# web安全

## 基礎攻擊篇

SQL injection \ XSS

```
n(b){this.element=a(b)};c.VERSION="3.3.7",c.TRANSITION_DURATION=150,c.p
 ca("target");if(d||(d=b.attr("href"),d=d&&d.replace(/.*(?=#[^\s]*$)/,"")
  bs.tab",{relatedTarget:b[0]}),g=a.Event("show.bs.tab",{relatedTarget:e
h=a(d);this.activate(b.closest("li"),c),this.activate(h,h.parent(),func
  tab",relatedTarget:e[0]})})}}},c.prototype.activate=function(b,d,e){fu
 ass("active").end().find('[data-toggle="tab"]').attr("aria-expanded",!'
 [0].offsetWidth,b.addClass("in")):b.removeClass("fade"),b.parent(".drop
   tab"]').attr("aria-expanded",!0),e&&e()}var g=d.find("> .active"),h=e
  ).length);g.length&&h?g.one("bsTransitionEnd",f).emulateTransitionEn
  ab=b,a.fn.tab.Constructor=c,a.fn.tab.noConflict=function(){return a.f
 om("click.bs.tab.data-api",'[data-toggle="tab"]',e).on("click.bs.tab.da
 (b){return this.each(function(){var d=a(this),e=d.data("bs.affix"),f="
  c=function(b,d){this.options=a.extend({}},c.DEFAULTS,d),this.$target
 position,this)).on("click.bs.affix.data-api",a.proxy(this.checkPosition)
  =null,this.checkPosition()};c.VERSION="3.3.7",c.RESET="affix affix-t
 d){var e=this.$target.scrollTop(),f=this.$element.offset(),g=this.$t
 i)return null!=c?!(e+this.unpin<=f.top)&&"bottom":!(e+g<=a-d)&&"botto
 !=d&&i+j>=a-d&&"bottom"},c.prototype.getPinnedOffset=function(){if(ti
  x");var a=this.$target.scrollTop(),b=this.$element.offset():return
on(){setTimeout(a.proxy(this.checkPosition thic) 411
```

# CONTENETS

0x01 SQL injection 0x02 跨站腳本攻擊 (XSS)

CONTENETS 0x01 SQL injection 0x02 跨站腳本跨站 (XSS)

CONTENETS 0x01 SQL injection 0x02 跨站腳本攻擊 (XSS)

## 為什麼SQLINJECTION跟XSS很重要?

除了是0WASP TOP 10公布的網頁十大風險 這兩個攻擊更是簡單又暴力的攻擊 甚至至今都還常出現在許多網頁

# **SQL** injection

## SQL INJECTION 是什麼?

藉由在輸入字串中夾帶SQL指令,攻擊資料庫(查詢、刪除.....等), 進而產生其他網頁威脅。

## SQL INJECTION 可以幹嘛?

- 1. 資料外洩
- 2. 破壞資料庫(例: DELETE、DROP可以刪除資料)
- 3. 破壞網頁

## SQL INJECTION 的種類?

• 從回應網頁看到執行結果/錯誤訊息

Union-Based \ Error-Based

• 僅可以知道有沒有成功

Boolean-Based \ Time-Based

人,有的应用可以加入;但一头执行多采信可

## SQL INJECTION

#### 的種類?

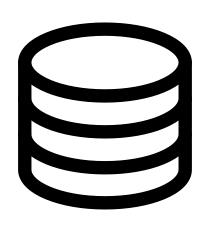
- Time-Based:應用沒有明確的回顯,只能使用特定的時間函數來判斷
- Boolean-Based:只能從應用返回中推斷語句執行後的布林值
- Error-Based:應用會顯示全部或者部分的報錯信息
- Union-Based:有的應用可以加入;後一次執行多條語句

