with the command 'Flag[connection_verified]' entered. It also contains buttons for 'Correct Answer' and 'OR HTML'.
- Instructions:** Step-by-step instructions for starting the machine:
 - Click the blue 'All rooms' 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.
 - Start the target machine shown on this task and wait 1 minute for it to configure.
 - Copy the IP Address of the machine that you just started on this task, then on the AttackBox (right-hand side), open up Firefox (on the AttackBox), and paste the IP Address into the URL bar.
- Notes:** A note at the bottom states: 'The machine you start on tasks (left hand-side) use the "target machine" and are accessed by the AttackBox (right hand-side)'.

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 represented by a horizontal bar with a green checkmark icon and a descriptive label. 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%)".

Task	Description
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
Task 6	Check you're connected

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

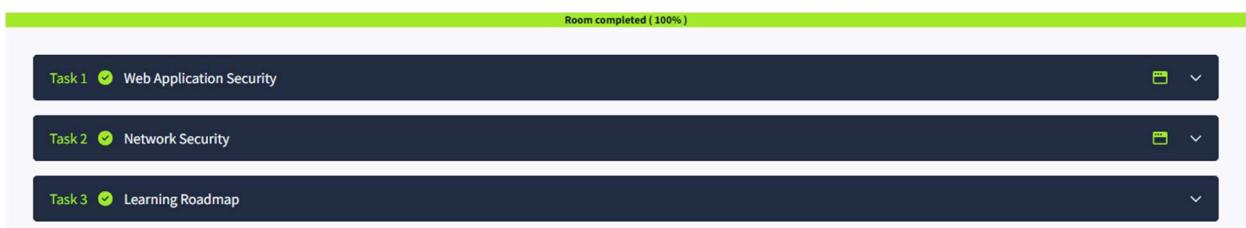
Walkthrough / How You Solved It:

- 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



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

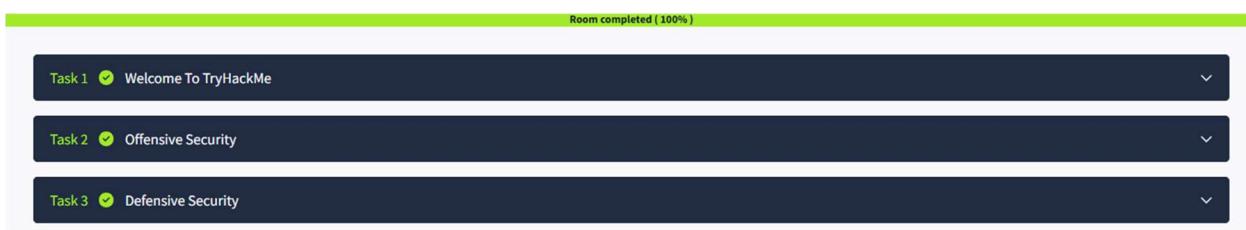
Walkthrough / How You Solved It:

- 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



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

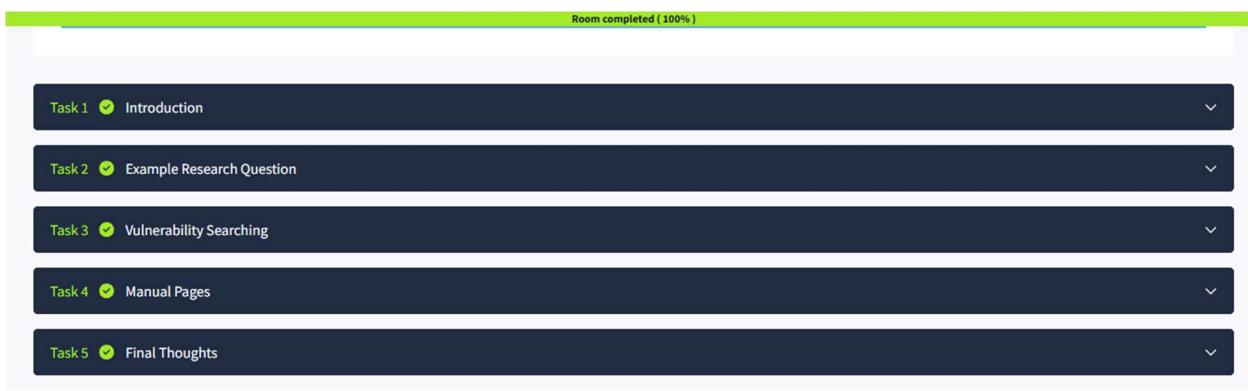
Walkthrough / How You Solved It:

- 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



TryHackMe Room: Intro to Research

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

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