WeThinkCode_

WEB II

Project II

Darkly:

There is something wrong...

Developer
Sibonelo Nkosi
Username: sinkosi

Assessor
Mufaro Simbisayi

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CONTENTS

1 INTRODUCTION

The aim of this project is to introduce you to computer security in the web domain. You will be able to discover OWASP, which is, no more and no less, the biggest web security project to date. You will also understand what a lot of frameworks do in an automatic and completely transparent way for you.

You will need to use a virtual machine (i386) to validate this project. Once your machine is started with the ISO supplied with the subject. Requirements:

- Virtual Box
- darkly.iso (download here)
- Other stuff

2 GETTING STARTED

2.1 Windows

Windows Installation*: Windows is trash[1]

2.2 Linux

Linux Installation**: Begin by ensuring that you have Virtual Box installed on your system, if not type:

```
$ sudo apt-get install virtualbox
```

2.2.1 *New Virtual Machine*

Begin by installing a new

2.2.2 *Linux*

Tell the system to use Linu

2.2.3 *Linux*

Tell the system to use Linu

* *Information provided is correct for current users configuration i.e Windows Home 10:2004, results may differ for other configurations*

** *Snap install is not available for all Linux Distros, this is expected to work on Ubuntu and Debian flavours*

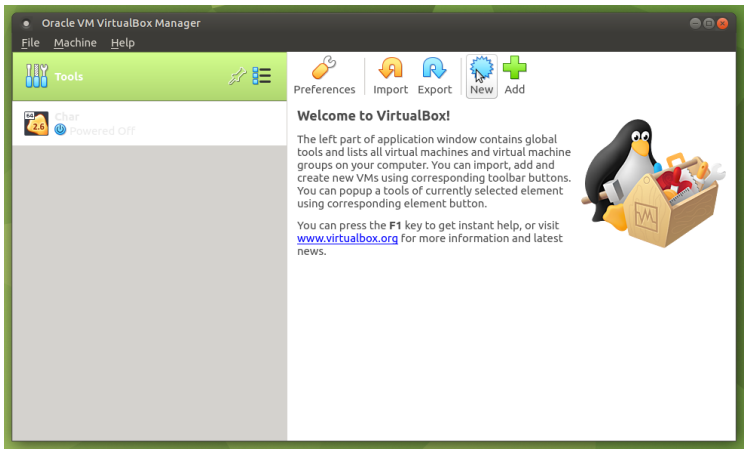

Figure 1: *Virtual Box Landing*, on Ubuntu

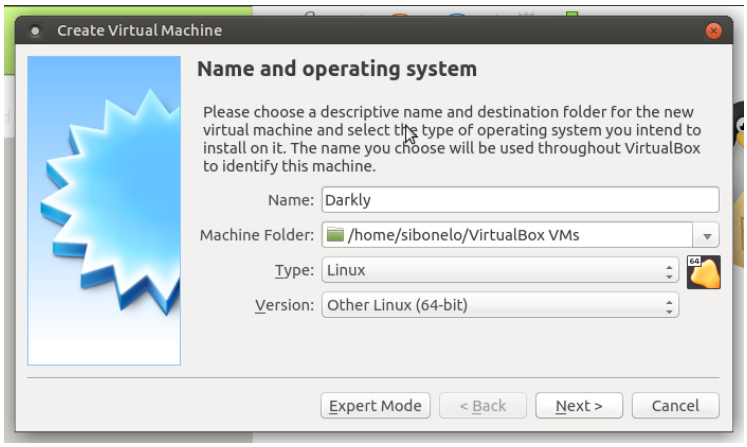

Figure 2: *Virtual Box Landing*, on Ubuntu

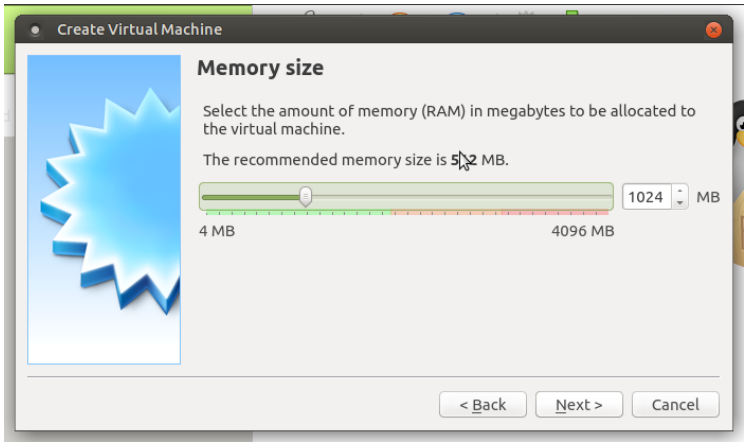

Figure 3: *Virtual Box Landing*, on Ubuntu

2.2.4 Linux

Tell the system to use Linu

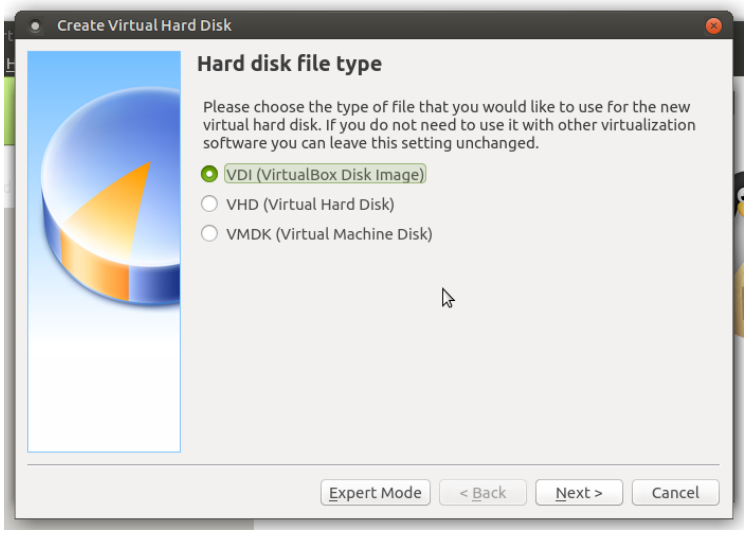

Figure 4: *Virtual Box Landing*, on Ubuntu

Figure 5: *Virtual Box Landing*, on Ubuntu

2.2.5 Linux

Tell the system to use Linu

2.2.6 Linux

Tell the system to use Linu

2.2.7 Linux

Tell the system to use Linu

2.2.8 Linux

Tell the system to use Linu

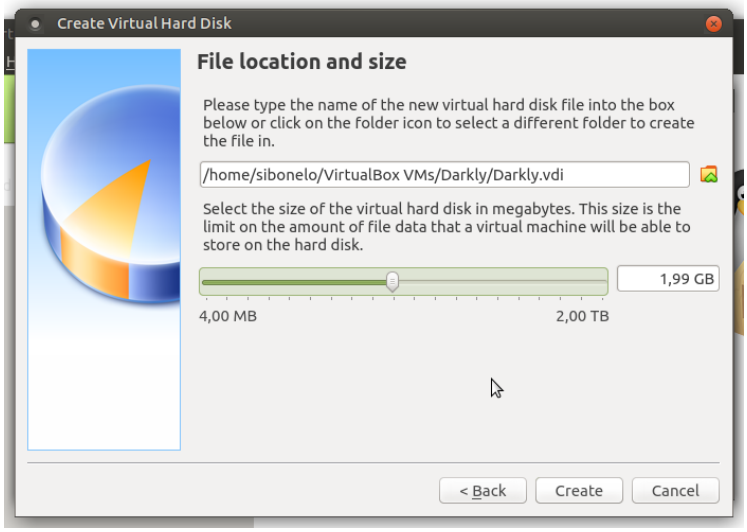

Figure 6: *Virtual Box Landing*, on Ubuntu

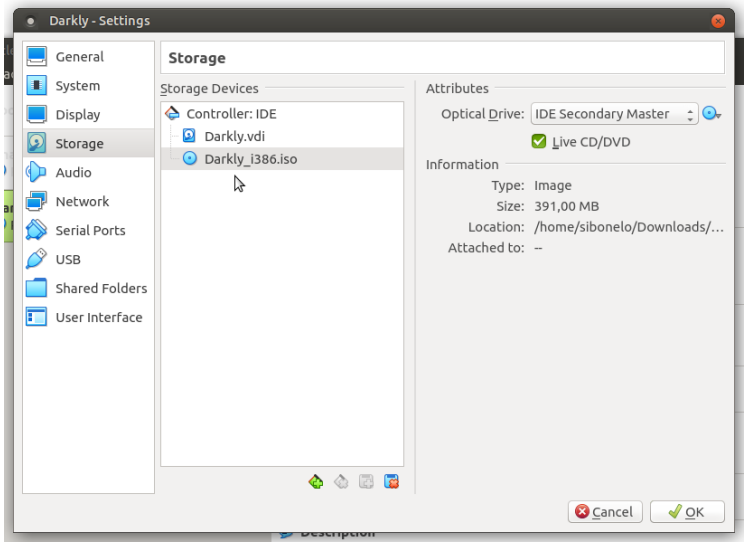

Figure 7: *Virtual Box Landing*, on Ubuntu

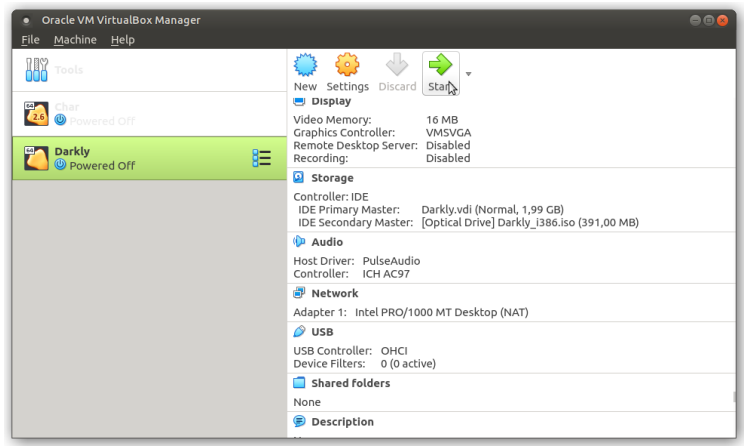

Figure 8: *Virtual Box Landing*, on Ubuntu

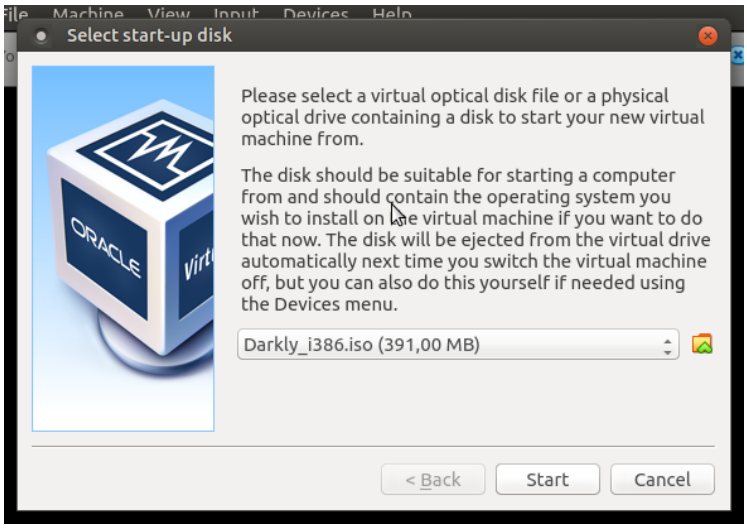

Figure 9: *Virtual Box Landing*, on Ubuntu

2.2.9 Linux

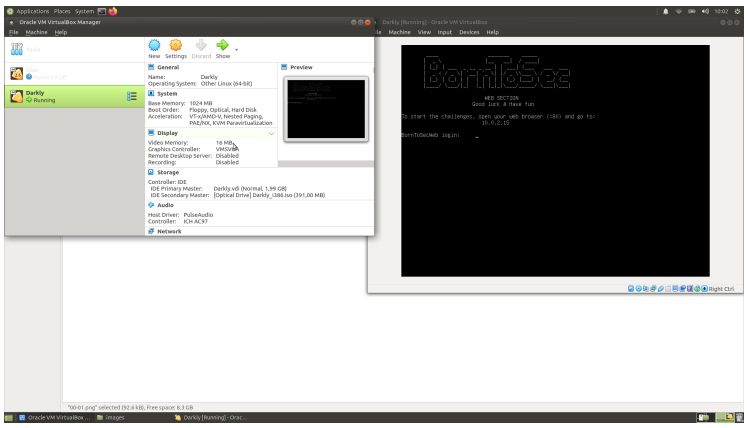

Figure 10: *Virtual Box Landing*, on Ubuntu