## 複習一下資料庫與SQL語言......

- Structured Query Language:結構化查詢語言
- SQL的範圍包括資料新增、查詢、更新和刪除,資料庫模式建立和修改,以及資料存取控制。

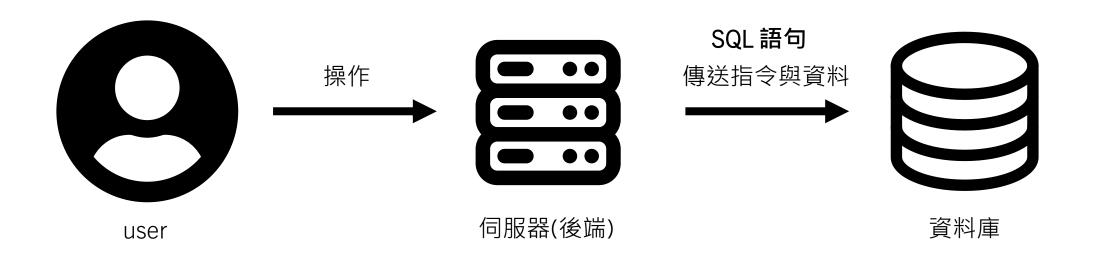


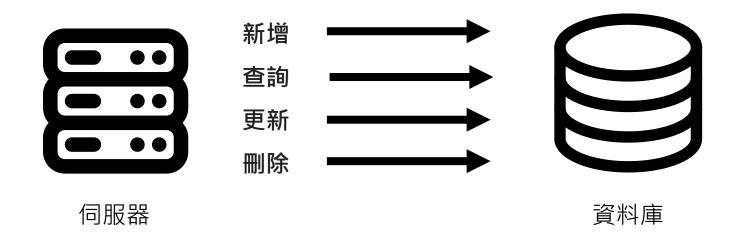




資料庫

• 帳戶資料:帳號、密碼、.....等 資料表 資料欄位



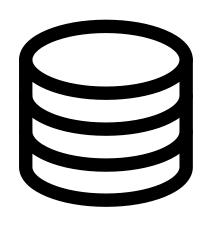


#### SQL語法

- 查詢:SELECT \* FROM TABLE
- 新增:INSERT INTO "表格名" ("欄位1", "欄位2", ...) VALUES ("值1", "值2", ...);
- 更新:UPDATE "表格名" SET "欄位1" = [新值] WHERE "條件";

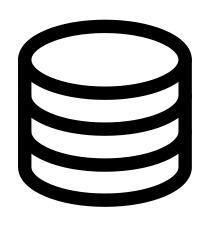
  UPDATE users SET age= 140 WHERE name= "hahaha"
- 刪除:DELETE FROM, DROP TABLE, ...

#### SELECT \* FROM user WHERE id =1;



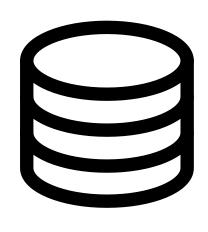
id	username	password	Create_date
1	Kevin	1qaz2wsx	2020/01/23
2	Jonathan	p@@@sw0rddd	2020/09/18
3	Peter	14mp3t3r	2021/08/23

#### SELECT \* FROM user WHERE id =2;



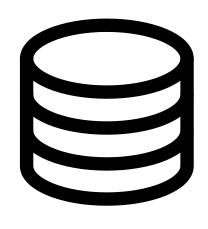
id	username	password	Create_date
1	Kevin	1qaz2wsx	2020/01/23
2	Jonathan	p@@esw0rddd	2020/09/18
3	Peter	14mp3t3r	2021/08/23

#### SELECT \* FROM user WHERE id =3;



id	username	password	Create_date
1	Kevin	1qaz2wsx	2020/01/23
2	Jonathan	p@@@sw0rddd	2020/09/18
3	Peter	14mp3t3r	2021/08/23

#### SELECT \* FROM user WHERE id =3; DROP TABLE user



id	username	password	Create_date
1	Kevin	<del>1qaz2wsx</del>	2020/01/23
2	Jonathan	p@@esw0rddd	2020/09/18
3	Peter	14mp3t3r	2021/08/23



#### 選擇所有

```
SELECT * FROM Users WHERE Username=' " + txt.User.Text+" ' AND
Password=' "+ txt.Password.Text+" '
```

#### 從Users這個表格裡

```
SELECT * FROM Users WHERE Username=' " + txt.User.Text+" ' AND
Password=' "+ txt.Password.Text+" '
```



#### 其中Username是

```
SELECT * FROM Users WHERE Username=' " + txt.User.Text+" ' AND
Password=' "+ txt.Password.Text+" '
```



(使用者輸入他的Username)

```
SELECT * FROM Users WHERE Username=' " + txt.User.Text+" ' AND
Password=' "+ txt.Password.Text+" '
```

