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Learning Objectives

By the end of this module, you should have a better understanding of:



Burp Suite basics











3.1









Introduction

3.1 Introduction

Web applications are applications running on web servers and accessible via web browsers.

Many people interact with web applications every day, as currently, almost every website on the Internet includes some kind of **intelligence** in its web pages.

The intelligence could either be on the client side or the server side.









3.1 Introduction

The web app world is extremely **heterogeneous**. Every web application is different from others because developers have many ways to accomplish the same task.

As paraphrased from Stan Lee, "with great flexibility comes great power of messing things up".

In other words, having flexibility in web app development also means having flexibility in creating insecure code.









3.1 Introduction

To understand web application security, you need to know some web application fundamental aspects:

HTTP Protocol Basics

Cookies

Sessions





















How does this support my pentesting career?

- The ability to exploit web applications and find vulnerabilities in web servers and services
- Web applications technology is used market-wide also by desktop or mobile applications

Hypertext Transfer Protocol (HTTP) is the most used application protocol on the Internet. It is the client-server protocol used to transfer web pages and web application data.

In HTTP, the client, usually a web browser, connects to a web server such as **MS IIS** or **Apache HTTP Server**. HTTP is also used under the hood by many mobile and modern applications.



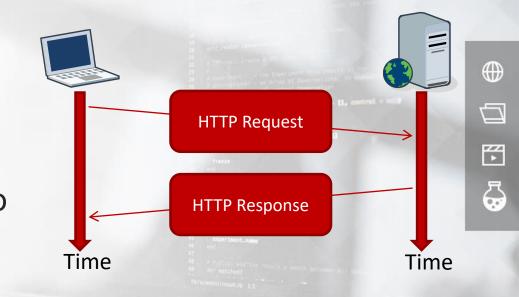






During an HTTP communication, the client and the server exchange messages.

The client sends **requests** to the server and gets back **responses**.



HTTP works on top of TCP protocol.

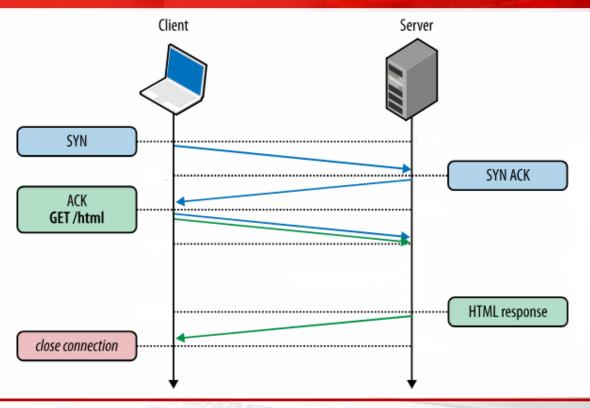
That means, first a TCP connection is established, and then the client sends its request, and waits for the answer. The server processes the request and sends back its answer, providing a status code and appropriate data.

















The format of an HTTP message is:

Headers\r\n

 $r\n$

Message Body\r\n







To end lines in HTTP, you have to use the \r (carriage return) and the \n (newline) characters.

The header contains a request followed by some header fields. Every header field has the following format:

• Header-name: header value









The following is an HTTP request example.

```
</>
  GET / HTTP/1.1
  Host: www.elearnsecurity.com
  User-Agent: Mozilla/5.0 (X11; Linux x86 64; rv:31.0) Gecko/20100101 Firefox/31.0
  Iceweasel/31.2.0
  Accept: text/html
  Accept-Language: en-US, en; q=0.5
  Accept-Encoding: gzip, deflate
  Connection: keep-alive
```







This request has an empty body, as there is nothing after the two empty lines following the headers.

```
</>
  GET / HTTP/1.1
  Host: www.elearnsecurity.com
  User-Agent: Mozilla/5.0 (X11; Linux x86 64; rv:31.0) Gecko/20100101 Firefox/31.0
  Iceweasel/31.2.0
  Accept: text/html
  Accept-Language: en-US, en; q=0.5
  Accept-Encoding: gzip, deflate
  Connection: keep-alive
```







This is the **HTTP verb** of the request.

The HTTP verb, or request method, states the type of the request.

GET / HTTP/1.1

Host: www.elearnsecurity.com

User-Agent: Mozilla/5.0 (X11; Linux

x86_64; rv:31.0) Gecko/20100101

Firefox/31.0 Iceweasel/31.2.0

Accept: text/html

Accept-Language: en-US, en; q=0.5

Accept-Encoding: gzip, deflate







GET is used when opening web resources.

If you open a browser and type www.elearnsecurity.com in the address bar, your browser will send this very same request to the server.

GET / HTTP/1.1

Host: www.elearnsecurity.com

User-Agent: Mozilla/5.0 (X11; Linux

x86_64; rv:31.0) Gecko/20100101

Firefox/31.0 Iceweasel/31.2.0

Accept: text/html

Accept-Language: en-US, en; q=0.5

Accept-Encoding: gzip, deflate







After the HTTP VERB you can see the **path** (/) and the **protocol version** (HTTP 1.1).

The path tells the server which resource the browser is asking for. The protocol version tells the server how to communicate with the browser.



GET / HTTP/1.1

Host: www.elearnsecurity.com

User-Agent: Mozilla/5.0 (X11; Linux

x86_64; rv:31.0) Gecko/20100101

Firefox/31.0 Iceweasel/31.2.0

Accept: text/html

Accept-Language: en-US, en; q=0.5

Accept-Encoding: gzip, deflate







There are many HTTP methods, like:

- PUT
- TRACE
- HEAD
- POST

These are only a few, but know that there are many more out there.



GET / HTTP/1.1

Host: www.elearnsecurity.com

User-Agent: Mozilla/5.0 (X11; Linux

x86_64; rv:31.0) Gecko/20100101

Firefox/31.0 Iceweasel/31.2.0

Accept: text/html

Accept-Language: en-US, en; q=0.5

Accept-Encoding: gzip, deflate







The **Host** header field specifies the Internet hostname and port number of the resource being requested.

A web server can host multiple websites. This header field tells the server which site the client is asking for.

GET / HTTP/1.1

Host: www.elearnsecurity.com

User-Agent: Mozilla/5.0 (X11; Linux

x86_64; rv:31.0) Gecko/20100101

Firefox/31.0 Iceweasel/31.2.0

Accept: text/html

Accept-Language: en-US, en; q=0.5

Accept-Encoding: gzip, deflate







The host value is obtained from the <u>URI</u> of the resource.

In this case:

www.elearnsecurity.com

GET / HTTP/1.1

Host: www.elearnsecurity.com

User-Agent: Mozilla/5.0 (X11; Linux

x86_64; rv:31.0) Gecko/20100101

Firefox/31.0 Iceweasel/31.2.0

Accept: text/html

Accept-Language: en-US, en; q=0.5

Accept-Encoding: gzip, deflate



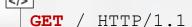




User-Agent tells the server what client software is issuing the request.

A client could be:

- Firefox
- Internet Explorer
- Safari
- Opera
- Chrome
- A mobile app...



Host: www.elearnsecurity.com

User-Agent: Mozilla/5.0 (X11; Linux

x86_64; rv:31.0) Gecko/20100101

Firefox/31.0 Iceweasel/31.2.0

Accept: text/html

Accept-Language: en-US, en; q=0.5

Accept-Encoding: gzip, deflate







It also reveals to the server the operating system version.

GET / HTTP/1.1

Host: www.elearnsecurity.com

User-Agent: Mozilla/5.0 (X11; Linux

x86_64; rv:31.0) Gecko/20100101

Firefox/31.0 Iceweasel/31.2.0

Accept: text/html

Accept-Language: en-US, en; q=0.5

Accept-Encoding: gzip, deflate







The browser sends the Accept header field to specify which document type it is expecting in the response.



GET / HTTP/1.1

Host: www.elearnsecurity.com

User-Agent: Mozilla/5.0 (X11; Linux

x86 64; rv:31.0) Gecko/20100101

Firefox/31.0 Iceweasel/31.2.0

Accept: text/html

Accept-Language: en-US, en; q=0.5

Accept-Encoding: gzip, deflate







Similarly, with **Accept- Language**, the browser can ask for a specific (human) language in the response.



