WHAT IS A CTF?

Scan here for the slides



CTFs are hacking games

A CTF (Capture The Flag) is a (generally) competitive hacking game.

The goal is to find a specific string called **flag** and submit it

A flag usually looks like something similar to this ptm{th1s_1s_4_fl4g}

TRY IT YOURSELF!

What do you usually do in a CTF?

During a CTF you are required to **exploit** a vulnerability, solve logic puzzles or **understand** what a process is doing and what to do in order to **abuse** it.

There are 2 main types of CTFs

- Jeopardy
- Attack/Defense



How jeopardy CTFs work

Jeopardy style CTFs are probably the **most common** type.

During this kind of CTF you are given a set of **challenges** (usually divided by category and difficulty) to solve in a given amount of time.

In this type of there is **no interaction** between different teams.

The main categories are:

- rev
- pwn
- Cryptography
- Web
- Misc

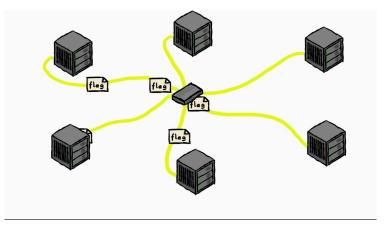


How Attack/Defense CTFs work

During A/D CTFs, every team has a **machine** with its own services, which are the same for everyone.

Every machine is connected to the same **network** and exposes its services.

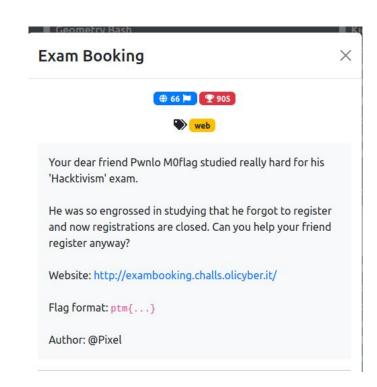
Players have to **find vulnerabilities** in these services, exploit them to **attack** others and patch the services to **defend** themselves from the attacks.



Here's an example of a challenge

We will see how to solve it in the **3rd workshop**

http://exambooking.challs.olicyber.it/



Useful ctf sites

(NOTE: you might need to register)

- https://training.olicyber.it/
- https://picoctf.org/
- https://overthewire.org/wargames/
- https://cryptohack.org/
- https://portswigger.net/web-security
- https://pwn.college/
- http://pwnable.kr/
- https://247ctf.com/
- https://tryhackme.com/