且(這個很重要)

```
SELECT * FROM Users WHERE Username=' " + txt.User.Text+" ' AND
Password=' "+ txt.Password.Text+" '
```

```
SELECT * FROM Users WHERE Username=' " + txt.User.Text+" ' AND
Password=' "+ txt.Password.Text+" '
密碼是
```

```
SELECT * FROM Users WHERE Username=' " + txt.User.Text+" ' AND
Password=' "+ txt.Password.Text+" '
(使用者的密碼)
```

## 正常來說.....

使用者的 input:

Username: Jonathan

Password: 1m\_a\_h4nds0m3\_b0y

SQL語言對database查詢:

SELECT \* FROM Users WHERE Username= 'Jonathan' AND Password=
'1m\_a\_h4nds0m3\_b0y'

## 駭客想幹的事.....

駭客的 input:

Username: admin 'or 1=1--

Password:(隨意輸入)

SQL語言對database查詢:

SELECT \* FROM Users WHERE Username= 'admin' or 1=1--' AND

Password=(任意密碼)

# 這是在幹嘛?

#### 駭客想幹的事.....

駭客的 input:

Username: admin 'or 1=1--

Password:(隨意輸入)

admin 是管理員的意思

or 就是或

1=1 是個成立的等式

-- 是 SQL 語言中的註解符號

SQL語言對database查詢:

SELECT \* FROM Users WHERE Username= 'admin' or 1=1--' AND

Password=(任意密碼)

# 也就是說.....

## 駭客想幹的事.....

駭客的 input:

Username: admin 'or 1=1--

Password:(隨意輸入)

admin或1=1只要一個成立就好

然而1=1就是個恆成立的等式

SQL語言對database查詢:

SELECT \* FROM Users WHERE Username= 'admin' or 1=1--' AND

Password=(任意密碼)

-- 後全部都被註解掉了

## 所以.....

駭客在繞過語法後,輸入隨意密碼的情況下, 拿到了網頁管理員的權限

### UNION-BASED SQL INJECTION

原始SQL執行結果會顯示在網頁上透過UNION串接想要的資料並顯示於網頁

### UNION-BASED SQL INJECTION

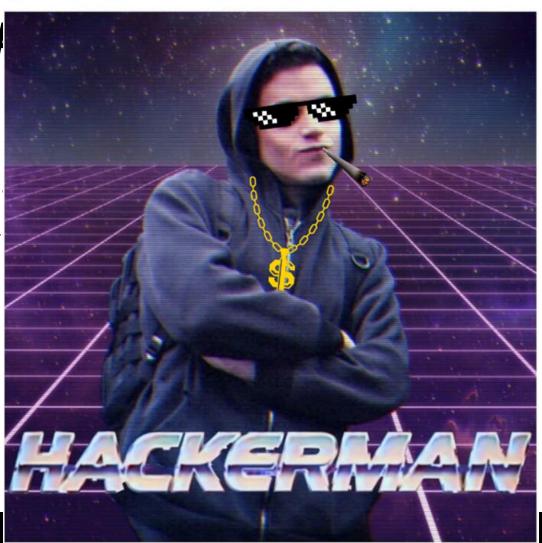
```
UNION SELECT 1,2 --
UNION SELECT null,2 --
```

# 

## UNION-B/

UNION SELECT 1,

UNION SELECT nu



Lab 0x01 Irish-Name-Repo 1
Lab 0x02 Irish-Name-Repo 2



Lab 0x0

Lab 0x02



這麼簡單的攻擊網管會不知道嗎?

# **SQL** injection filter bypass

假設網頁限制了 admin, 駭客可以.....:

1. 大小寫替換:

例: AdMiN、aDmln......等

假設網頁限制了 admin, 駭客可以.....:

### 2. 字串連接:

Oracle	'ad'  'min'
Microsoft	'ad'+'min'
PostgreSQL	'ad'  'min'
MySQL	'ad' 'min' [Note the space between the two strings] CONCAT('ad','min')

假設網頁限制了 admin, 駭客可以.....:

#### 3. 編碼:

admin的ASCII編碼: 97 100 109 105 110

admin的unicode編碼: \u0061\u0064\u006d\u0069\u006e

假設網頁限制了 admin, 駭客可以.....:

3. 雙關鍵字繞過:

**ADadminMIN** 

假設網頁限制了 admin, 駭客可以.....:

### 4. 註釋繞過:

Oracle	comment
Microsoft	comment /*comment*/
PostgreSQL	comment /*comment*/
MySQL	#comment comment [Note the space after the double dash] /*comment*/

