CSE467: Computer Security

8. Introduction & Web Programming

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Recap: Hack Class101

- Find unknown security issues on Class101 websites!
- Instruction: https://bounty.class101.net/
  - Foreigners should use a translator
- Activity period: 03/03 ~ 06/18
- DO NOT try anything illegal!

Introduction to Web Security

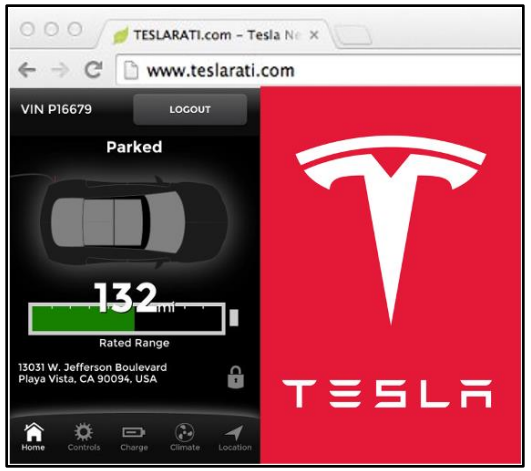
The Web has won

- Used by billions of people to store/retrieve information

2B users monthly

2.3M searches per second

- User interface for emerging systems



Self-driving car

Cryptocurrency

OpenAI ChatGPT

AI models

- Large coverage in desktop/mobile application

WebView

WebVR

… and the hackers with it

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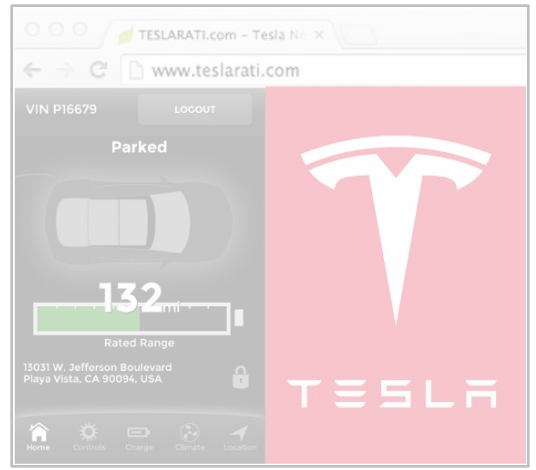
- Large coverage in desktop/mobile applications

WebView

- Interface for emerging systems



Self-driving car

Cryptocurrency

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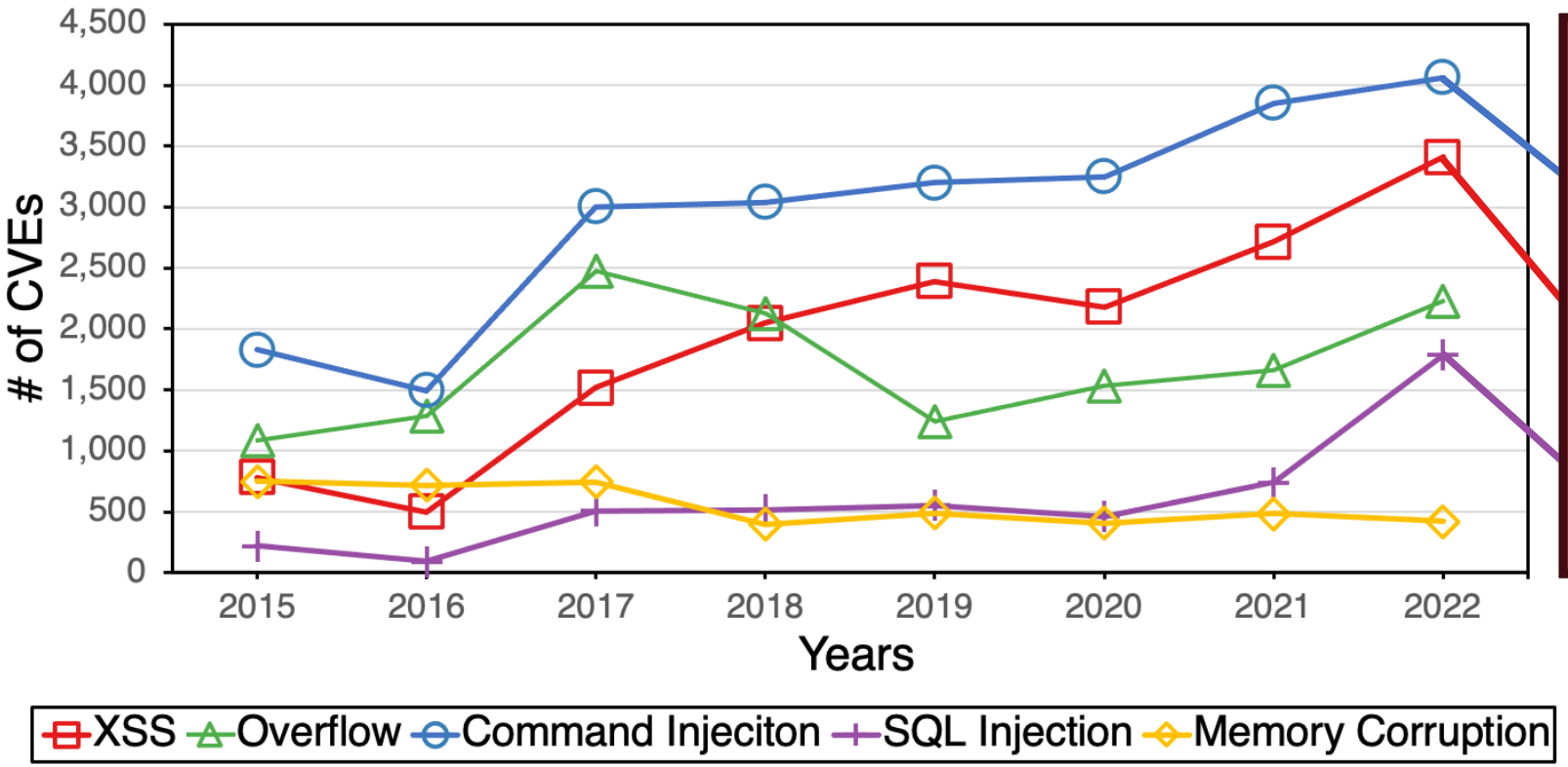
AI models

WebVR

Why Web Security?

- *Web attacks* accounted for **48.6%** of all reported threats



Web attacks

- Initiate denial-of-service (DoS) attacks
- Access to sensitive information
- Enable remote code execution

https://www.cvedetails.com/vulnerabilities-by-types.php

… and the hackers with it

Crypto

2FA compromise led to $34M Crypto.com hack

Anita Ramaswamy @anitaramaswamy / 3:13 AM GMT+9 • January 21, 2022 Comment

Companies paid $4.2M bug bounties

Jonathan Greig
January 17th, 2023

Briefs Cybercrime

Norton LifeLock says 925,000 accounts targeted by credential-stuffing attacks

Web skimming hackers infiltrate over 40 ecommerce websites - that we know of

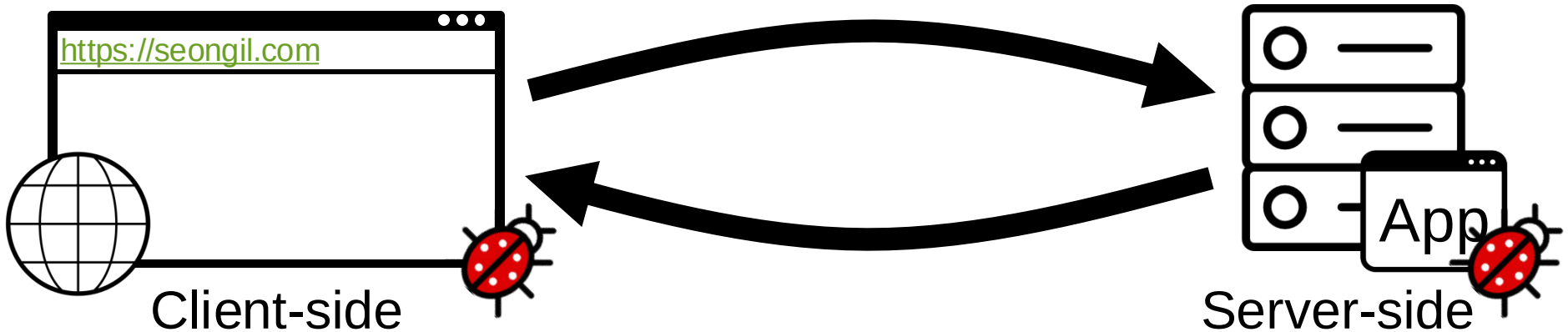
News By Abigail Opiah published December 08, 2022

Web threats are critical!

