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Technologies Pvt. Ltd

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1. Room: Hello World

Room link: <a href="https://tryhackme.com/room/hello">https://tryhackme.com/room/hello</a>

### Learning Objective

To introduce users to the TryHackMe platform and ensure everything is set up correctly, including account creation and basic navigation.

#### **Key Tools/Commands Used**

- a. Web browser (for accessing TryHackMe)
- b. TryHackMe dashboard and learning path interface

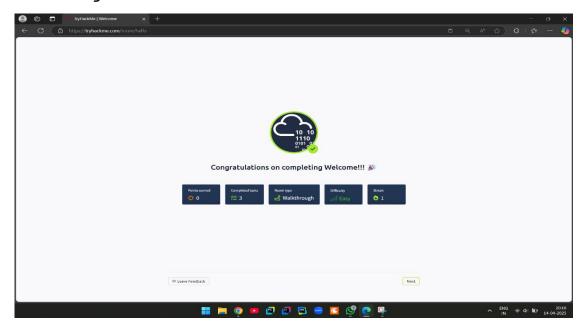
### Concepts Learned

- a. How to navigate the TryHackMe platform
- b. Understanding room structure: tasks, hints, flags
- c. How to mark tasks as complete
- d. Introduction to TryHackMe's gamified learning approach

# Walkthrough / How You Solved It

- a. Visited the room link and clicked Join Room
- b. Read the introduction explaining what TryHackMe is
- c. Completed each task by reading the instructions
- d. Clicked the green "Mark as Complete" button for each task
- e. No flag submissions or command-line tasks were needed in this room
- f. The room was completed in under 10 minutes

- a. A great first step for absolute beginners
- b. The platform UI is clean and easy to understand
- c. I now feel comfortable navigating the site
- d. Looking forward to more technical rooms ahead



2. Room: How to Use TryHackMe

Room link: <a href="https://tryhackme.com/room/howtousetryhackme">https://tryhackme.com/room/howtousetryhackme</a>

## Learning Objective

To demonstrate how to interact with rooms, answer questions, view hints, and complete learning tasks effectively.

#### **Key Tools/Commands Used**

- a. TryHackMe interface
- b. Browser interaction with questions and hint toggles

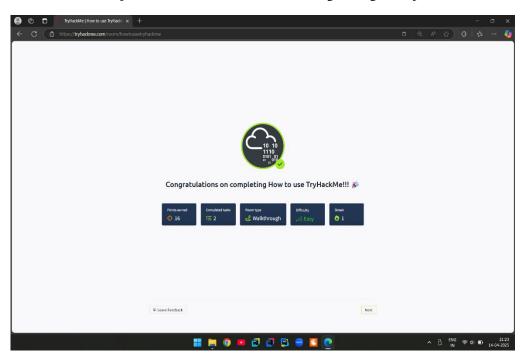
## Concepts Learned

- a. Difference between task types: reading, multiple-choice, flag submission
- b. How to use hints and view answers if stuck
- c. Using the sidebar for progress tracking
- d. Understanding the "Submit" and "Mark as Complete" buttons

## Walkthrough / How You Solved It

- a. Joined the room and read the tutorial-style tasks
- b. Practiced answering questions correctly
- c. Used the hint feature to learn how it works
- d. Learned how room progress is tracked through the sidebar

- a. Simple and helpful room to practice before technical rooms
- b. I now feel confident submitting answers and tracking my progress
- c. The hint system is useful without giving away too much



3. Room: Getting Started

Room link: <a href="https://tryhackme.com/room/gettingstarted">https://tryhackme.com/room/gettingstarted</a>

### Learning Objective

Learn how to deploy a machine, access it through a browser or OpenVPN, and locate flags.

### **Key Tools/Commands Used**

- a. AttackBox
- b. Virtual machine browser
- c. IP address copy/paste

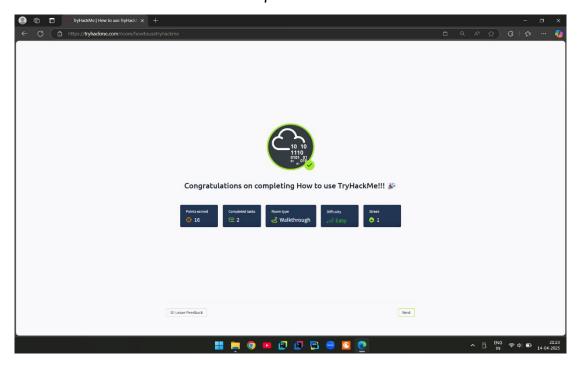
### Concepts Learned

- a. Deploying machines on TryHackMe
- b. Understanding machine IP addresses
- c. Accessing a remote machine using browser-based Firefox
- d. Locating a flag in a website interface