## 其他符號限制繞過

- 1. 用;代替 -- 、# 去繞過
- 2. 空白繞過(%00、/\*\*/、+、%20)

# Lab 0x03 Web Gauntlet

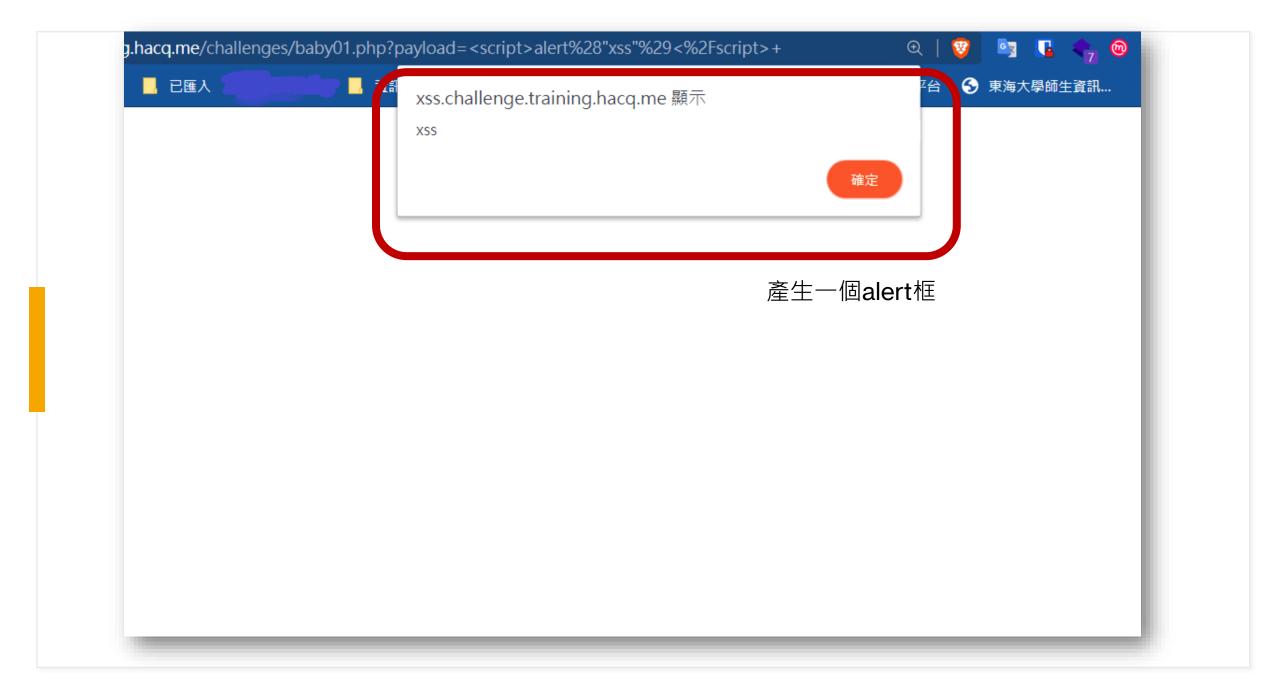


## 跨站腳本攻擊XSS

(cross-site scripting)

### 反射型 XSS

- 又稱為非儲存型
- 將惡意的 script (參數型、非持久型 XSS腳本)注入在網頁開發時所留下的漏洞 (常見的是 URL 網址列中),並透過 GET 傳遞。
- 藏有惡意腳本的URL當然容易被發現,所以通常駭客會再對惡意的參數進行編碼(ex: URL encode)
- 此方法只能做一次性攻擊,且需要受害者主動點擊連結。
- 攻擊的應用:釣魚信件,可以竊取 cookie、帳號密碼...等機密資訊。



### 直接將payload輸入在URL列中

https://xss.challenge.training.hacq.me/challenges/baby01.php?payload=<script>alert("xss")</script>

### 將payload裡的特殊字元編碼(url encode)後輸入在URL列中

/xss.challenge.training.hacq.me/challenges/baby01.php?payload= %3Cscript%3Ealert%28%22xss%22%29%3C%2Fscript%3E%20

GET把參數皆在後方

#### 靶場位置:

https://xss.challenge.training.hacq.me/challenges/baby01.php

## 儲存型 XSS

- 直接將惡意的腳本(javascript)儲存到資料庫中,當受害者瀏覽藏有惡意 腳本網頁時, server 端會將惡意腳本取出,之後將惡意腳本傳回瀏覽器。
- 駭客常會將惡意腳本放在留言板中,等到下一個瀏覽這個留言板的受害者,並進行攻擊。