GET / HTTP/1.1

Host: www.elearnsecurity.com

User-Agent: Mozilla/5.0 (X11; Linux

x86_64; rv:31.0) Gecko/20100101

Firefox/31.0 Iceweasel/31.2.0

Accept: text/html

Accept-Language: en-US, en; q=0.5

Accept-Encoding: gzip, deflate







Accept-Encoding works similarly to Accept but restricts the content encoding, not the content itself.

In this case, the browser accepts two types of compression:

- gzip
- deflate



GET / HTTP/1.1

Host: www.elearnsecurity.com

User-Agent: Mozilla/5.0 (X11; Linux

x86_64; rv:31.0) Gecko/20100101

Firefox/31.0 Iceweasel/31.2.0

Accept: text/html

Accept-Language: en-US, en; q=0.5

Accept-Encoding: gzip, deflate







The **Connection** header field allows the sender to specify options that are desired for that particular connection.

Future communications with the server will reuse the current connection.



GET / HTTP/1.1

Host: www.elearnsecurity.com

User-Agent: Mozilla/5.0 (X11; Linux

x86_64; rv:31.0) Gecko/20100101

Firefox/31.0 Iceweasel/31.2.0

Accept: text/html

Accept-Language: en-US, en; q=0.5

Accept-Encoding: gzip, deflate







When the server receives a request, it processes it and then sends an **HTTP response** to the client. The response has its own header format.

HTTP/1.1 200 OK

Date: Wed, 19 Nov 2014 10:06:45 GMT

Cache-Control: private, max-age=0

Content-Type: text/html; charset=UTF-8

Content-Encoding: gzip

Server: Apache/2.2.15 (CentOS)

Content-Length: 99043

< PAGE CONTENT > ...

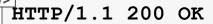








As you can see, this response has a message body (< PAGE CONTENT >). The header and message body are separated by two empty lines $(\r\n\r\n)$.



Date: Wed, 19 Nov 2014 10:06:45 GMT

Cache-Control: private, max-age=0

Content-Type: text/html; charset=UTF-8

Content-Encoding: gzip

Server: Apache/2.2.15 (CentOS)

Content-Length: 99043









The first line of a Response message is the **Status-Line**, which consists of the **protocol version** (HTTP 1.1) followed by a numeric **status code** (200) and its relative **textual meaning** (OK).



Date: Wed, 19 Nov 2014 10:06:45 GMT

Cache-Control: private, max-age=0

Content-Type: text/html;

charset=UTF-8

Content-Encoding: gzip

Server: Apache/2.2.15 (CentOS)

Content-Length: 99043

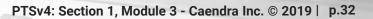
< PAGE CONTENT > ...

. . .









The more common status codes are:

- **200 OK**: the resource is found.
- 301 Moved Permanently: the requested resource has been assigned a new permanent URI.
- 302 Found: the resource is temporarily under another URI.

HTTP/1.1 200 OK

Date: Wed, 19 Nov 2014 10:06:45 GMT

Cache-Control: private, max-age=0

Content-Type: text/html;

charset=UTF-8

Content-Encoding: gzip

Server: Apache/2.2.15 (CentOS)

Content-Length: 99043

< PAGE CONTENT > ...

. . .









- 403 Forbidden: the client does not have enough privileges, and the server refuses to fulfill the request.
- 404 Not Found: the server cannot find a resource matching the request.
- **500 Internal Server Error**: the server does not support the functionality required to fulfill the request.



Date: Wed, 19 Nov 2014 10:06:45 GMT

Cache-Control: private, max-age=0

Content-Type: text/html;

charset=UTF-8

Content-Encoding: gzip

Server: Apache/2.2.15 (CentOS)

Content-Length: 99043

< PAGE CONTENT > ...

• •











Date represents the date and time at which the message was originated.



Date: Wed, 19 Nov 2014 10:06:45 GMT

Cache-Control: private, max-age=0

Content-Type: text/html;

charset=UTF-8

Content-Encoding: gzip

Server: Apache/2.2.15 (CentOS)

Content-Length: 99043



. .



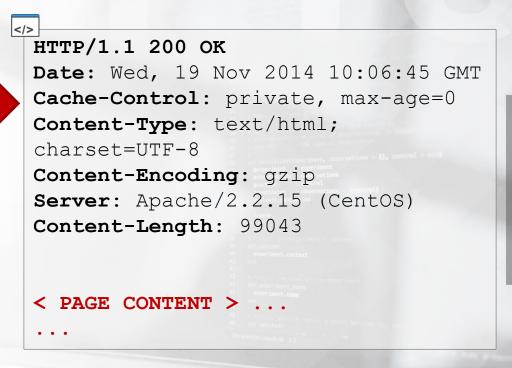






With the **Cache-Control** header, the server informs the client about cached content.

Using cached content saves bandwidth, as it prevents the client from re-requesting unmodified content.









Content-Type lets the client know how to interpret the body of the message.



HTTP/1.1 200 OK

Date: Wed, 19 Nov 2014 10:06:45 GMT

Cache-Control: private, max-age=0

Content-Type: text/html;

charset=UTF-8

Content-Encoding: gzip

Server: Apache/2.2.15 (CentOS)

Content-Length: 99043



. .

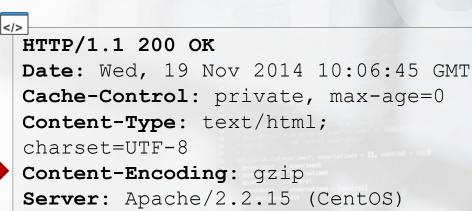






Content-Encoding extends Content-Type.

In this case, the message body is compressed with gzip.



Content-Encoding: gzip Server: Apache/2.2.15 (CentOS) Content-Length: 99043 < PAGE CONTENT > ...



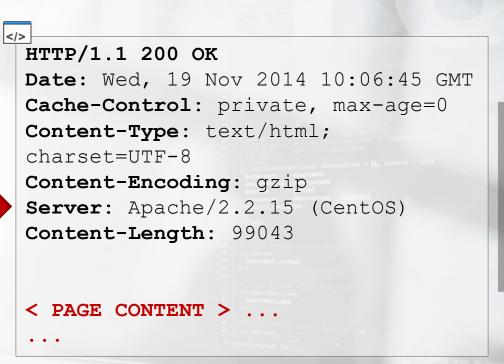






The **Server** header field simply contains the header of the server that generated the content.

This (optional) field is very useful during a pentest to identify the software running on a server.



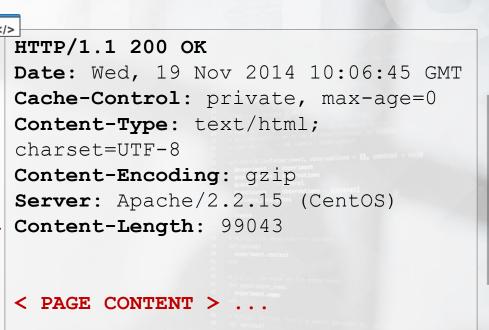






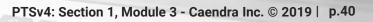


Content-Length indicates the length, in bytes, of the message body.









Now that you know how HTTP works, let's see how to protect it!

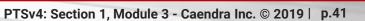
HTTP content, as in every clear-text protocol, can be easily intercepted or mangled by an attacker on the path.

Moreover, HTTP does not provide strong authentication between the parties.









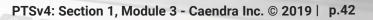
In the following slides, you will see how to protect HTTP using an encryption layer.

HTTP Secure (HTTPS), or HTTP over SSL/TLS, is a method to run HTTP which is a clear-text protocol over SSL/TLS, a cryptographic protocol.