Introduction to Web Security

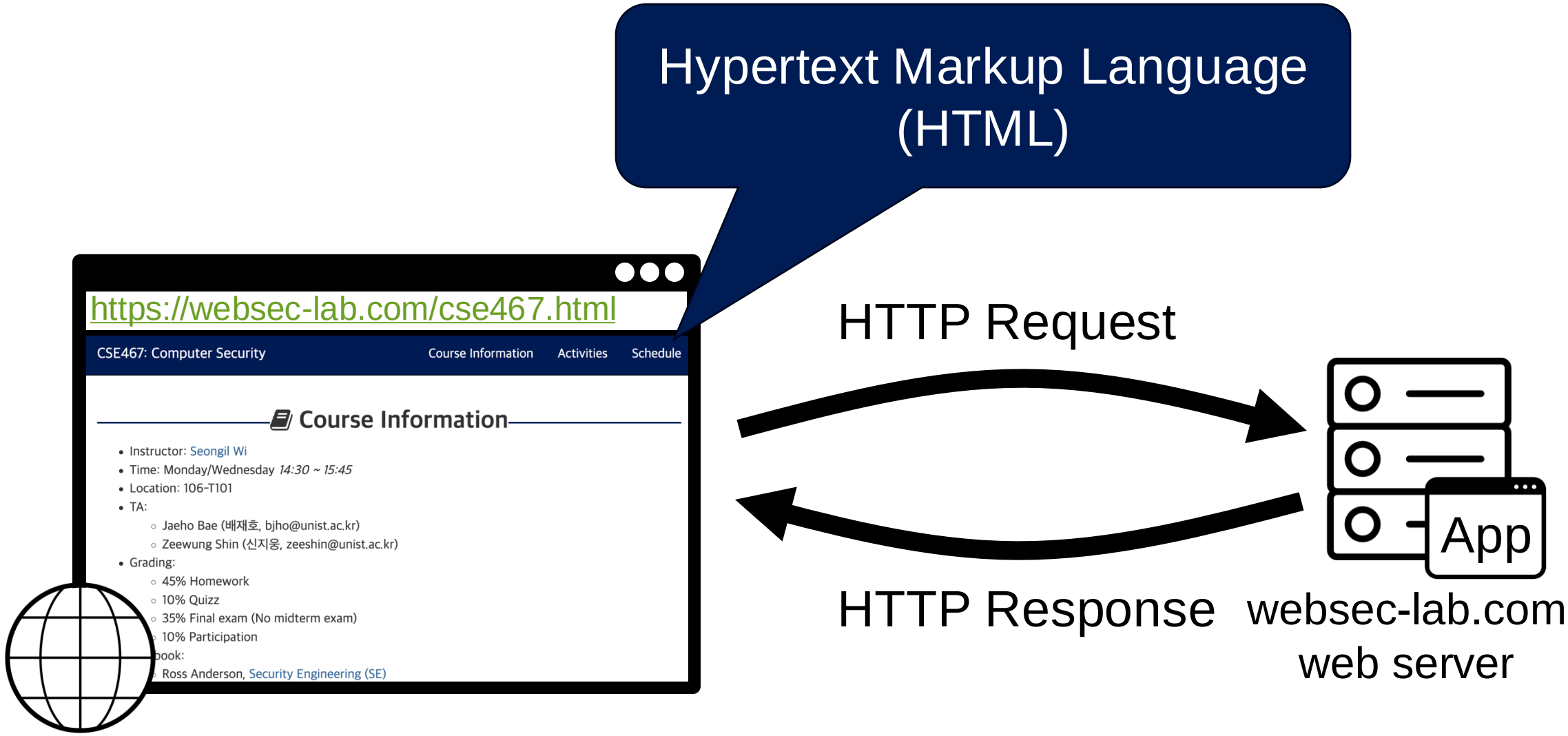
- We are going to study and discuss the web attacks and defenses.

- Web Programming Basic
- Server-side Web Attacks & Defenses
- Client-side Web Attacks & Defenses



Web Programming Basic

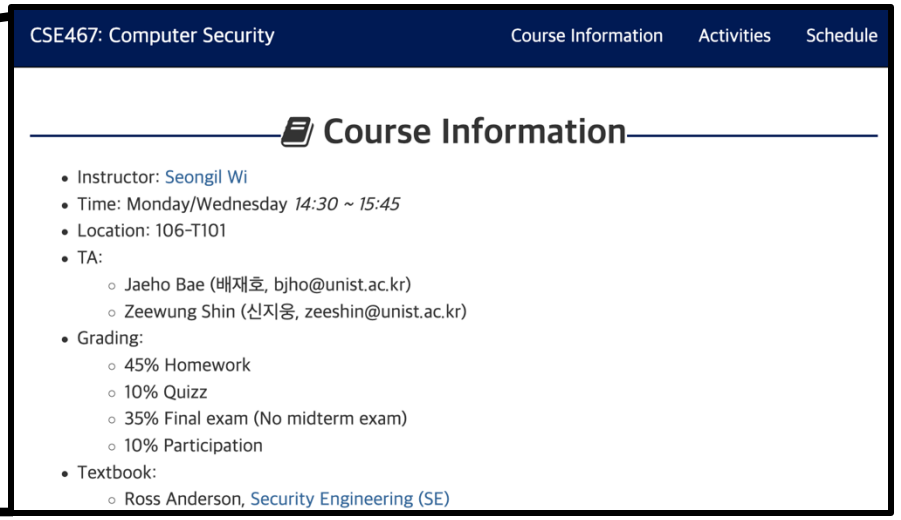
Web Infrastructure



Hypertext Markup Language (HTML)

- Markup language for web page layout
  - NOT programming language (i.e., for computation)!
- A web page (document) is written in HTML using markup tags
  - E.g., `<p>`, `<img>`

```
<html>
  <body>
    ...
  </body>
</html>
```

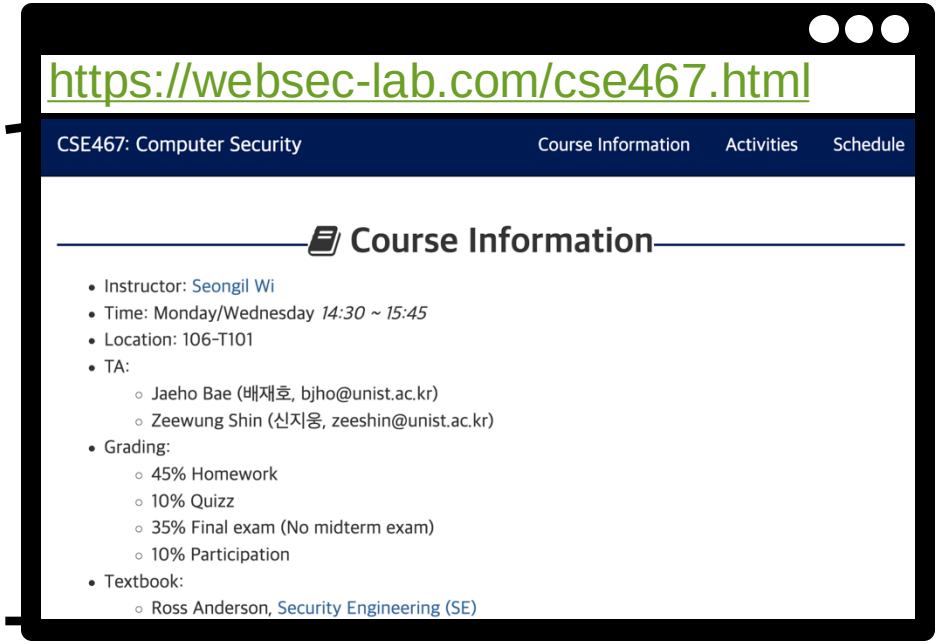


Hypertext Markup Language (HTML)

- Markup language for web page layout
  - NOT programming language (i.e., for computation)!
- A web page (document) is written in HTML using markup tags
  - E.g., `<p>, <img>`
- A **browser** interprets a web page when rendering the page
- Describes a hyper-text document
  - E.g., image, audio, video

What if we need computation?
⇒ JavaScript!

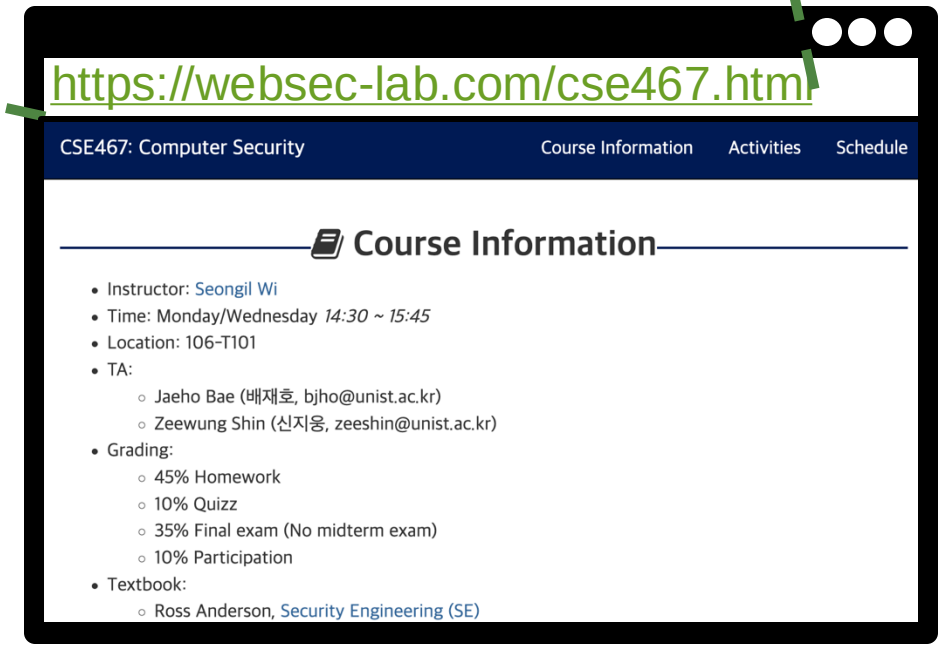
```
<html>
  <body>
    ...
  </body>
</html>
```



Uniform Resource Locators (URLs)