### DOM 型 XSS

- DOM (Document Object Model),它可以使 javascript 跑起來,而不用透過 server 端。
- 如果 javascript 在跑起來的過程中,沒有詳細檢查資料使得操作 DOM 的過程代入了惡意指令。

## 跨站腳本攻擊XSS

## **Bypass XSS filter**

## XSS繞過手法

- 過濾掉script字串的話 → 關鍵字繞過
  - <ScriPt></scRlpt>
  - <sc<script>ript></sc<script>ript>
- 過濾掉引號→ 語法編碼繞過

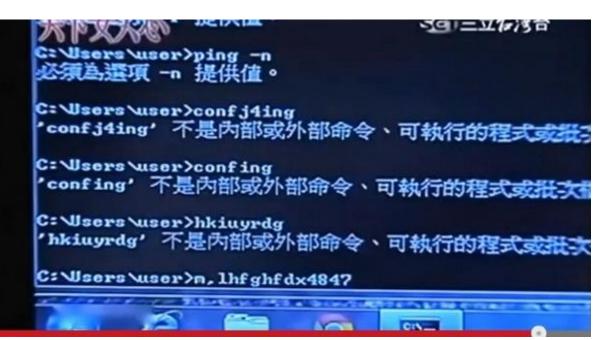
<script>alert(String.fromCharCode(88,83,83))</script> = <script>alert("XSS")</script>

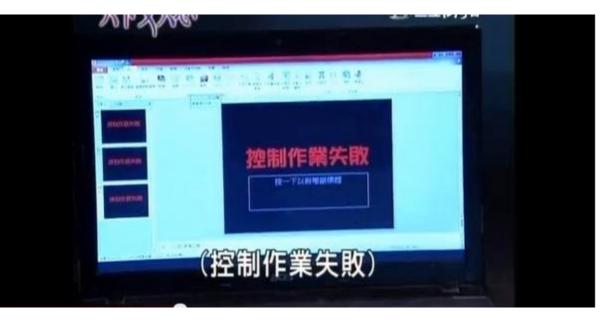
# XSS攻擊練習

```
We are Legion. We do not forget. We do no
                                                                         we are Legion. We do not forget. We do not forget. We do not forget. We do not forget.
                                                    e are Legion. We do not forget. We do not forgive. Expect us We are Legion. We do not forgive. Expect us We are Anonymous.

We do not forget. We do not forgive. Expect us We are Anonymous.

We do not forget. We do not forget us We are Anonymous.
               Jon. We do not forget. We do not forgive, Expect us. We are Anonymous. We are Legilland to not forget. We do not forgive, Expect us. We are Anonymous. We are Legilland to not forgive.
         We do not forget. We do not forgive, Expect us. We are Anonymous. We are construction of the state of the sta
          ot forgive, Expect us. We are Anonymous, We are Legion. We
             Expect us. We are Anonymous. We are Legion. We do i
                                                            We are Legion. We do not forg:
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    not forgive. Expect us. We are Anonymous. We are Legion, we do not rurget. We do not forget. We do not forget. We do not forget. We do not forget. We do not forget.
                                                                Sive, Expect us. We are Anonymous. We are Legion, we do not forge
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                                                                                                                             --- are Anony
```







## 解題思路







尋找注入點與截斷點

思考注入的tag與內容

特定題目需要透過設計 payload來繞過某些字元

#### Warning: You are entering the XSS game area

#### Welcome, recruit!

<u>Cross-site scripting</u> (XSS) bugs are one of the most common and dangerous types of vulnerabilities in Web applications. These nasty buggers can allow your enemies to steal or modify user data in your apps and you must learn to dispatch them, pronto!

At Google, we know very well how important these bugs are. In fact, Google is so serious about finding and fixing XSS issues that we are paying mercenaries up to \$7,500 for dangerous XSS bugs discovered in our most sensitive products.

In this training program, you will learn to find and exploit XSS bugs. You'll use this knowledge to confuse and infuriate your adversaries by preventing such bugs from happening in your applications.

There will be cake at the end of the test.

Let me at 'em!