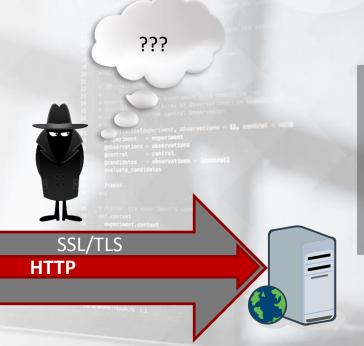




This layering technique provides confidentiality, integrity protection and authentication to the HTTP protocol.

GET,

HTTP/1.1







In other words, when using HTTPS:

- An attacker on the path cannot sniff the application layer communication.
- An attacker on the path cannot alter the application layer data.
- The client can tell the real identity of the server and, sometimes, vice-versa.









HTTPS offers encryption, which means that a network adjacent user is able to sniff the traffic, but he will not know:

- HTTP Request headers, body, target domain
- HTTP Response headers, body

On the other hand, when inspecting HTTPS, one cannot know what domain is contacted and what data is exchanged.









A network adjacent user might recognize:

- Target IP address
- Target port
- DNS or similar protocols may disclose which domain user tries to resolve









HTTPS does not protect against web application flaws! All the attacks against an application happen regardless of SSL/TLS.

The extra encryption layer just protects data exchanged between the client and the server. It does not protect from an attack against the application itself.









Attacks such as XSS and SQL injections will still work.

Understanding how HTTP and web applications work is fundamental to mount stealthy and effective attacks!









3.2.4 Video - HTTP and HTTPS Protocols Basics

HTTP and HTTPS Protocols Basics

In this video, you will see HTTP and HTTPS in action both via command line tools or with Burp Proxy.

You will learn how to:

- Perform requests, receive responses and analyze HTTP(s) messages both manually and with an automated tool.
- Use Burp at the end of this module.



*Videos are only available in Full or Elite Editions of the course. To upgrade, click <u>HERE</u>. To access, go to the course in your members area and click the resources drop-down in the appropriate module line.

3.2.5 References

HTTP Status Code Reference: a document referencing HTTP status codes and their meaning.

<u>SSL/TLS Strong Encryption: An Introduction</u>: Apache's introduction on protecting HTTP by means of SSL/TLS.

HTTP Overview, History, Versions and Standards: History and evolution of HTTP.

















HTTP is a **stateless** protocol; this means that websites cannot keep the state of a visit across different HTTP requests.

In other words, every HTTP request is **completely unrelated** to the ones preceding and following it.









To overcome this limitation, sessions and **cookies** were invented in 1994.

Netscape, a leading company at that time, invented cookies to make HTTP stateful.









How does this support my pentesting career?

- Cookies are foundation of authorization of many applications
- Often exploits rely on stealing cookies

Cookies are not rocket science. They are just textual information installed by a website into the "cookie jar" of the web browser.

The **cookie jar** is the storage space where a web browser stores the cookies.





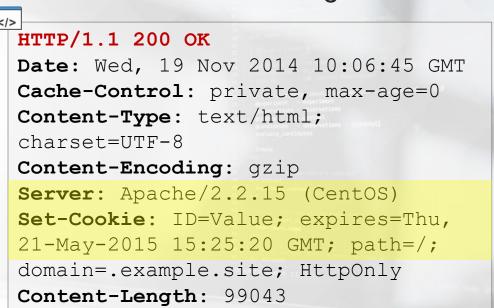




3.3.1 Cookies Format

A server can set a cookie via the **Set-Cookie** HTTP header field in a response message. A cookie contains the following attributes:

- The actual content
- An expiration date
- A path
- The domain
- Optional flags:
 - Http only flag
 - Secure flag



7

3.3.1 Cookies Format

```
Cookie content
    Expiration date expires=Thu, 21-May-2015
15:25:20 GMT;
             Path { path=/example/path;
          HttpOnly;
Flag-setting attributes
                    Secure
```









3.3.2 Cookies Handling

Browsers use domain, path, expires and flags attributes to choose whether or not to send a cookie in a request.

Cookies are sent only to the **valid domain/path** when they are **not expired** and according to their **flags**.









3.3.3 Cookie Domain

The **domain** field and the **path** field set the **scope** of the cookie. The browser sends the cookie only if the request is for the right domain.

When a web server installs a cookie, it sets the domain field, e.g., elearnsecurity.com. Then, the browser will use the cookie for every request sent to that domain and all its subdomains.







3.3.3 Cookie Domain

When a cookie has the domain attribute set to:

- domain=elearnsecurity.com or
 - domain = . elearnsecurity.com

The browser will send the cookie to:

- www.elearnsecurity.com
- whatever.subdomain.elearnsecurity.com
- elearnsecurity.com







3.3.3 Cookie Domain

If the **server does not specify** the domain attribute, the browser will automatically set the domain as the server domain and set the cookie **host-only** flag; this means that the cookie will be sent **only to that precise hostname**.

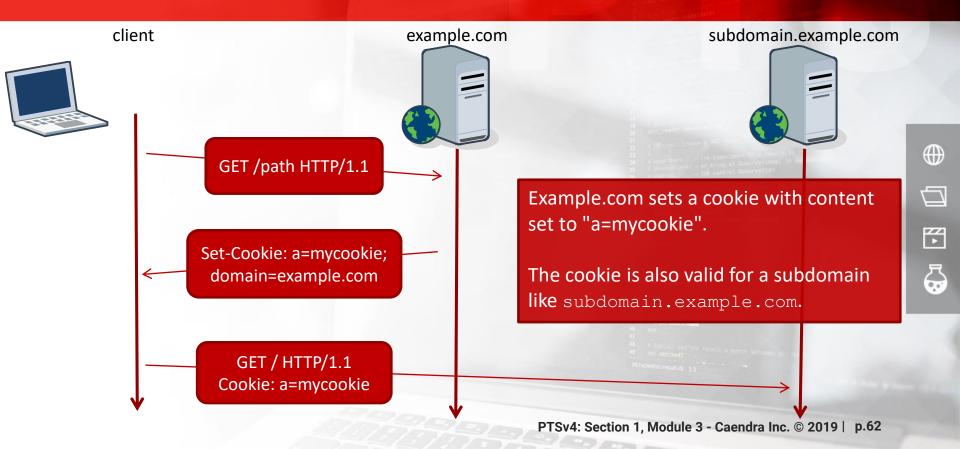
In the following examples, you will see how a browser chooses to send or not to send a cookie.