- Global identifiers of network-retrievable documents
- Example

http://websec-lab.com:80/cse467?id=1223#homework



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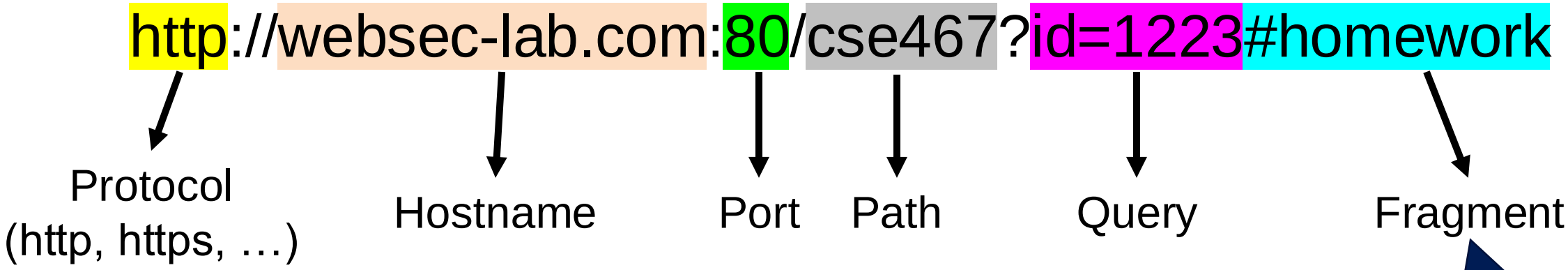
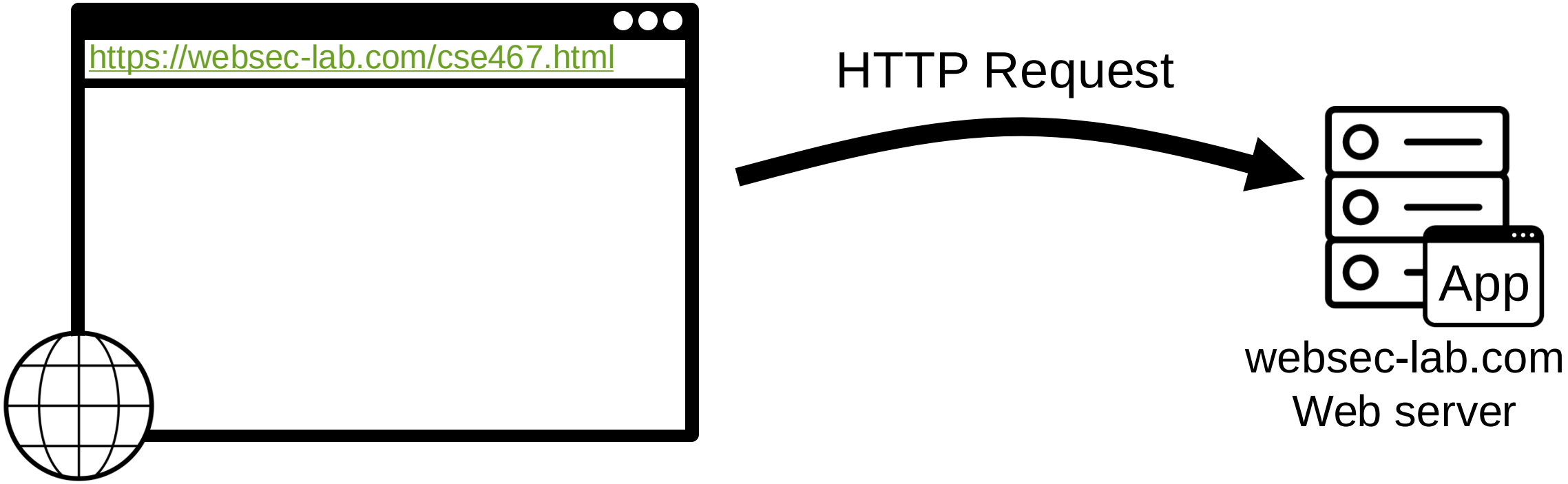


- Special characters are encoded as hex:
  - New line → %0A
  - Space → %20
  - + → %2B

Fragments are not sent to the server

Hyper Text Transfer Protocol (HTTP)

- The primary protocol for data transfer between web browsers and servers



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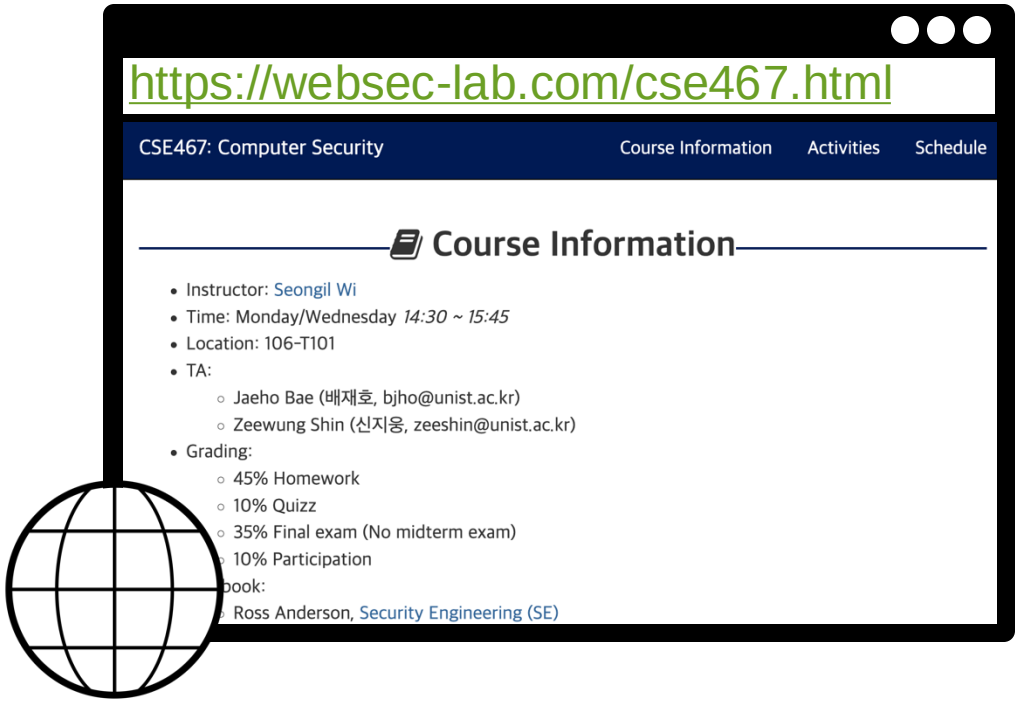

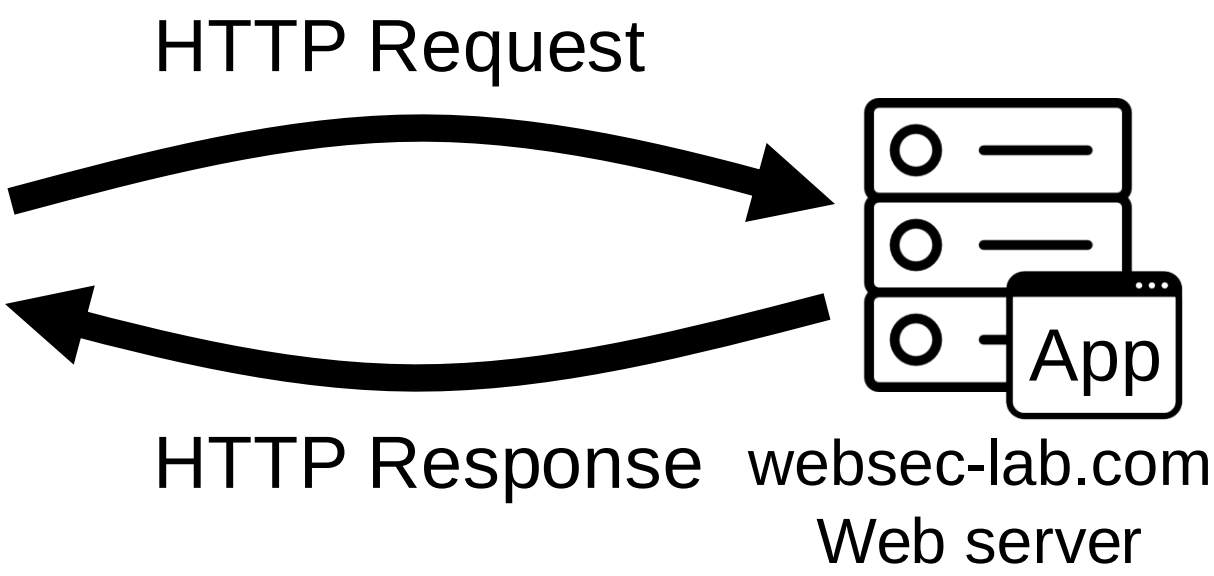

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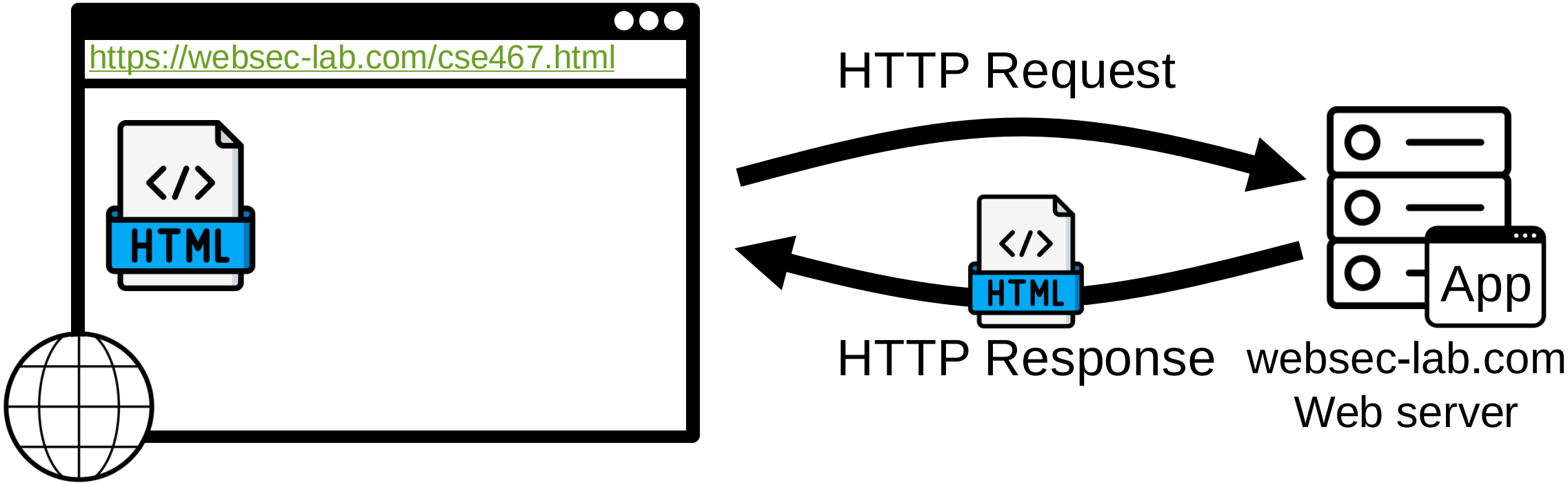