剛學會XSS準備大展身手的我



看到第一題的我

```
Target code (<u>toggle</u>)
       def get(self):
34
        # Disable the reflected XSS filter for demonstration purposes
35
36
         self.response.headers.add header("X-XSS-Protection", "0")
37
38
         if not self.request.get('query'):
           # Show main search page
39
           self.render string(page header + main page markup + page footer)
40
41
        else:
42
           query = self.request.get('query', '[empty]')
43
44
           # Our search engine broke, we found no results :- (
           message = "Sorry, no results were found for <b>" + query + "</b>."
45
46
           message += " <a href='?'>Try again</a>."
47
48
           # nTobial rue Leoniro hake
           self.render string(page header + message + page footer)
49
50
51
         return
52
     application = webapp.WSGIApplication([ ('.*', MainPage), ], debug=False)
```

message = "Sorry, no results were found for <b><script>alert("xss")</script></b>."



■■ I am vulnerable



Go

URL https://xss-game.appspot.com/level1/frame?query=<script>alert("xss")</script>

Sorry, no results were found for 222. <u>Try again</u>.



• (載入一張圖片,但這個圖片來源是錯的來源,所以無法成功載入圖片,因此產生一個alert)

#### Target code (<u>toggle</u>)

```
<script src="/static/game-trame.js"></script>
         <link rel="stylesheet" href="/static/game-frame-styles.css" />
6
8
9
         <script
           src="//ajax.googleapis.com/ajax/libs/jquery/2.1.1/jquery.min.js">
10
11
         </script>
12
         <script>
13
           function chooseTab(num) {
14
             // Dynamically load the appropriate image
15
16
             var html = "Image " + parseInt(num) + "<br>";
             html += "<img src='/static/level3/cloud" + num + ".jpg' />";
17
            $('#tabContent').html(html):
18
19
             window.location.hash = num;
20
21
             // Select the current tab
22
             var tabs = document.querySelectorAll('.tab');
23
             for (var i = 0; i < tabs.length; i++) {
24
25
               if (tabs[i].id == "tab" + parseInt(num)) {
                 tabs[i].className = "tab active";
26
```

#### 我們輸入的東西會被這個參數讀取



html += "<img src='/static/level3/cloud" + num + ".jpg' />";

後面的單引號輸入,使前面的單引號閉合

自己把這個html閉合,讓後面讀不到

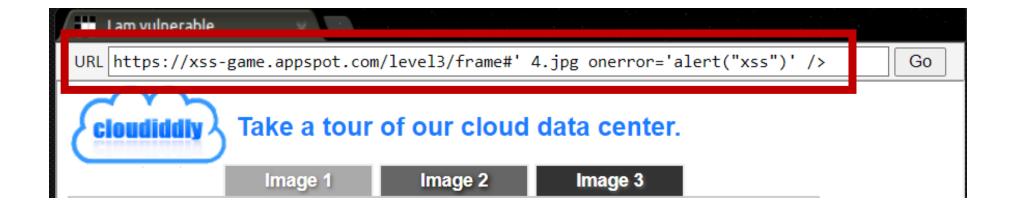




html += "<img src='/static/level3/cloud' 4.jpg onerror='alert("xss")' />.jpg' />";



輸入一個假的.jpg檔·騙瀏覽器讀取





Your timer will execute in 3 seconds.

#### Target code (<u>toggle</u>)

```
<script src="/static/game-frame.js"></script>
         k rel="stylesheet" href="/static/game-frame-styles.css" />
        <script>
8
          function startTimer(seconds) {
            seconds = parseInt(seconds) || 3;
10
             setTimeout(function() {
11
12
               window.confirm("Time is up!");
               window.history.back();
13
             }, seconds * 1000);
14
15
16
17
            id="level4">
18
            src="/static/logos/level4 nng" /
19
20
         <img src="/static/loading.gif" onload="startTimer('{{ timer }}');" />
21
         <div id="message">Your timer will execute in {{ timer }} seconds.</div>
24
```

要選哪個為截斷點?