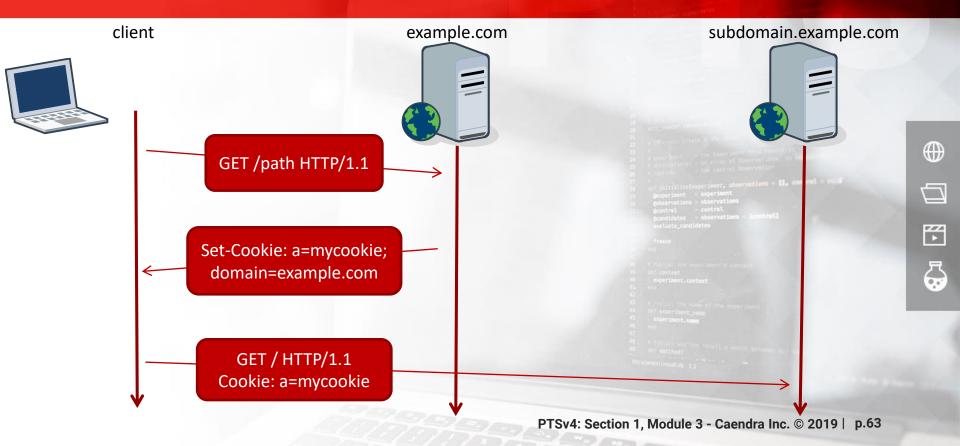


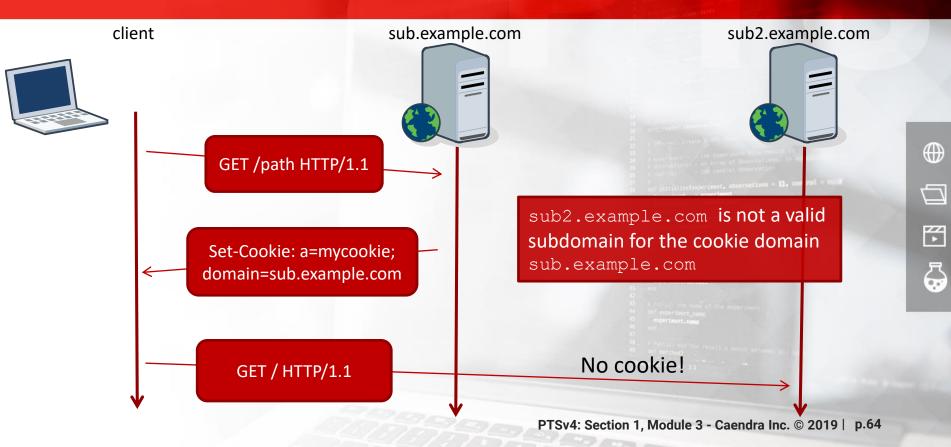


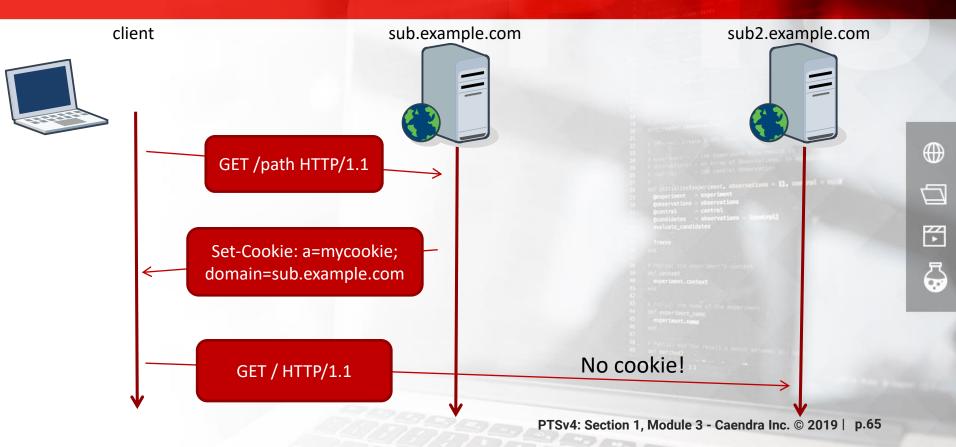


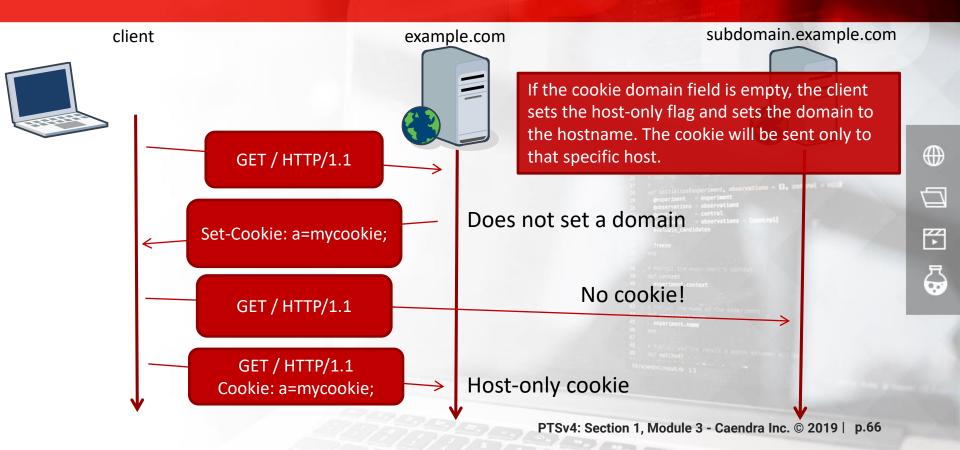


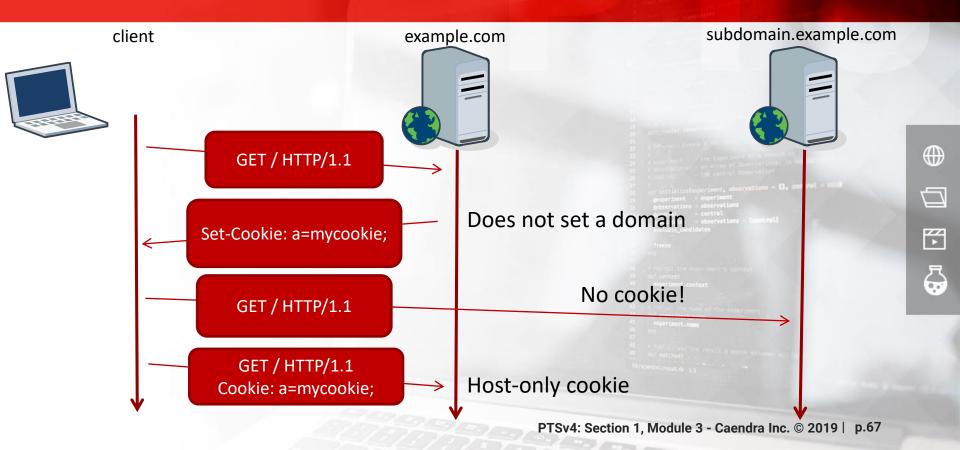












3.3.4 Cookie Path

As we saw previously, the **path** and the **domain** attributes set the **scope** of a cookie.

The browser will send a cookie to the **right domain and to** any subpath of the path field value.









3.3.4 Cookie Path

When a cookie has the path attribute set to:

• path=/the/path

The browser will send the cookie to the right domain and to the resources in:

- /the/path
- /the/path/sub
- /the/path/sub/sub/sub/path

But, it will not send it to /otherpath.







3.3.5 Cookie Expires Attribute

The **expires** attribute sets the **validity time window** of a cookie.

A browser will not send an expired cookie to the server. Session cookies expire with the HTTP session; you will see more about that later in this module.









3.3.6 Cookie Http-Only Attribute

When a server installs a cookie into a client with the http-only attribute, the client will set the http-only flag for that cookie. This mechanism prevents JavaScript, Flash, Java and any other non-HTML technology from reading the cookie, thus preventing cookie stealing via XSS.

You will see how to exploit XSS vulnerabilities in the Web Application Attacks module.









3.3.7 Cookie Secure Attribute

Secure flag creates secure cookies that will only be sent over an HTTP**S** connection (they will not be sent over HTTP).







3.3.8 Cookie Content

A cookie can carry a number of values. A server can set multiple values with a single Set-Cookie header by specifying multiple KEY=Value pairs.









Set-Cookie: Username="john"; auth=1 Sets two values: one for username and one for auth.

RFC6265 states cookies format, how a server can install cookies and how a client can use them.

Let's see cookies in action with a simple example.



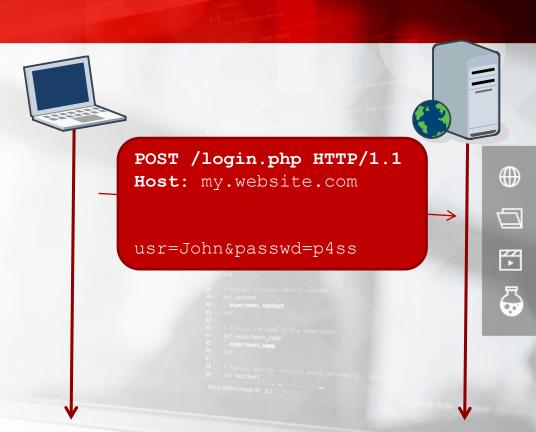




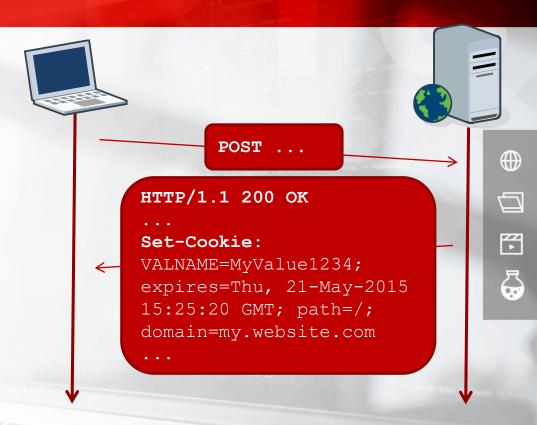


Cookies are often installed during a login.