## Walkthrough / How You Solved It

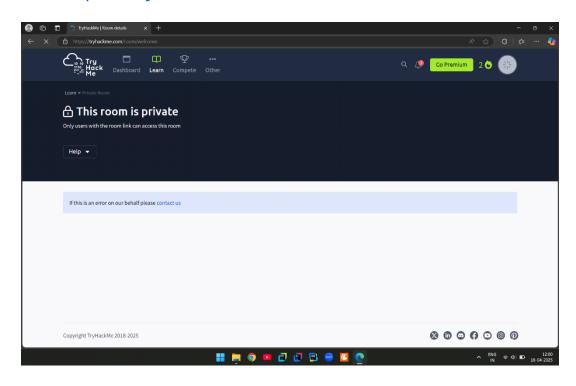
- a. Deployed the machine and waited for the IP
- b. Launched AttackBox and opened Firefox
- c. Navigated to the IP to view the hosted webpage
- d. Found and copied the flag text
- e. Submitted the flag in the answer field

- a. My first hands-on interaction with a remote machine
- b. A good intro to the AttackBox and basic web flag capture
- c. Felt like a real mini-hack, which was fun!



4. Room: Welcome

Room link: <a href="https://tryhackme.com/room/welcome">https://tryhackme.com/room/welcome</a>



5. Room: TryHackMe Tutorial

Room link: <a href="https://tryhackme.com/room/tutorial">https://tryhackme.com/room/tutorial</a>

### Learning Objective

Provide hands-on experience with accessing machines and retrieving simple flags.

### **Key Tools/Commands Used**

- a. AttackBox
- b. Firefox browser inside remote machine

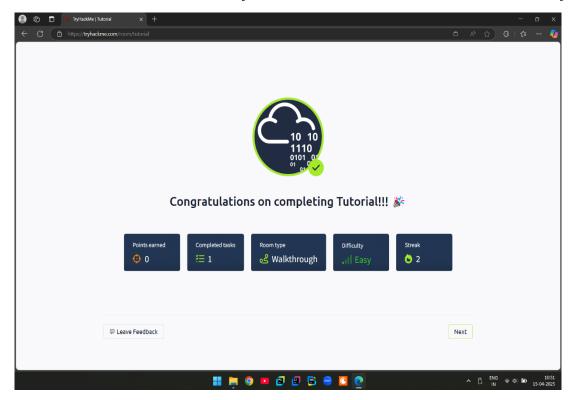
### Concepts Learned

- a. Basic VM interaction
- b. Accessing hosted content in a simulated environment
- c. Using the browser inside the AttackBox
- d. Understanding flag format (THM{})

# Walkthrough / How You Solved It

- a. Deployed the VM and launched the AttackBox
- b. Opened the Firefox browser inside the AttackBox
- c. Pasted the given IP and browsed the page
- d. Located and submitted the flag found on the page

- a. Felt like my first real CTF-style challenge
- b. Easy to follow, but rewarding
- c. Reinforced how to use TryHackMe's virtual machines effectively



6. Room: OpenVPN

Room link: <a href="https://tryhackme.com/room/openvpn">https://tryhackme.com/room/openvpn</a>

### Learning Objective

Guide users through the process of installing, configuring, and running OpenVPN to connect to TryHackMe's network.

### **Key Tools/Commands Used**

- a. sudo openvpn <filename>.ovpn
- b. Terminal
- c. Downloaded .ovpn config file

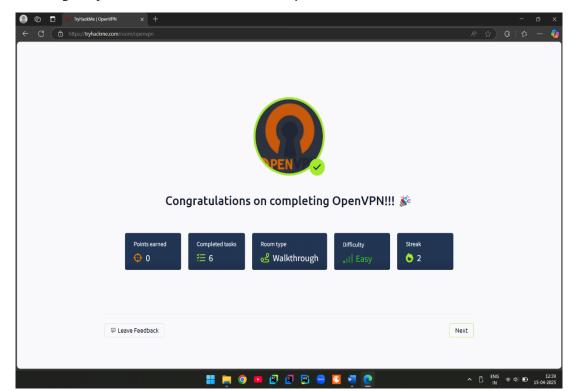
### Concepts Learned

- a. What OpenVPN is and why it's used
- b. How to configure and connect via command line
- c. Reading connection logs to confirm VPN access

# Walkthrough / How You Solved It

- a. Downloaded the configuration file from my profile
- b. Installed OpenVPN on my local machine
- c. Connected using terminal with sudo openvpn command
- d. Confirmed connection and accessed machines via local browser

- a. Useful skill for real-world VPN setups
- b. Now I can connect without relying on AttackBox
- c. Slightly technical but well-explained in the room



7. Room: Beginner Path Introduction

Room link: <a href="https://tryhackme.com/room/beginnerpathintro">https://tryhackme.com/room/beginnerpathintro</a>

### Learning Objective

Explain what the Beginner Path includes and what users will learn by following it.