輸入的東西會被{{ timer }}這個參數接收



<img src="/static/loading.gif" onload="startTimer('{{ timer }}');" />

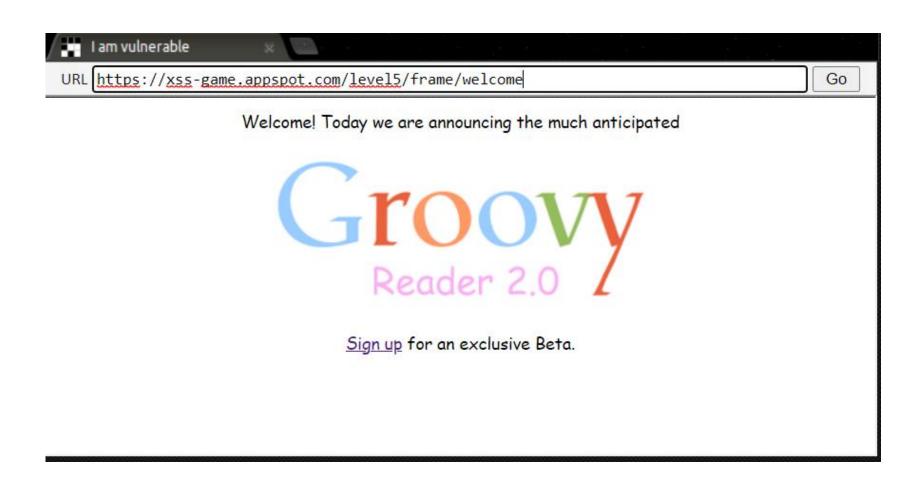
') 閉合掉前面的(', ;使後面的alert被執行 ('xss 恰巧能與本來tag裡面的')合成

<img src="/static/loading.gif" onload="startTimer(");alert('xss');" />

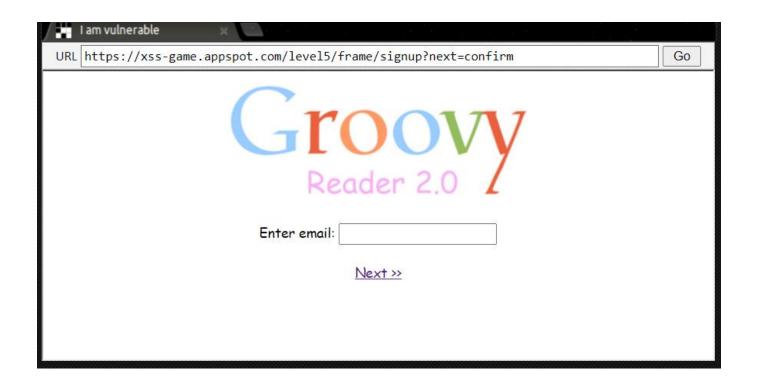


這就是漏洞的藝術~

### 這邊似乎沒有可以注入的地方,按下sign up



## 注意到 url 上 Signup?next=confirm, f12打開開發人員工具 (下面的code不會跟著網頁而做改變)





Next >>

Enter email:

```
=6 1
                      Console Sources Network
                                                    Performance >>
            Elements
              <!-- Internal game scripts/styles, mostly boring stuff -->
              <script src="/static/game-frame.js"></script>
              <link rel="stylesheet" href="/static/game-frame-styles.css">
            </head>
           ▼ <body id="level5">
              <img src="/static/logos/level5.png">
              <br>
              <br>
              <!-- We're ignoring the email, but the poor user will never know! -->
              " Enter email: "
              <input id="reader-email" name="email" value>
              (hr)
              <br>
...
              <a href="confirm">Next >></a> == $0
            </body>
       </iframe>
     </div>
    ▶ <h2>...</h2>
   ▶ <iframe id="source-frame" src="/level5/source" style="display: inline;">...</iframe>
    ▶ <h2>...</h2>
   ▶ <div id="hints">...</div>
     <a href="http://tools.ietf.org/html/draft-hoehrmann-javascript-scheme-00"> </a>
   </body>
 </html>
html body div#game-frame-container iframe.game-frame html body#level5 a
```

也就是.....

### {{ next }} 放的就是confirm

```
Target code (<u>toggle</u>)
   confirm.html level.py signup.html welcome.html
     <!doctype html>
     <html>
       <head>
         4
5
6
7
8
9
        </head>
        <body id="level5">
         <img src="/static/logos/level5.png" /><br><<!-- We're ignoring the email, but the poor user will never know! -->
Enter email: <input id="reader-email" name="email" value="">
10
12
14
          <br><br><br>>
          <a href="{{ next }}">Next >></a>
```

# 因此我們把CONFIRM換成我們要 注入的SCRIPT

<a href="{{ next }}">Next >></a>

<a href="javascript:alert("xss");">Next >></a>

本來的 confirm 會在按下 next 之後被導向到其他頁面 但被換成了 javascript 後,瀏覽器會以為這是需要被執 行的 javascript,因而執行這段 script。