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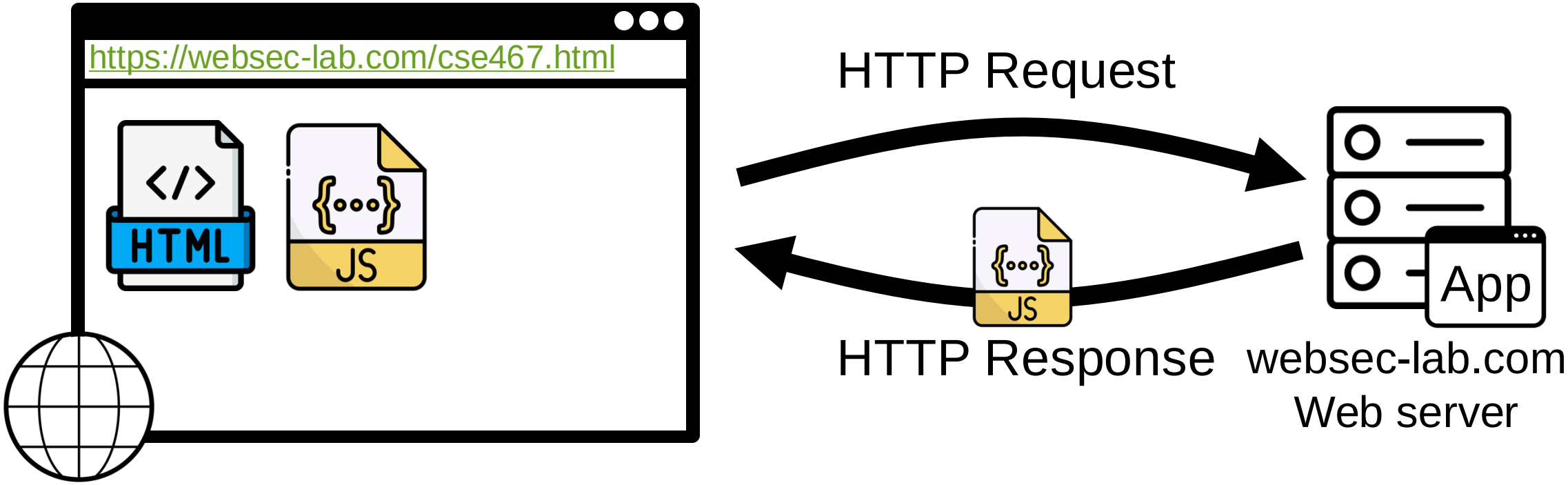

Hyper Text Transfer Protocol (HTTP)

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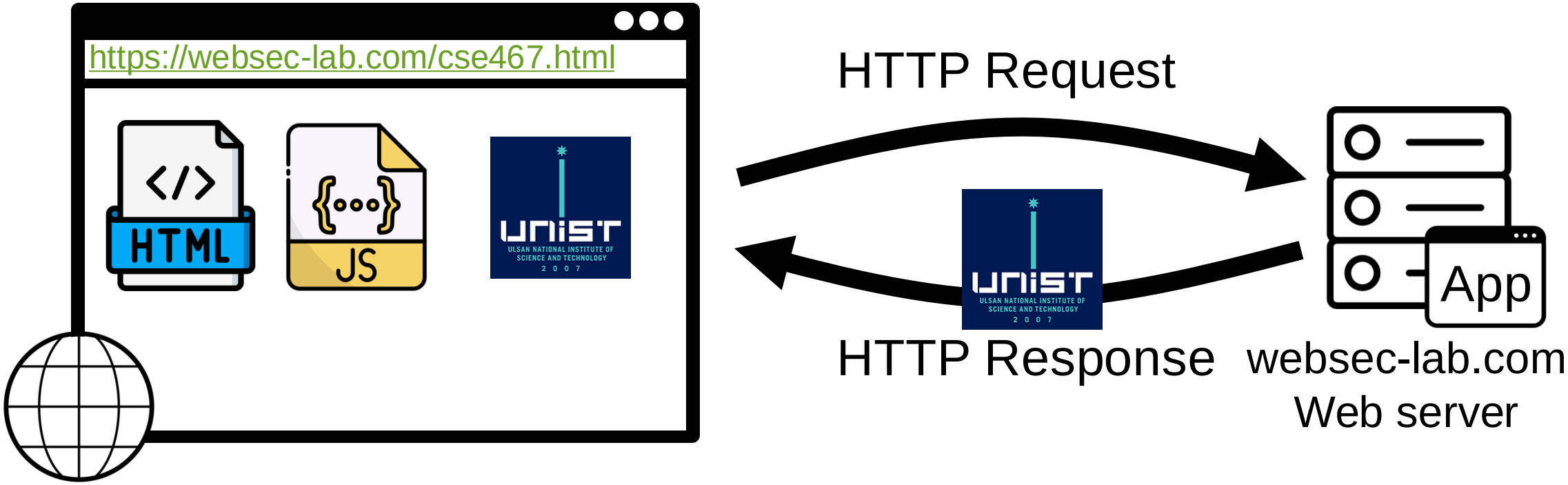


Hyper Text Transfer Protocol (HTTP)

- The primary protocol for data transfer between web browsers and servers

- Application layer protocol
  - A request is sent over a TCP connection on port:80

- Stateless request/response protocol
  - Each request is independent to previous requests

HTTP Request


```
GET  /cse467.html  HTTP/1.1
Host: websec-lab.com
Accept-Language: en
Connection: keep-alive
User-Agent: Mozilla/5.0 (Windows NT 10.0; Win64;)
Referer: http://google.com
```

HTTP Request

Method | File path | Protocol

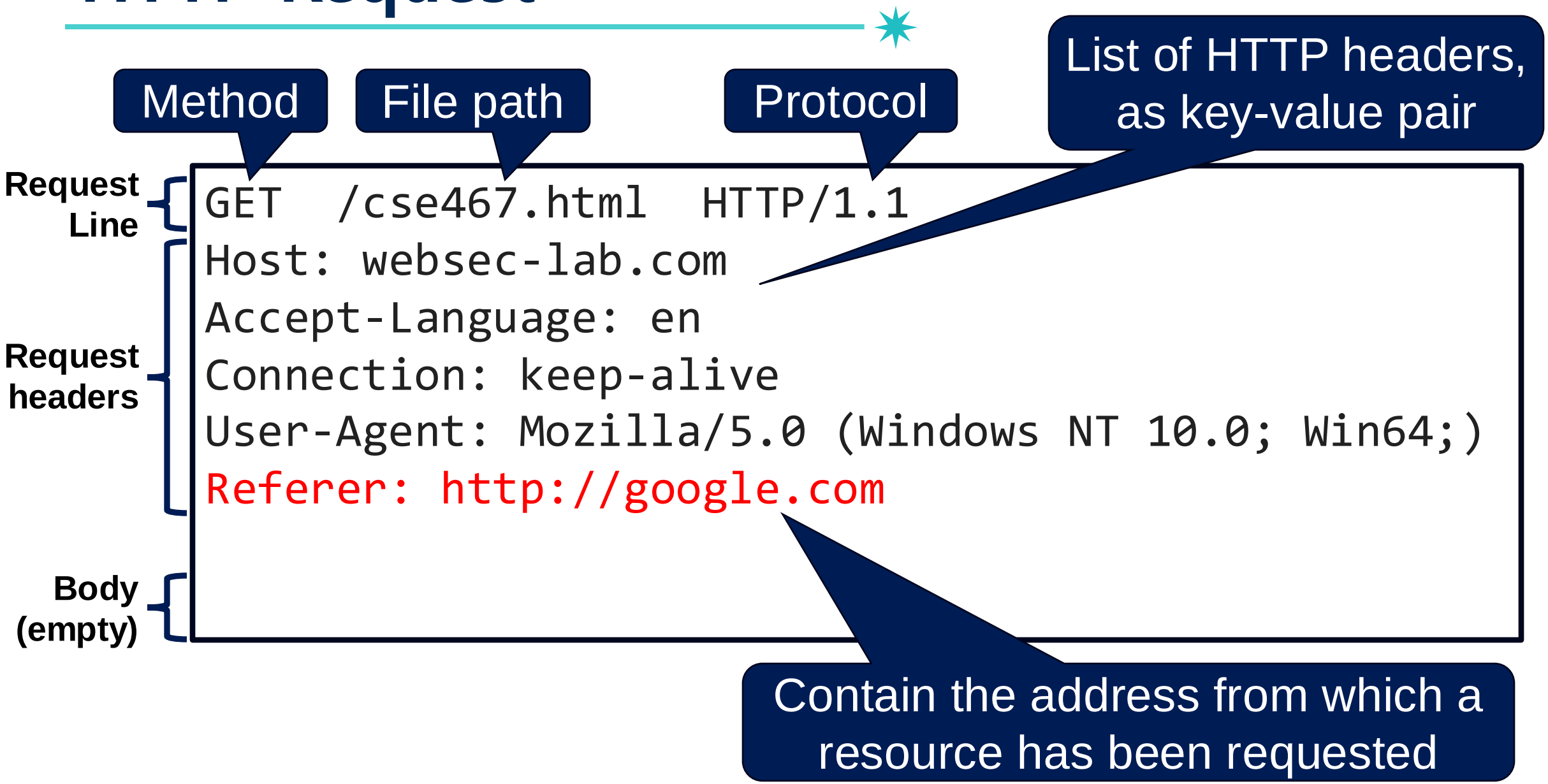
Request Line

```
GET  /cse467.html  HTTP/1.1
Host: websec-lab.com
Accept-Language: en
Connection: keep-alive
User-Agent: Mozilla/5.0 (Windows NT 10.0; Win64;)
Referer: http://google.com
```