In this example, the browser sends a **POST** request with the username and password.

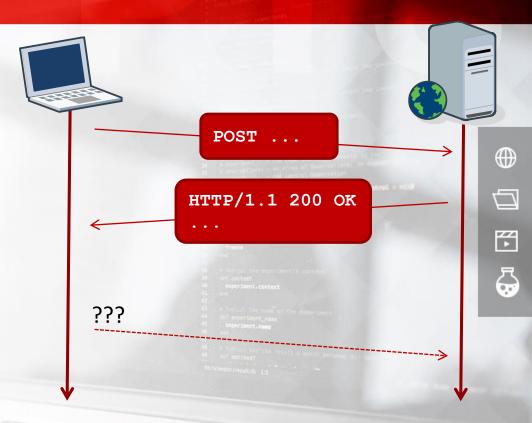


The server sends a response with a **Set-cookie** header field, thus telling the browser to install the cookie.

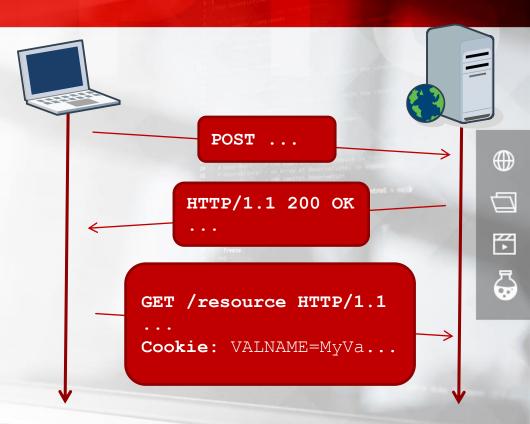


For every subsequent request, the browser considers:

- Domain
- Path
- Expiration
- Flags



If all the checks pass, the browser will insert a **cookie:** header in the request.













3.4 Sessions

Sometimes the web developer prefers to store some information on the **server side** instead of the client side; this happens to hide the application logic or just to avoid the back and forth data transmission typical of cookies.









3.4 Sessions

Sessions are a mechanism that lets the website store variables specific for a given visit on the **server side**.

Each user session is identified by a **session id**, or token, which the server assigns to the client.









3.4 Sessions

The client then presents this ID for each subsequent request, thus being recognized by the server.

By means of the session ID, the **server retrieves the state of the client** and all its associated variables. The server stores Session IDs inside text files in its storage. You can find an example in the next slide.

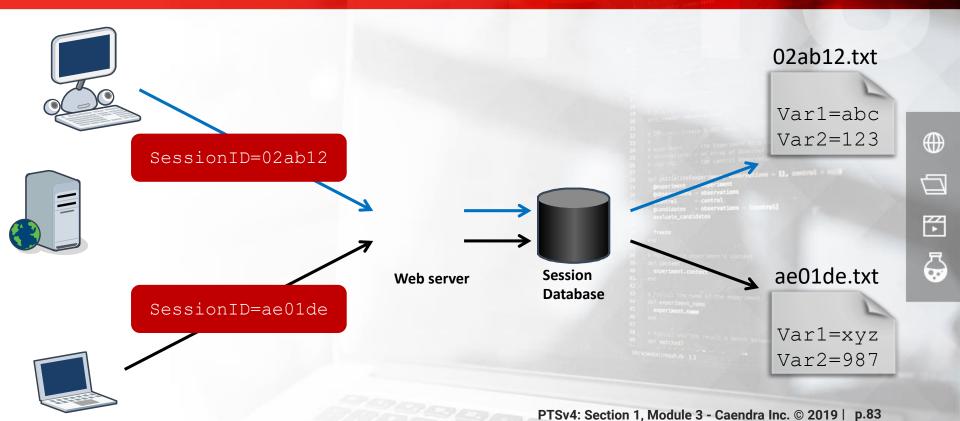








3.4.1 Sessions Example





By using **session cookies**.

It's now time to see how to use HTTP sessions!









Session cookies just contain a single parameter value pair referring to the session.



- SESSION=0wvCtOBWDH8w
- PHPSESSID=13Kn5Z6Uo4pH
- JSESSIONID=W7DPUBgh7kTM







Websites running PHP install session cookies by using the "PHPSESSID" parameter name, while JSP websites use "JSESSIONID". Each development language has its own default session parameter name.

Of course, the web developer can also choose to use a custom parameter name.







If needed, servers install session cookies after a browser performs some kind of activity, like:

- Opening a specific page
- Changing settings in the web application
- Logging in









The browser then uses the cookie in subsequent requests. A session could contain many variables, so sending a small cookie keeps the bandwidth usage low.

In the following example, you can see a session cookie in action.









3.4.2.1 Session Cookies Example

The client uses a login form to POST the user's credentials.



3.4.2.1 Session Cookies Example

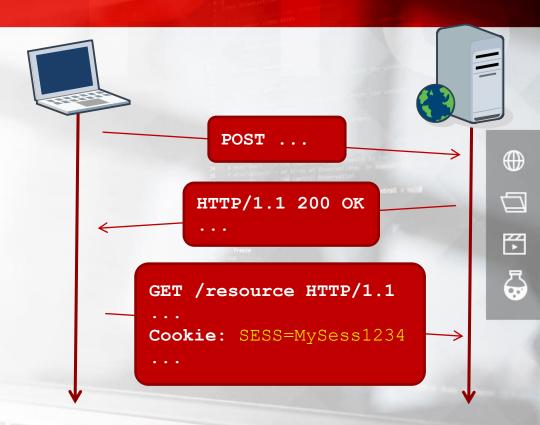
The server sends back a response with a Set-cookie header field.

The cookie contains the **session ID**.



3.4.2.1 Session Cookies Example

The browser will send back the cookie according to the cookie protocol, thus sending the session ID.



3.4.3 GET Requests

Session IDs can also be transmitted via **GET** requests.

http://example.site/resource.php?sessid=k27rds7h8w







3.4.4 Video - HTTP Cookies and Sessions

HTTP Cookies & Sessions

In this video, you will see how the cookie protocol works (installation of cookies, manipulation of cookies, and dissecting a cookie, as well as how HTTP sessions work and how they use cookies.

You will see reference to a tool called Firebug. At the time of recording, it was an extension for the Iceweasel browser. Modern Kali Linux comes preinstalled with the Firefox browser instead of Iceweasel, but technically, it is almost the same browser as Iceweasel. Additionally, functionalities of firebug are now part of Developer Tools of Firefox, so instead of downloading the addon, you can simply turn on the Developer Tools by visiting Options -> Web Developer -> Toogle Tools, or just press Ctrl + Shift + I in your browser window.



*Videos are only available in Full or Elite Editions of the course. To upgrade, click <u>HERE</u>. To access, go to the course in your members area and click the resources drop-down in the appropriate module line.







Same Origin Policy (SOP) is a critical point of web application security.

This policy prevents JavaScript code from getting or setting properties on a resource coming from a **different origin**.









The browser uses:

Protocol

Hostname

Port







To determine if JavaScript can access a resource: Hostname, port, and protocol must match.

A JavaScript script on

```
https://www.elearnsecurity.com:345/
protocol hostname port
```



- https://www.elearnsecurity.com:345/path
- https://www.elearnsecurity.com:345/path/2







But not from:

- https://www.elearnsecurity.com/path (same protocol and domain but different port)
- http://www.elearnsecurity.com:345/path (same port and domain but different protocol)
- https://www.heralab.net:345/path
 (same port and protocol but different domain)







3.5.1 HTML Tags

Note that SOP applies only to the actual code of a script.

