

CyberSecurity: Principle and Practice

*BSc Degree in Computer Science
2024-2025*

Lesson 7: Introduction to Web Vulnerabilities

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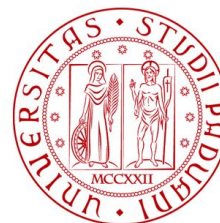
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DIPARTIMENTO
MATEMATICA¹



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



“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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...is it really/always the case?

- **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

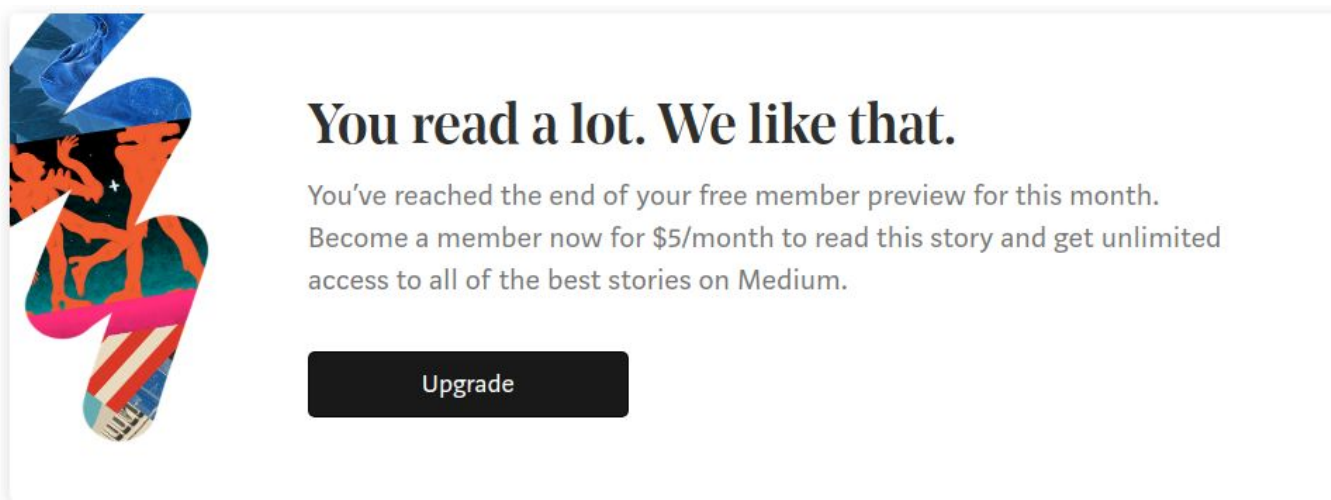
How can we proceed?

How can we proceed?

- Gather **as much info as possible** about the target
 - e.g., OS, program language, type 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 lack 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 named 'chromeDinosaurCheater.js' and was created 3 years ago. Below the repository name, there are tabs for 'Code' and 'Revisions', with 'Code' being the active tab. To the right of the tabs, there are buttons for 'Embed' and '<script>'. Below the repository name, the title 'Chrome Dinosaur Game Cheater' is displayed. Underneath the title, 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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