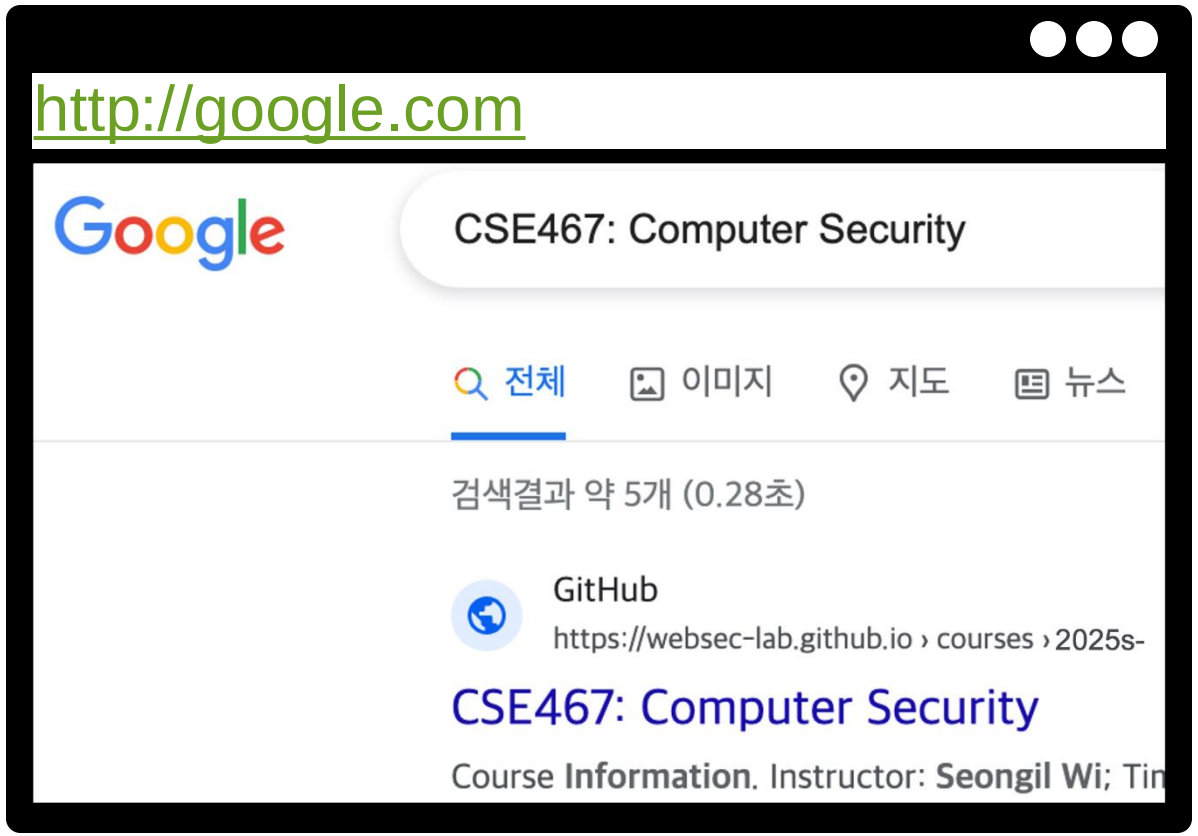
Many HTTP Methods

- **GET**: Get the resource at the specified URL
- **POST**: Create new resource at URL with payload
- **PUT**: Replace current representation of the target resource with request payload
- **PATCH**: Update part of the resource
- **DELETE**: Delete the specified URL

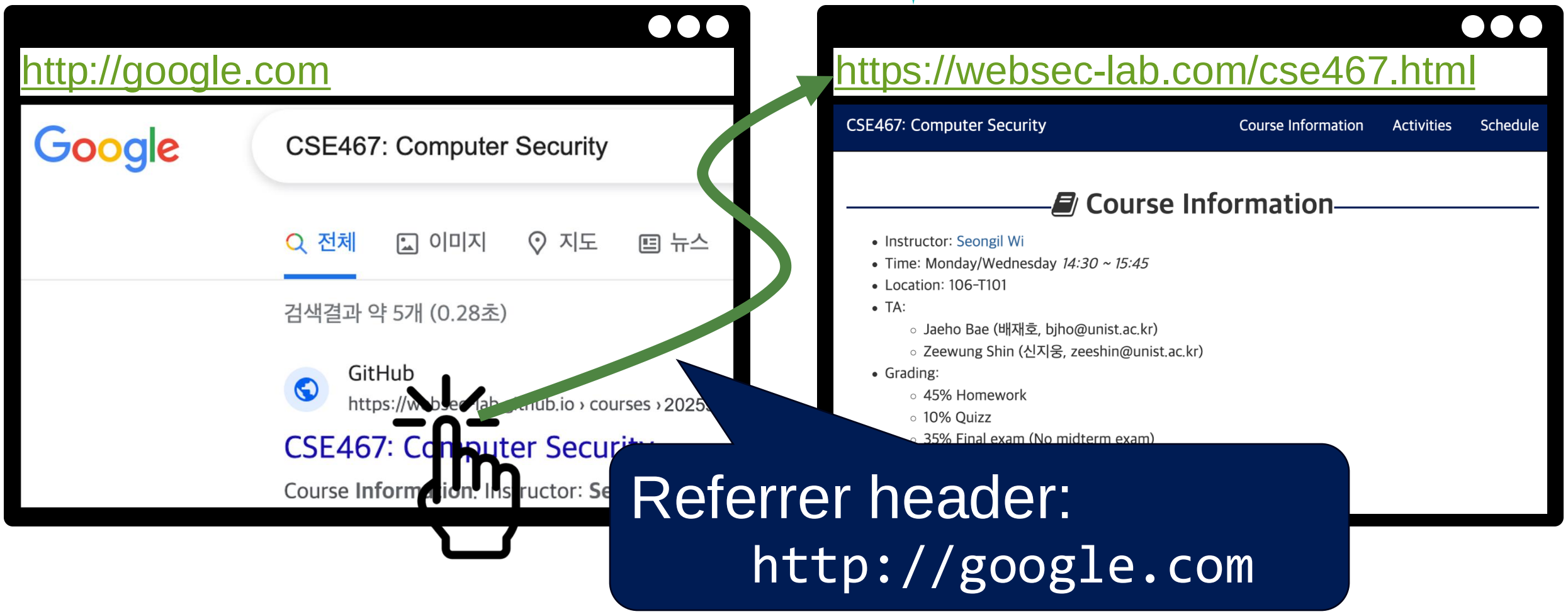
HTTP Request



Referrer Header

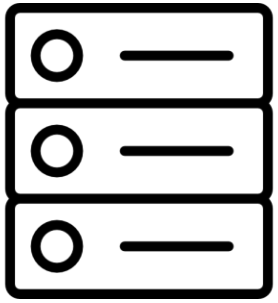


Referrer Header



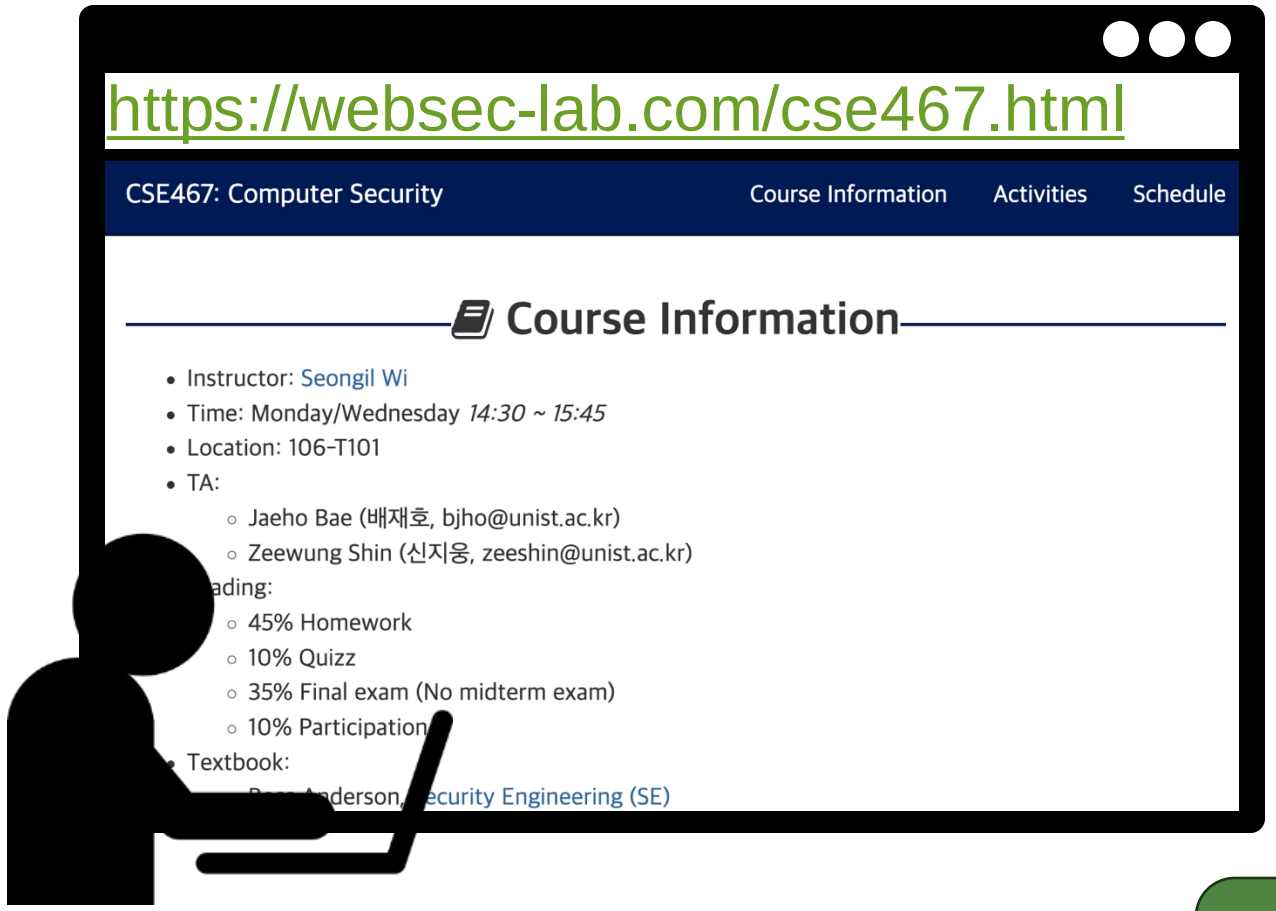
Referrer Header in Detail

(2) Send HTTP request
(with referrer: google.com)