### url 中的#後可以放一個路徑



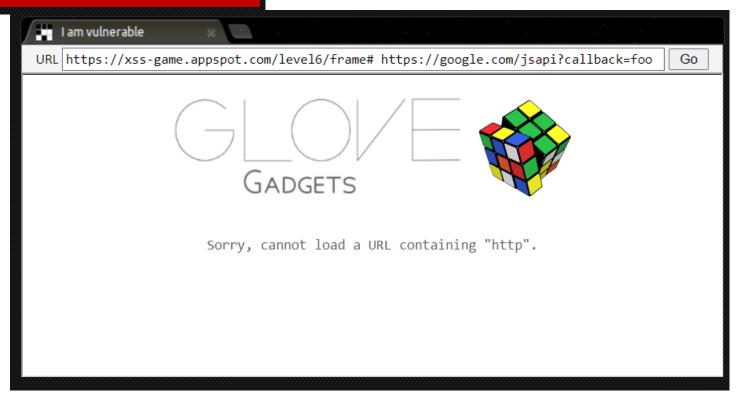
#### Hints 4/4 (show)

- See how the value of the location fragment (after #) influences the URL of the loaded script.
  - 2. Is the security check on the gadget URL really foolproof?
  - 3 Camatimas whem Tim forestmetad T fact like assessing
- 4. If you can't easily host your own evil JS file, see if google.com/jsapi? callback=foo will help you here.

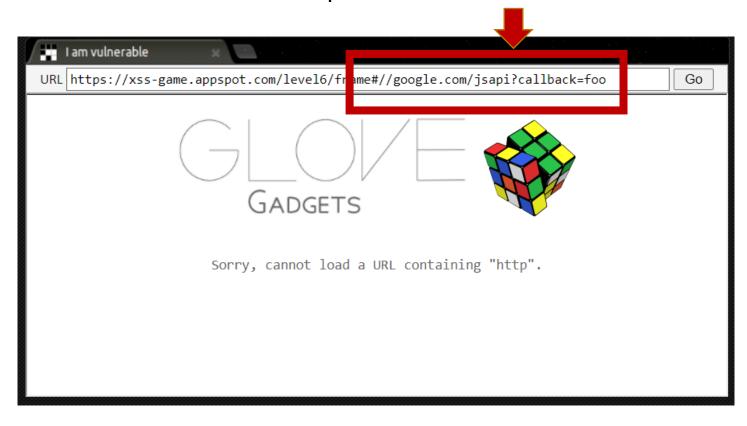


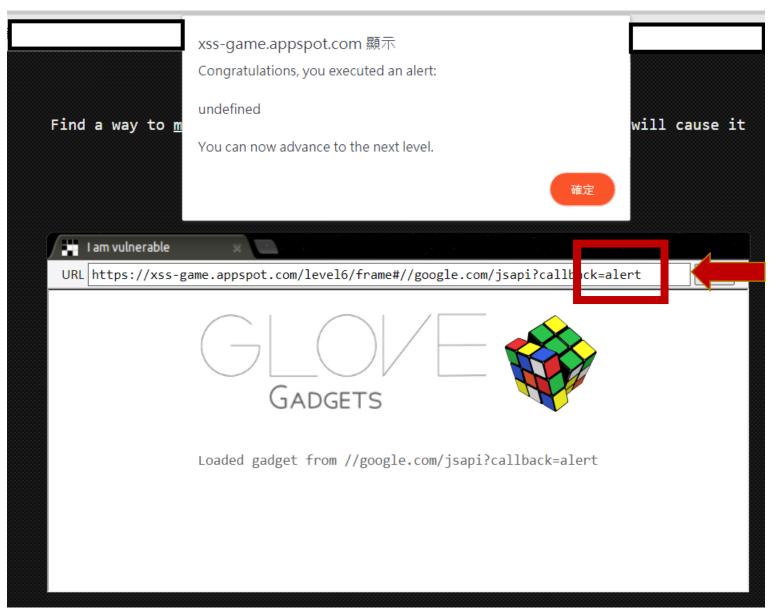
他請你訪問一個 url

網頁不能 load http



## 去掉 http 後還是沒東西,但可以知道 = 後放一個參數





= 後參數改成 alert 大功告成!!!!!

簽到表單