Tell the system to use Linu

2.2.10 Linux

Tell the system to use Linu

2.2.11 Linux

Tell the system to use Linu

2.2.12 Linux

Tell the system to use Linu

2.2.13 Linux

Tell the system to use Linu

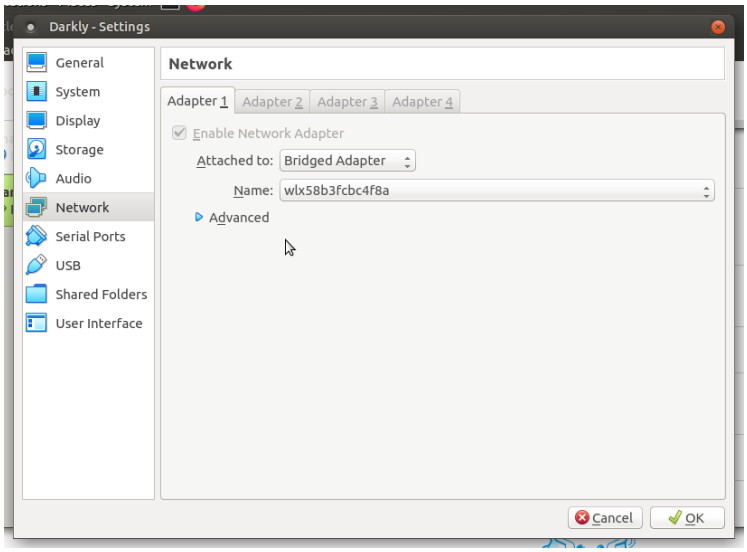

Figure 11: *Virtual Box Landing*, on Ubuntu

Figure 12: *Virtual Box Landing*, on Ubuntu

2.2.14 Linux

Tell the system to use Linu

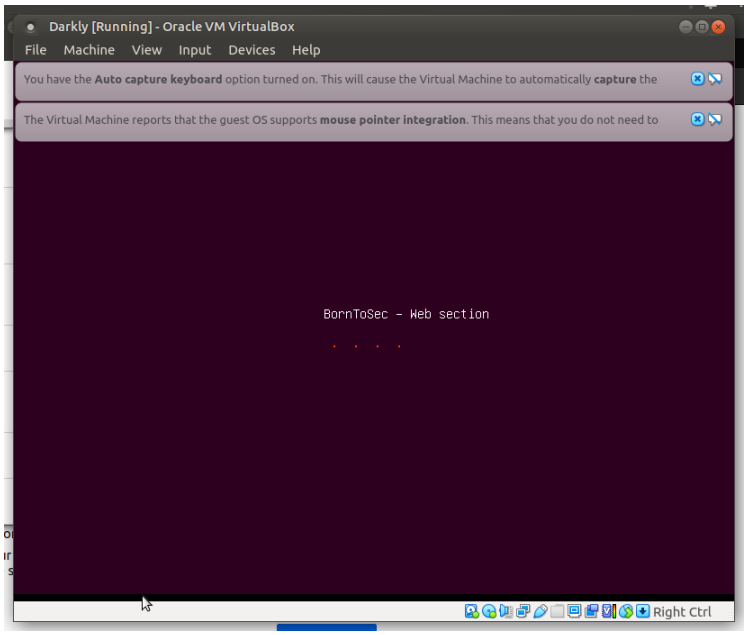

Figure 13: *Virtual Box Landing*, on Ubuntu

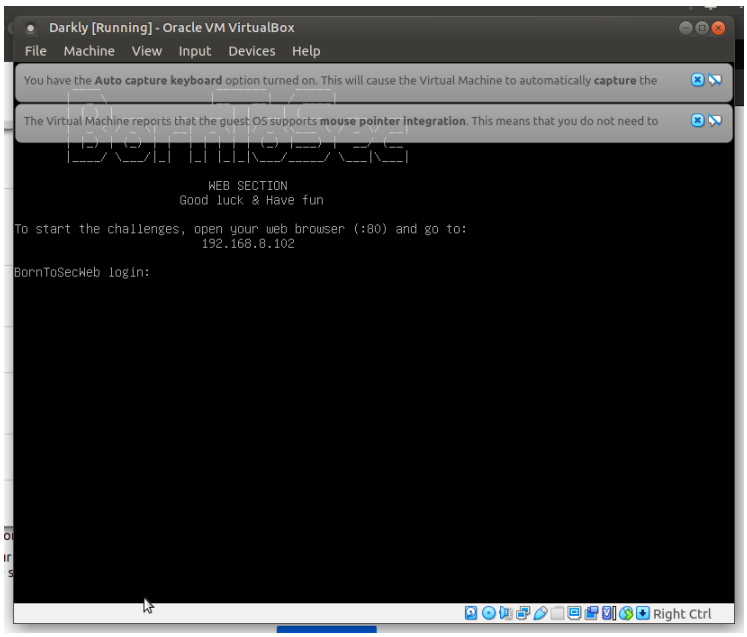

Figure 14: *Virtual Box Landing*, on Ubuntu

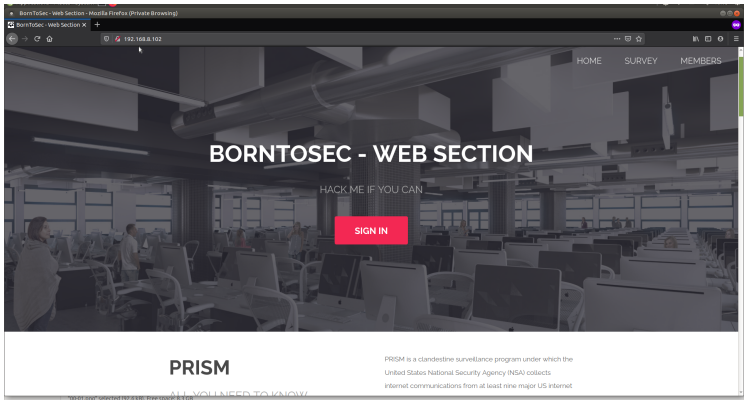

Figure 15: *Virtual Box Landing*, on Ubuntu

2.3 MacOS

At the time of typing this document a Mac was not available to conduct testing but the documentation[2] does have instructions

3 FLAG #01

4 FLAG #02

A Section or subsection covering extensively unit testing will be key either here or on it's own chapter

5 FLAG #03

6 FLAG #04

7 BIBLIOGRAPHY

REFERENCES

[1] Docker Documentation Website. Install docker on windows 10 home. *https://docs.docker.com/docker-for-windows/faqs/#can-i-install-docker-desktop-on-windows-10-home*, Current Version, 2020.