Web server
websec-lab.github.io

Referrer Header in Detail



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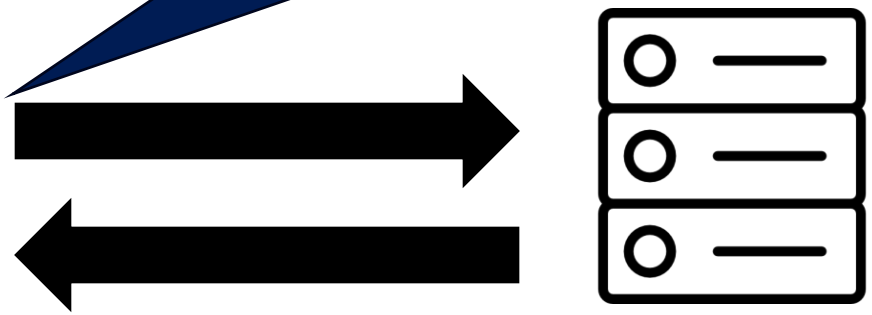


Web server
websec-lab.github.io

The server can analyze **where the request originated**

Question

Are there any security issues with the referrer header?

HTTP Response

Status Line

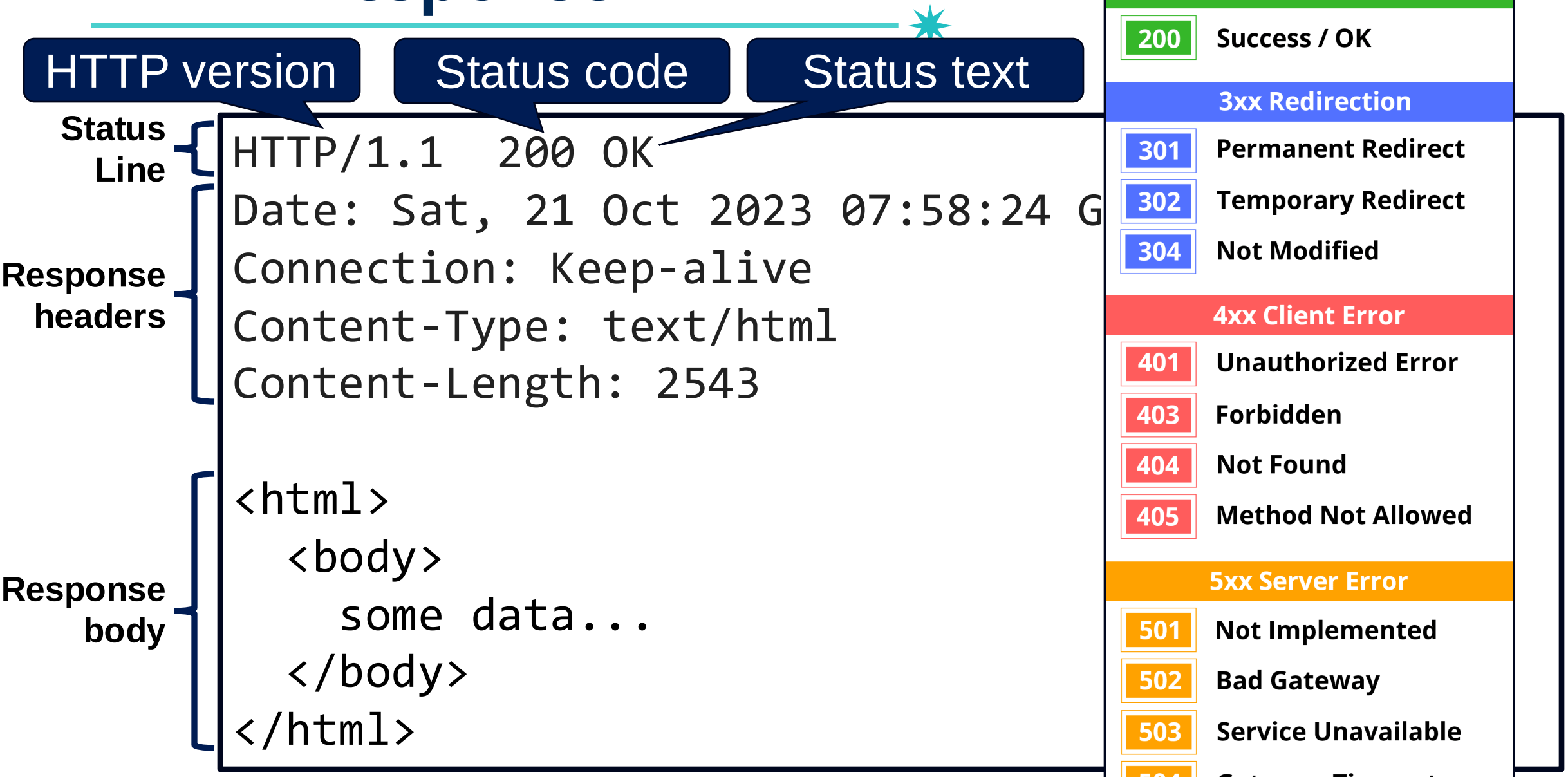
Response headers

Response body

```
HTTP/1.1  200 OK
Date: Sat, 21 Oct 2023 07:58:24 GMT
Connection: Keep-alive
Content-Type: text/html
Content-Length: 2543

<html>
  <body>
    some data...
  </body>
</html>
```

HTTP Response



HTTP STATUS CODES

2xx Success

200	Success / OK

3xx Redirection

301	Permanent Redirect
302	Temporary Redirect
304	Not Modified

4xx Client Error

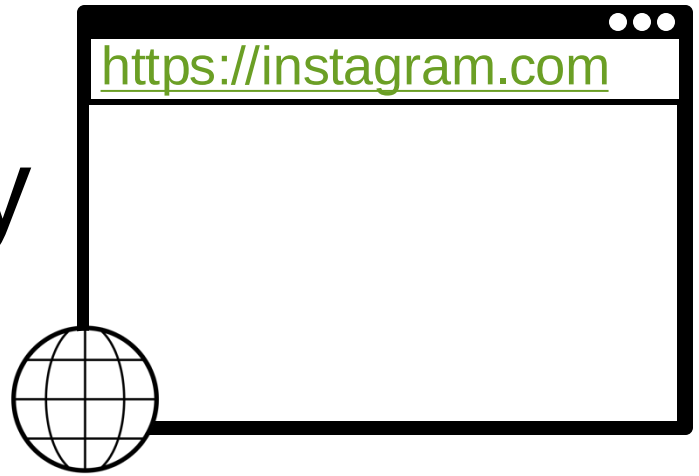
401	Unauthorized Error
403	Forbidden
404	Not Found
405	Method Not Allowed

5xx Server Error

501	Not Implemented
502	Bad Gateway
503	Service Unavailable
504	Gateway Timeout

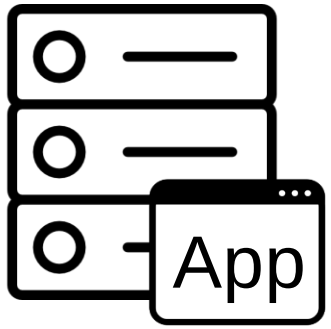
HTTP is a Stateless Protocol

1st try



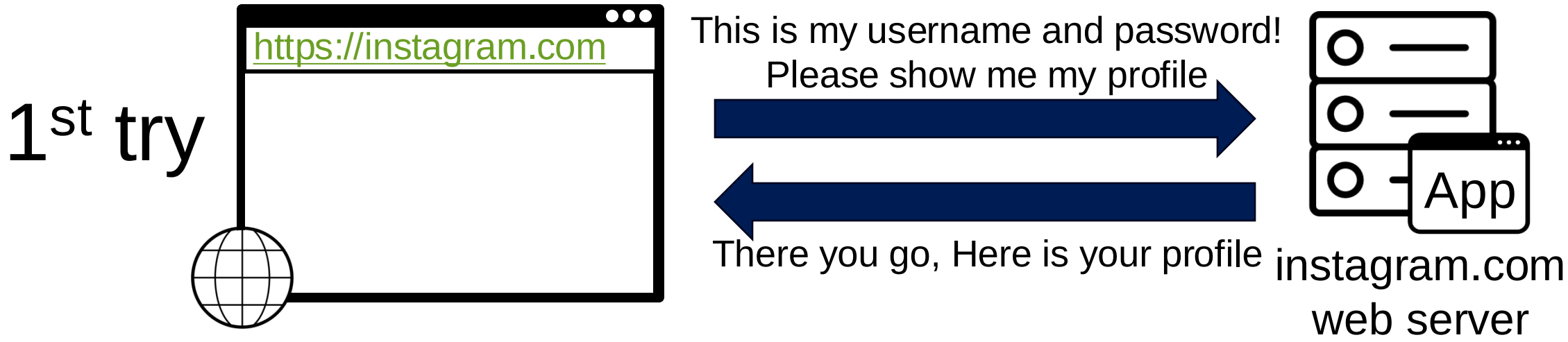
This is my username and password!
Please show me my profile