It is still possible to include external resources by using HTML tags like img, script, iframe, object, etc.









The entire web application security is based on Same Origin Policy.

If a script on domain A was able to read content on domain B, it would be possible to steal clients' information and mount a number of very dangerous attacks.



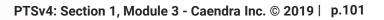












3.6 Burp Suite

How does this support my pentesting career?

- Web application analysis
- Finding vulnerabilities
- Attacks
- Burp Suite is one of most used pentesting tools

Any web application contains many objects like scripts, images, style sheets, client and server-side intelligence.

Having **tools** that help in the **study** and **analysis** of web application behavior is critical.









An **intercepting proxy** is a tool that lets you analyze and modify any request, and any response exchanged between an HTTP client and a server.

By intercepting HTTP messages, a pentester can study a web application behavior and manually test for vulnerabilities.









The most used web application proxies are:

- The intercepting proxy feature of <u>Burp Suite</u>
- ZAP

Proxies are fundamental while analyzing web applications and will become your best friend for web-app testing.









Do not confuse intercepting proxies with common web proxy servers like <u>Squid</u>. Proxy servers have different purposes: bandwidth optimization, content filtering and more.

The next two images will make that clearer.



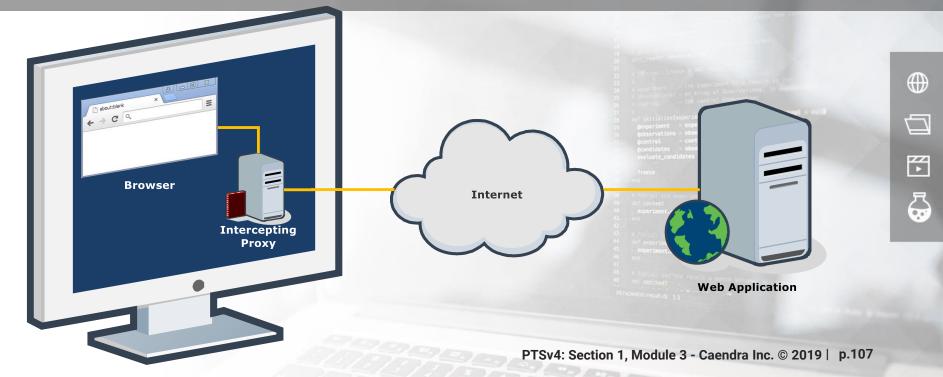






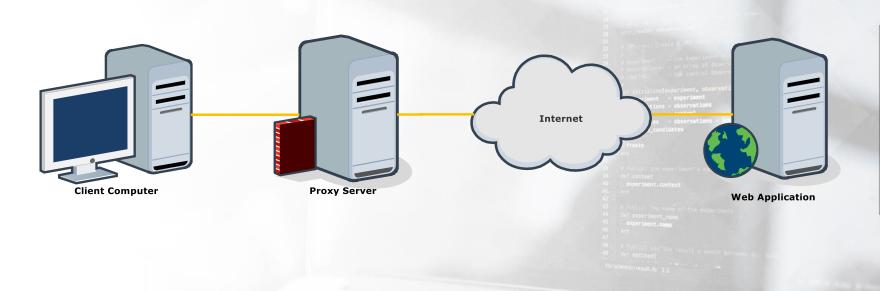
3.6.1.1 Intercepting Proxy Example

Here the proxy is an application which intercepts the penetration tester's browser traffic.



3.6.1.2 Proxy Server Example

Here the proxy server filters all the traffic coming from the internal network.









3.6.2 Burp Proxy

Burp suite offers one of the best proxies available. You can download the Free Edition here.









3.6.2 Burp Proxy

Burp suite will let you:

- Intercept requests and responses between your browser and the web server.
- Build requests manually.
- Crawl a website by automatically visiting every page in a website.
- Fuzz web applications by sending them patterns of valid and invalid inputs to test their behavior.







3.6.2 Burp Proxy

By using Burp, you can **intercept and modify** requests coming from your browsers **before** they are sent to the remote server.

You can modify the **header** and the **body** of a message **by** hand or automatically.









In the following slides, you will see how to launch, configure and use Burp Suite with your browser.

Try to understand all the settings by trying them on your computer!



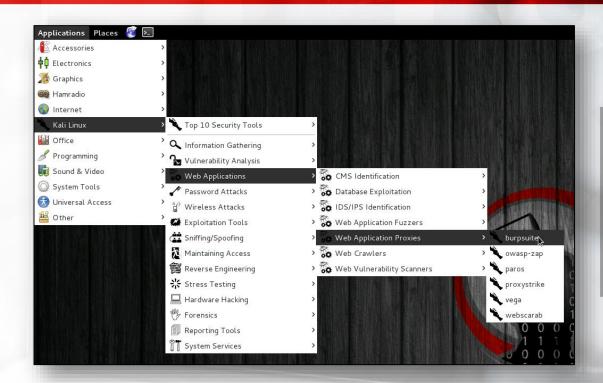






Launch Burp Suite:

In Kali you will find it under *Kali Linux >* Web Applications > Web Application Proxies > burpsuite.



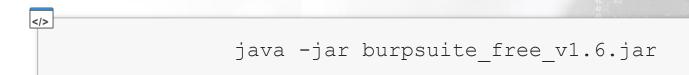






If you want to run it on another operating system, you can download it from the Portswigger website.

To run Burp, double click on the jar file you downloaded or run the below from the console:











Now, go to the Proxy tab and then to the Options sub-tab.











Here you can start and stop the proxy and configure the *host:port* pair on which burp will listen.









Scrolling down you can find other configuration items to fine tune, which messages to intercept, how to automatically change message content and more.

For now, just leave the default options as they are, you will see how to use those features later on.









Once Burp Proxy is configured, you have to configure your browser to use it as the proxy for every protocol.









In Firefox, you have to open the Preferences window, go to the advanced tab, click on the Network sub-tab and finally open the Connection settings window.

Connection Settings			
Configure Proxies to Access the Internet O No proxy			
○ <u>U</u> se system prox	y settings		
■ Manual proxy co	nfiguration:		
HTTP Pro <u>x</u> y:	127.0.0.1	Port:	8080 Ĵ
	$\underline{\hspace{-0.1cm}\checkmark\hspace{-0.1cm}}$ U <u>s</u> e this proxy server for all protocols		
SS <u>L</u> Proxy:	127.0.0.1	P <u>o</u> rt:	8080
FTP Proxy:	127.0.0.1	Po <u>r</u> t:	8080
SO <u>C</u> KS Host:	127.0.0.1	Por <u>t</u> :	8080
No Proxy for:	O soc <u>k</u> s v4	Remote <u>D</u>	NS
Example: .mozill O Automatic proxy	a.org, .net.nz, 192.168.1.0/2-configuration URL:	4	Reload
☐ Do not prompt for authentication if password is saved			
<u>H</u> elp		Cancel	ОК

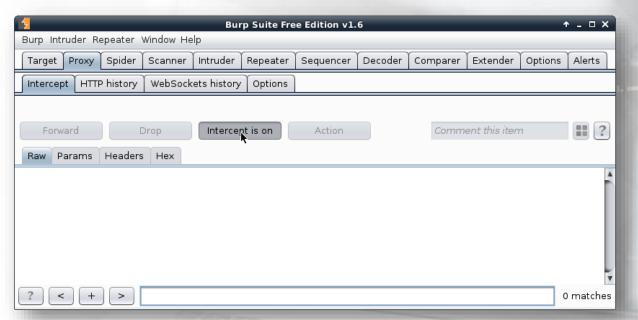








To intercept traffic, switch to Burp and go to *Proxy > Intercept* and click on the *Intercept is off* button to enable interception.