[2] Docker Documentation Website. Install docker on macos. *https://docs.docker.com/docker-for-mac/install/#install-and-run-docker-desktop-on-mac*, Current Version, 2020.

8 STUDENT HONESTY DECLARATION

Engaging in any cheating or dishonesty in any form of assessment, assignment, test orexamination or other WeThinkCode_ prescribed work is considered cheating and is grounds for disciplinary action. Plagiarism, which is to present work (or a portion of work) as your own when it is not, isconsidered cheating and is not accepted at WeThinkCode_.

An evaluator can flag one for plagiarism on one of the following grounds :

- The evaluator (marker) identifies that the student does not understand all or part of the work they have submitted.
- If all or part of the work presented is plagiarised ,i.e. copied from another source without reference.

Cheating in group projects

The main purpose for a group project is to give students the experience of working in ateam, by coming up with a solution to a problem together.

- Each member must be able to show which portion of the project they worked on.
- Failure to do so will result in the student being flagged for cheating which will begrounds for disciplinary action.
- This is to avoid single members doing the majority of the group project at the benefit of a member who is not contributing.

- In this way we are able to ensure fair assessment of each WTC_ student's competence.

Group projects can be approached in two ways.

1. Divide and conquer: This is usually preferred and advised when working on big projects. The project is divided into segments, in which each member of the group can accomplish. Once completed, the group will then integrate the segments to complete the project

2. One for all: This method is usually preferred and advised when a group is working on a small project. The group will work on the solution together from the start of the project until the end. This will require the members to move at a pace in which everyone in the team can keep up with.

NOTE: At the end of each group project, each member should have a general and basic understanding of the project and the solution found. This will include running,testing and explaining the solutions of the project.

DECLARATION

I hereby declare that the work submitted by me and/or my group members is:

- Original (not plagiarised)
- References listed
- Honest & in Good Faith
- Subject to WeThinkCode_policies

Sibonelo Nkosi
Username: sinkosi
Developer