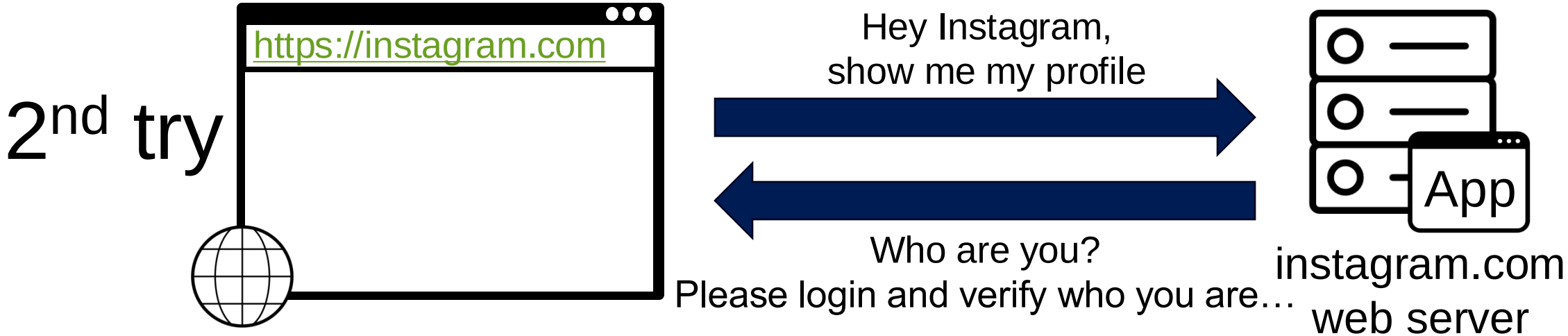
There you go, Here is your profile



instagram.com
web server

HTTP is a Stateless Protocol





HTTP is a Stateless Protocol

Stateless protocol:
Each request is independent to previous request

2nd try

is my username and password!
Please show me my profile

There you go, Here is your profile

App

instagram.com
web server

Hey Instagram,
show me my profile

Who are you?
Please login and verify who you are…

App

instagram.com
web server

Question

How to make HTTP “act” stateful?

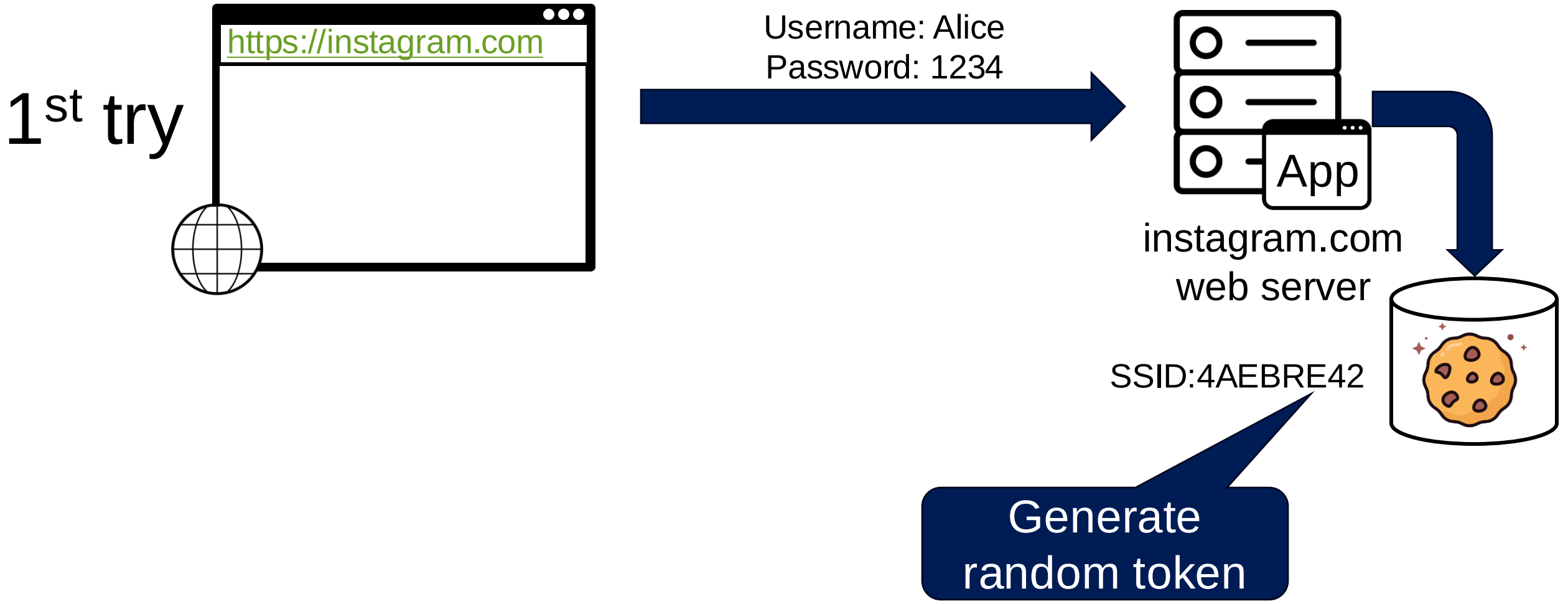
Adding State to HTTP

- Recall: no inherent state in HTTP
  - Server does not keep any state after the connection is closed
- For static content sites, no problem
  - Developing “applications” is impossible though
  - E.g., shopping cart on Amazon
- Need to introduce state in HTTP
  - in the form of “cookies”

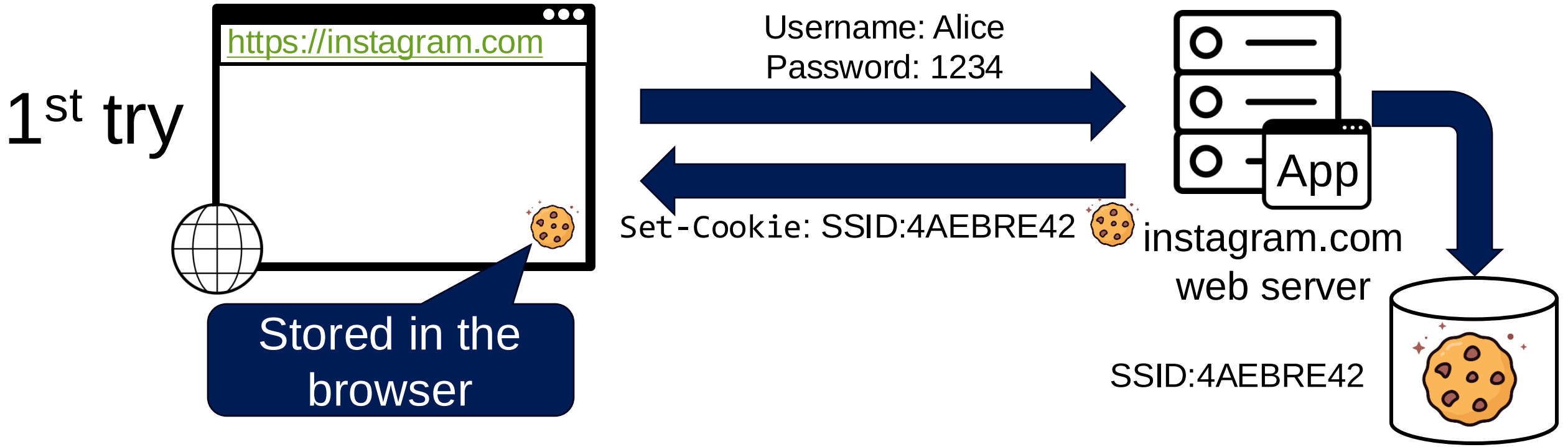
Cookie: Making HTTP Stateful

- HTTP cookie: small piece of data that a server sends to the browser, who stores it and sends it back with subsequent requests

