Chapter 1: Introduction

* 1. Overview

The idea of the project is to create a website that contains vulnerabilities for learning purposes. It aims to identify, exploit, and repair security vulnerabilities on the site. The main goal is to learn ethical hacking. Ethical hacking helps identify vulnerabilities and fix them before they are exploited.

## 1.2 Problem Statements

## Numerous websites are vulnerable to hacking on a daily basis, which could expose private information kept in their databases and jeopardize visitor privacy. Prior to hostile actors exploiting security vulnerabilities, ethical hackers are essential in locating and resolving them.

## 1.3 Motivation

* Enhancement of skills: The website gives developers and a real, hands-on way to improve their abilities in identifying and fixing security issues.
* Effective learning: By providing a secure environment for users to experiment with and practice different ethical hacking approaches, the website promotes comprehension and learning.

## 1.4 Objective and Goals

# give developers the chance to improve their talents in locating and taking advantage of security flaws in a morally and responsibly manner.

# Give users access to an interactive learning environment where they can practice ethical hacking skills in a setting akin to a realistic simulation.

# 1.5 Report Organization

## This report is split into four chapters. Chapter 1 shows the introduction of this project. Chapter 2 provides an overview of ethical hacking platform . Chapter 3 talks about the methodology of this project while Chapter 4 shows the results and conclusion at the end.