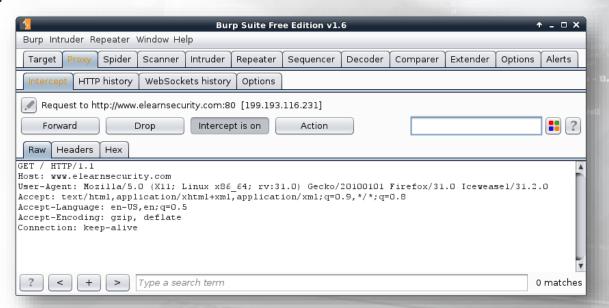








Now open a website with your browser; Burp will pop up intercepting the request. Optionally, you can modify and then forward it by clicking on Forward.

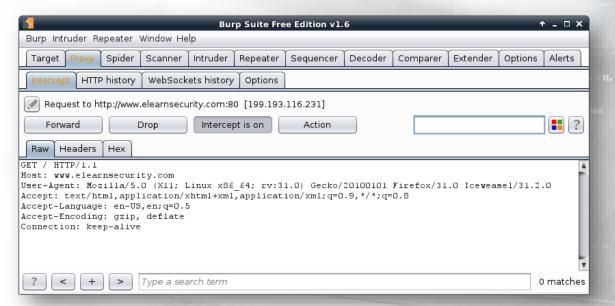








When *Intercept* is on, every browser request stops at Burp Proxy. You can modify the entire request or just its headers.

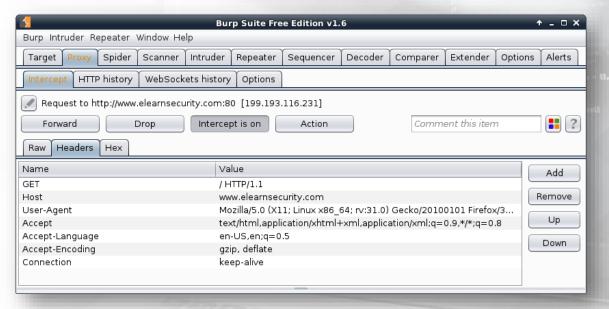








You can modify the headers both in the Raw tab or in the Headers tab. Remember to forward the request after editing it!











What is the difference between the Raw and the Headers tab?













You do not need to manually intercept and forward every request though. Even if you leave the master interception off, Burp will still collect information on the HTTP traffic coming to and from your browser.

You can check what Burp is collecting in two ways:

- On the Proxy > History tab
- In the Target > Site Map tab

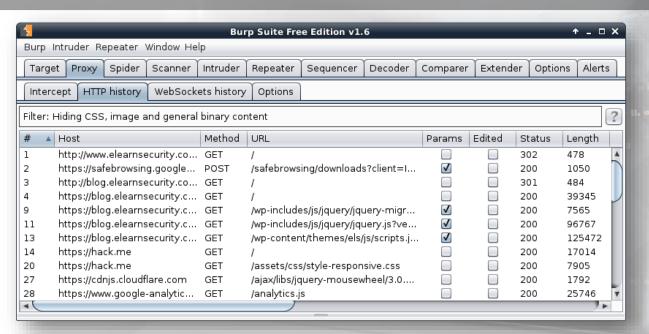








Burp Suite *Proxy* tab contains an *HTTP history* sub tab.

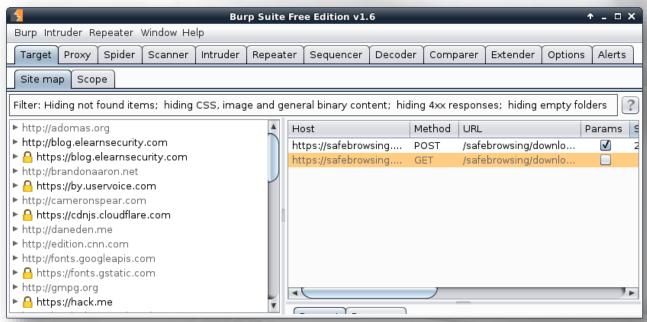








You can also check what Burp is collecting on *Target > Site Map*.









Another feature is **Burp Repeater**, which lets you manually build raw HTTP requests.

You can do the same thing by using other tools such as netcat or telnet, but Burp provides you:

- Syntax highlighting
- Raw and rendered responses
- Integration with other Burp tools

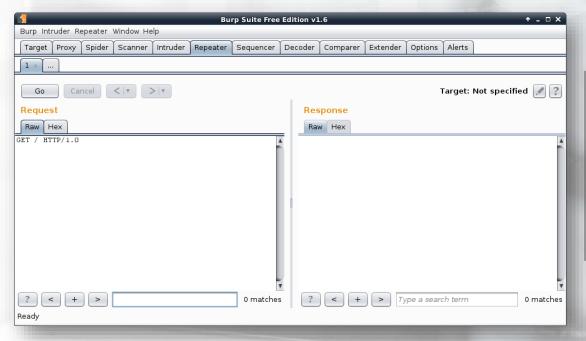








To create a request, first set your target by clicking on the pencil icon in the upper right corner of the tab.

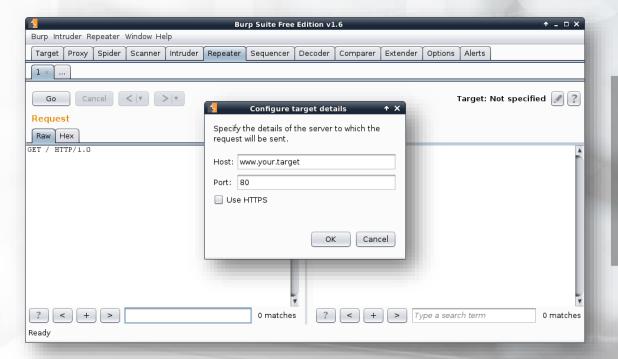








You can then set your target host and port.



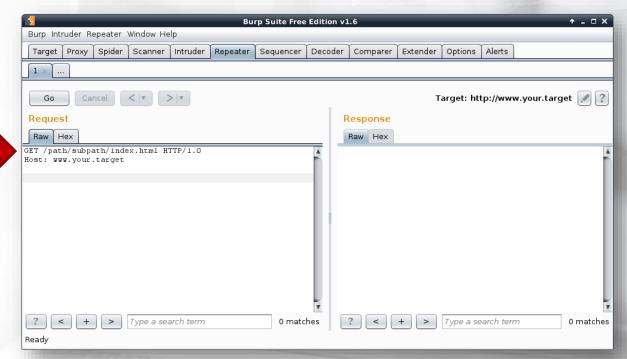






You can define your request by using this text area.

Every request must have at least an **HTTP VERB** (GET, POST, HEAD, ...)

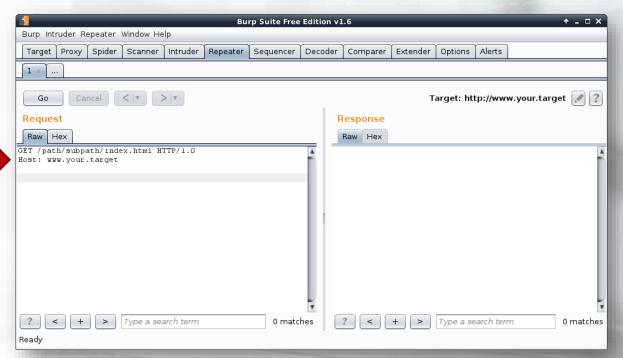








Here is the **Host** header.

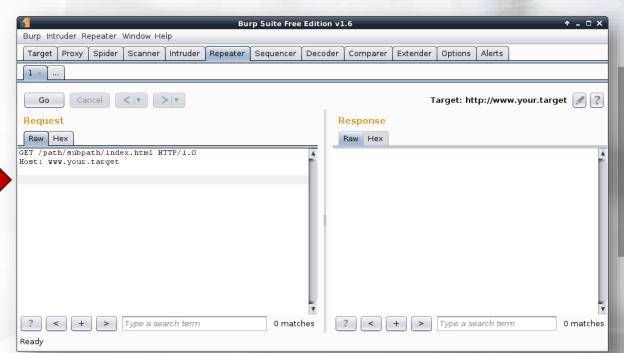








And here we see two empty lines after the headers.