**Key Tools/Commands Used** 

None - informational room

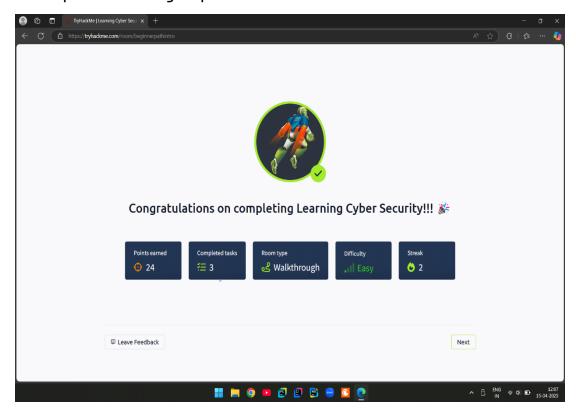
## Concepts Learned

- a. Overview of the Beginner Path roadmap
- b. Understanding what "paths" are on TryHackMe
- c. Different topics that will be covered: Linux, networking, pentesting
- d. Time estimates for each module

# Walkthrough / How You Solved It

- a. Joined the room
- b. Read each task describing the path and structure
- c. Understood where I currently stand in the learning path
- d. Marked each task complete

- a. Motivating to see a full roadmap laid out
- b. I feel more confident knowing what's ahead
- c. Helps in setting expectations for future rooms



8. Room: Starting Out in Cyber Security

Room link: <a href="https://tryhackme.com/room/startingoutincybersec">https://tryhackme.com/room/startingoutincybersec</a>

### Learning Objective

Introduce different cybersecurity career paths and foundational skills required for each.

**Key Tools/Commands Used** 

None - reading and quiz-based

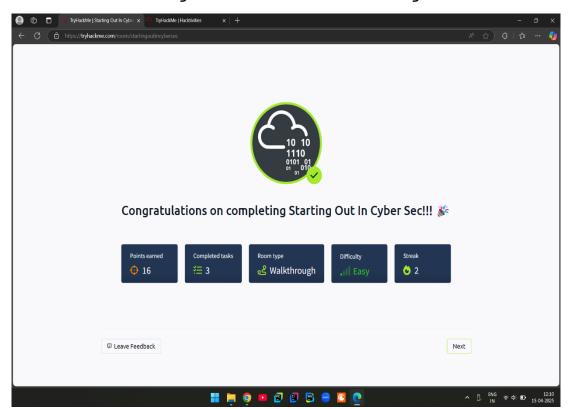
## Concepts Learned

- a. Common cybersecurity roles: SOC Analyst, Pentester, Malware Analyst, etc
- b. What soft and technical skills each role requires
- c. How to plan a career starting from zero knowledge

# Walkthrough / How You Solved It

- a. Read through detailed job profiles
- b. Completed multiple-choice and short-answer tasks
- c. Reflected on which roles interest me most

- a. Very helpful in shaping my long-term goals
- b. I'm now considering roles I hadn't heard of before
- c. Felt like career guidance mixed with learning



9. Room: Introduction to Research

Room link: <a href="https://tryhackme.com/room/introtoresearch">https://tryhackme.com/room/introtoresearch</a>

### Learning Objective

Teach users how to conduct basic cybersecurity research and validate online information.

### **Key Tools/Commands Used**

- a. WHOIS
- b. Google
- c. Cybersecurity forums (Reddit, GitHub, etc.)

## Concepts Learned

- a. What OSINT is and why it matters
- b. How to gather and validate information about domains and Ips
- c. Different tools to support research

# Walkthrough / How You Solved It

- a. Read through explanations and examples
- b. Used Google and WHOIS tools for practice tasks
- c. Answered questions using real research
- d. Understood the value of cross-verifying sources

- a. Research is key in any cybersecurity role
- b. This room introduced me to tools I'll be using often
- c. I enjoyed the investigative feel of this room