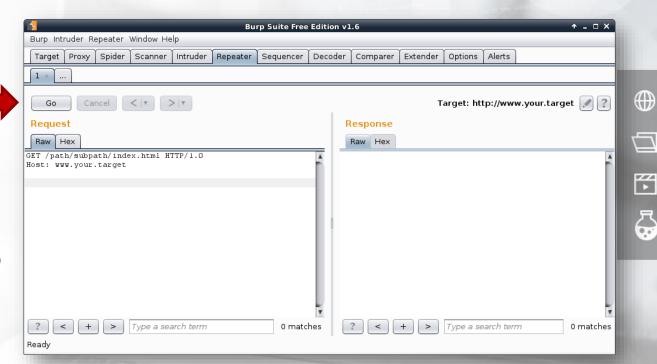




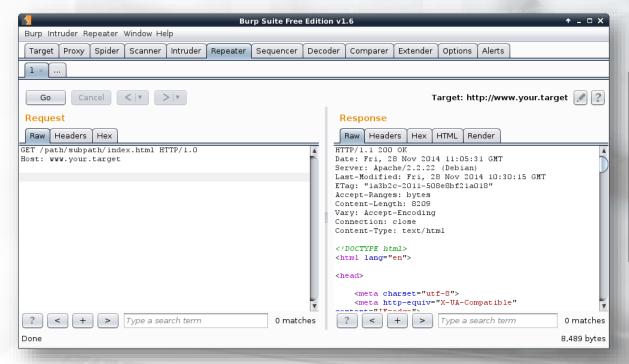




When your request is complete, you can click the **Go** button to send it to the server.



Burp will then display the response in the **Response** panel.









An easier method to build requests is to intercept a browser request with the proxy and send it to the Repeater function.

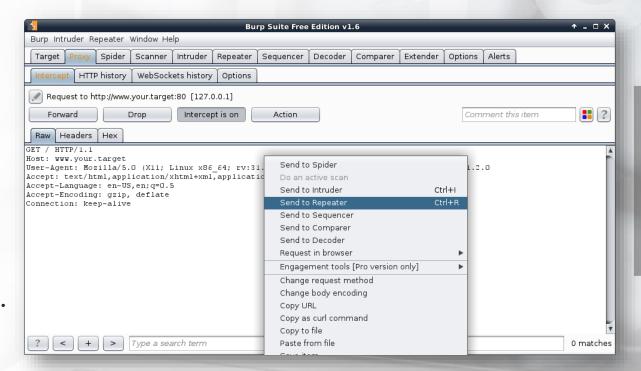








You can do that with the Ctrl+R shortcut or by right-clicking in the request body and selecting
Send to Repeater.











3.6.4 Video – Burp Suite

Burp Suite

In this video, you will learn how to define the target scope in Burp and how to configure the Proxy to intercept only the traffic in scope.

Moreover, you will see how to configure and use other features of Burp according to the penetration test engagement goals.



*Videos are only available in Full or Elite Editions of the course. To upgrade, click <u>HERE</u>. To access, go to the course in your members area and click the resources drop-down in the appropriate module line.

3.6.5 Hera Lab - Burp Suite Basics

Try to test your knowledge with a real task to be done with help of Burp Suite.

The task you are about to face is very similar to what pentesters do everyday when inspecting a web application using Burp Suite.







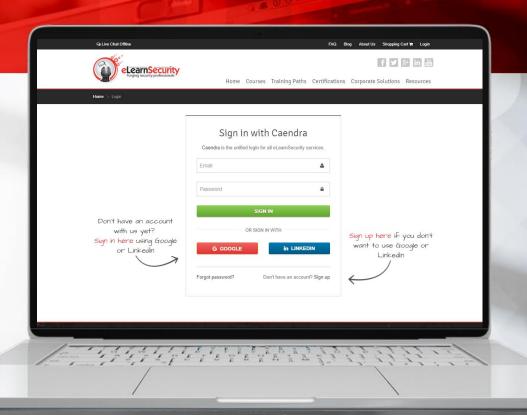


3.6.5 Hera Lab - Burp Suite Basics

Burp Suite Basics

In this lab you will:

- Inspect a web application using Burp Suite and find hidden resources.
- Use Burp Intruder to attack a web application



*Labs are only available in Full or Elite Editions of the course. To upgrade, click HERE. To access, go to the course in your members area and click the labs drop-down in the appropriate module line or to the virtual labs tabs on the left navigation.

3.6.6 Hera Lab - Burp Suite

The best way to learn how to use a tool is through practice. Analyze a web application with Burp and hack it!

Try to reach the lab goal by yourself. If you really get stuck, you can always check the solutions in the lab manual.







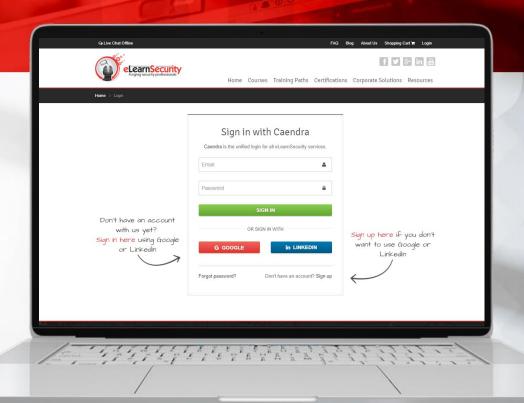


3.6.6 Hera Lab - Burp Suite

Burp Suite

In this lab you will:

- Configure Burp Suite
- Crawl a web site
- Intercept requests and responses to study the web application
- Get unauthorized access to the development area



*Labs are only available in Full or Elite Editions of the course. To upgrade, click <u>HERE</u>. To access, go to the course in your members area and click the labs drop-down in the appropriate module line or to the virtual labs tabs on the left navigation.











URIs, URLs, and URNs: Clarifications and Recommendations 1.0

http://www.w3.org/TR/uri-clarification/

SSL/TLS Strong Encryption: An Introduction

http://httpd.apache.org/docs/2.2/ssl/ssl_intro.html

HTTP State Management Mechanism (cookies)

http://tools.ietf.org/html/rfc6265

ZAP

https://www.owasp.org/index.php/OWASP_Zed_Attack_Proxy_Project











HTTP Status Code Reference

http://www.w3.org/Protocols/rfc2616/rfc2616-sec10.html

HTTP Overview, History, Versions and Standards

http://www.tcpipguide.com/free/t_HTTPOverviewHistoryVersionsandStandards.htm

Burp Suite

https://portswigger.net/burp/communitydownload

Portswigger Burp Suite Editions

http://portswigger.net/burp/











Squid: Optimising Web Delivery

http://www.squid-cache.org/

HTTP/1.X

https://hpbn.co/http1x/













HTTP and HTTPS Protocols Basics

In this video, you will see HTTP and HTTPS in action both via command line tools or with Burp Proxy. You will learn how to perform requests, receive responses and analyze HTTP(s) messages both manually and with an automated tool. Additionally, you will learn how to use Burp at the end of this module.



HTTP Cookies and Sessions

In this video, you will see how the cookie protocol works; specifically, installation of cookies, manipulation of cookies, and dissecting a cookie. Moreover, you will see how HTTP sessions work and how they use cookies.

*Videos are only available in Full or Elite Editions of the course. To upgrade, click HERE. To access, go to the course in your members area and click the resources drop-down in the appropriate module line.











Videos

Burp Suite

In this video, you will learn how to define the target scope in Burp and how to configure the Proxy to intercept only the traffic in scope. Moreover, you will see how to configure and use other features of Burp according to the penetration test engagement goals.









^{*}Videos are only available in Full or Elite Editions of the course. To upgrade, click <u>HERE</u>. To access, go to the course in your members area and click the resources drop-down in the appropriate module line.



Labs

Burp Suite Basics

Learn how to use Burp Intruder and Repeater in order to attack a web application. In this lab you will use applications' own resources in order to hack it using Burp Intruder.



Learn how to use Burp by hacking a web application! In this lab you will configure Burp Suite, crawl a web site, intercept requests and responses to study the web application, and get unauthorized access to the development area.