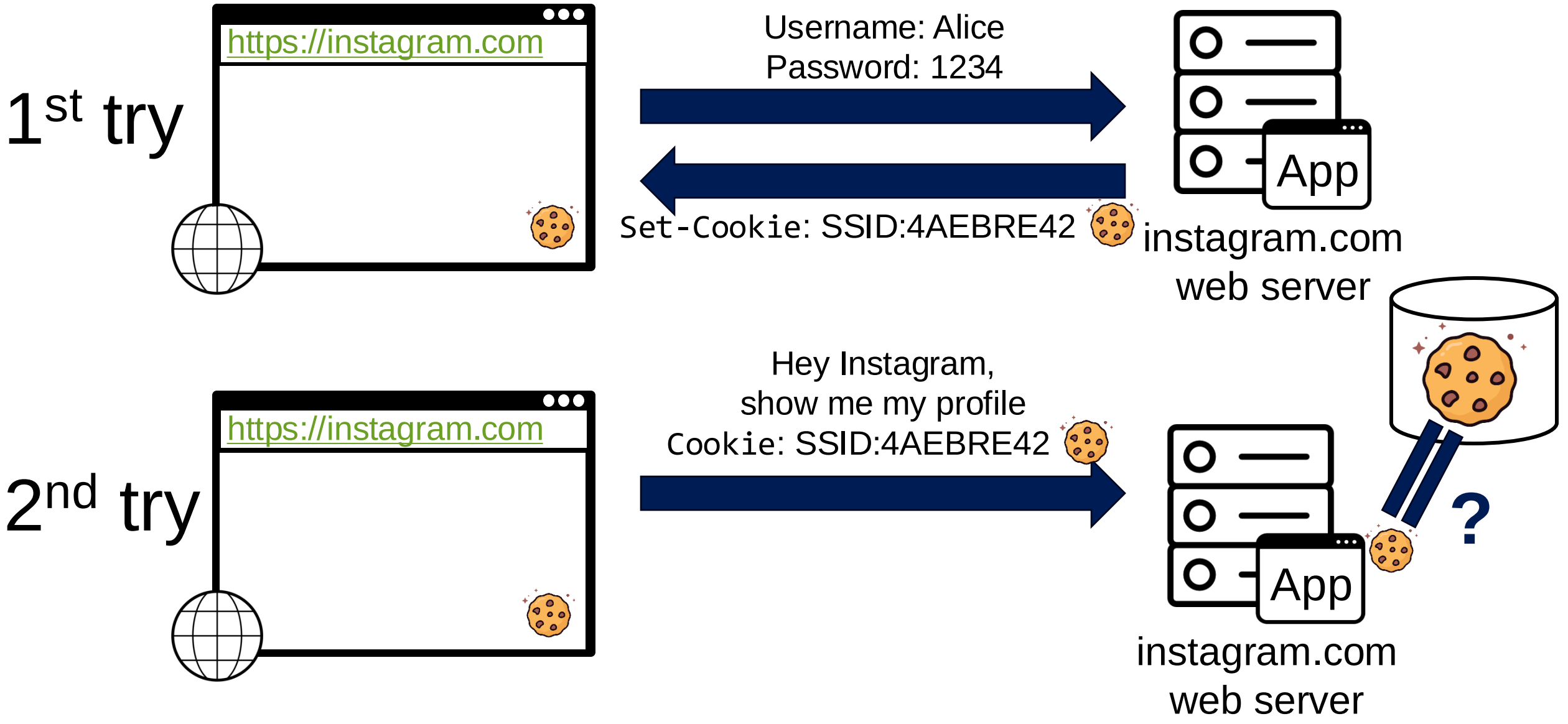
Cookie: Making HTTP Stateful



Cookie: Making HTTP Stateful



Cookie: Making HTTP Stateful



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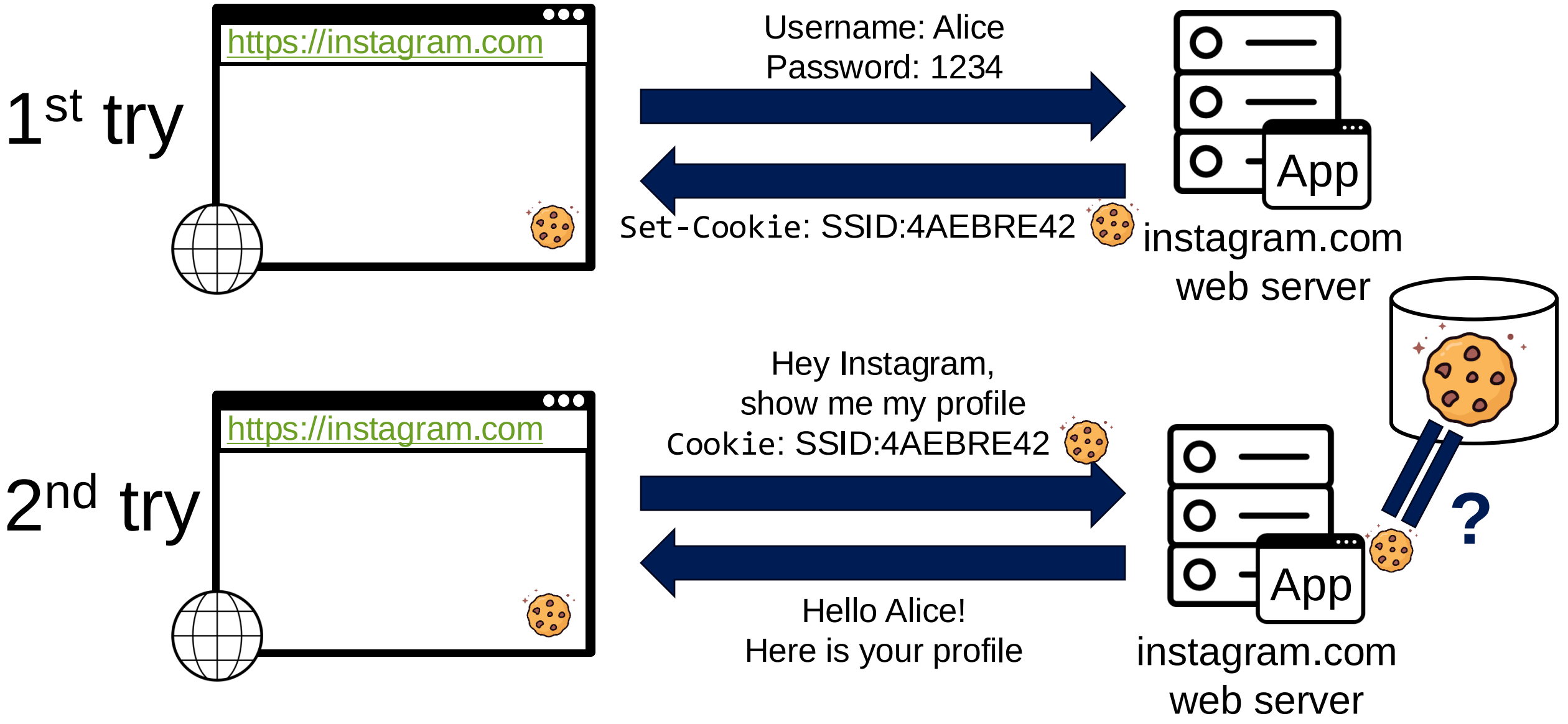


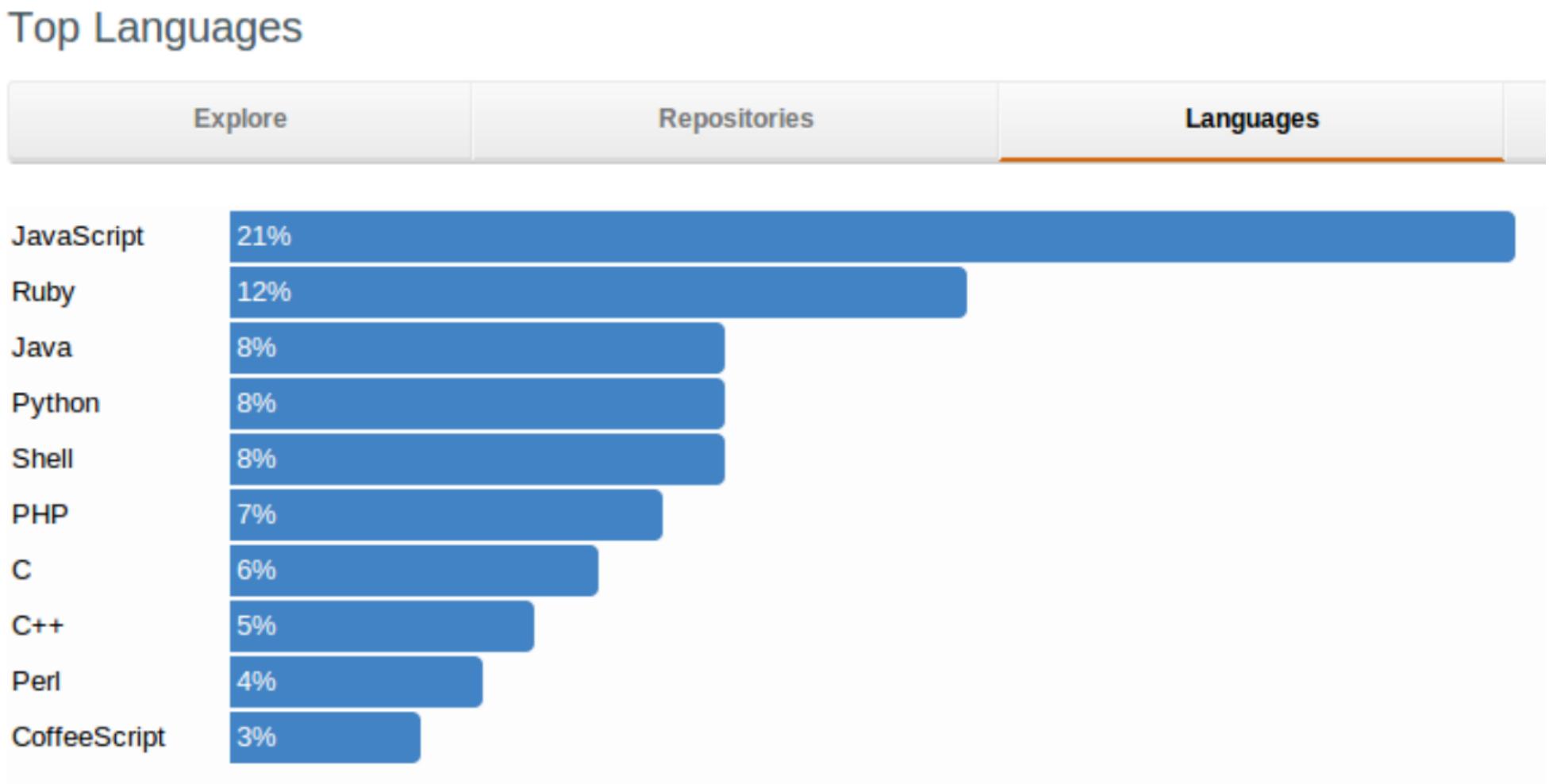
Cookie: Making HTTP Stateful

- Generate random token on first page visit
- Sent to client via `Set-Cookie` header
- Client always sends along cookies in every request to the server

- Cookies are persisted in the browser
  - Controllable by `Expires` option in cookie

JavaScript (JS)

- Most popular language in the world!



JavaScript (JS)

- Developed by Brendan Eich at Netscape
- Later standardized for browser compatibility
  - ECMAScript Edition 3 (a.k.a., JavaScript 1.5)

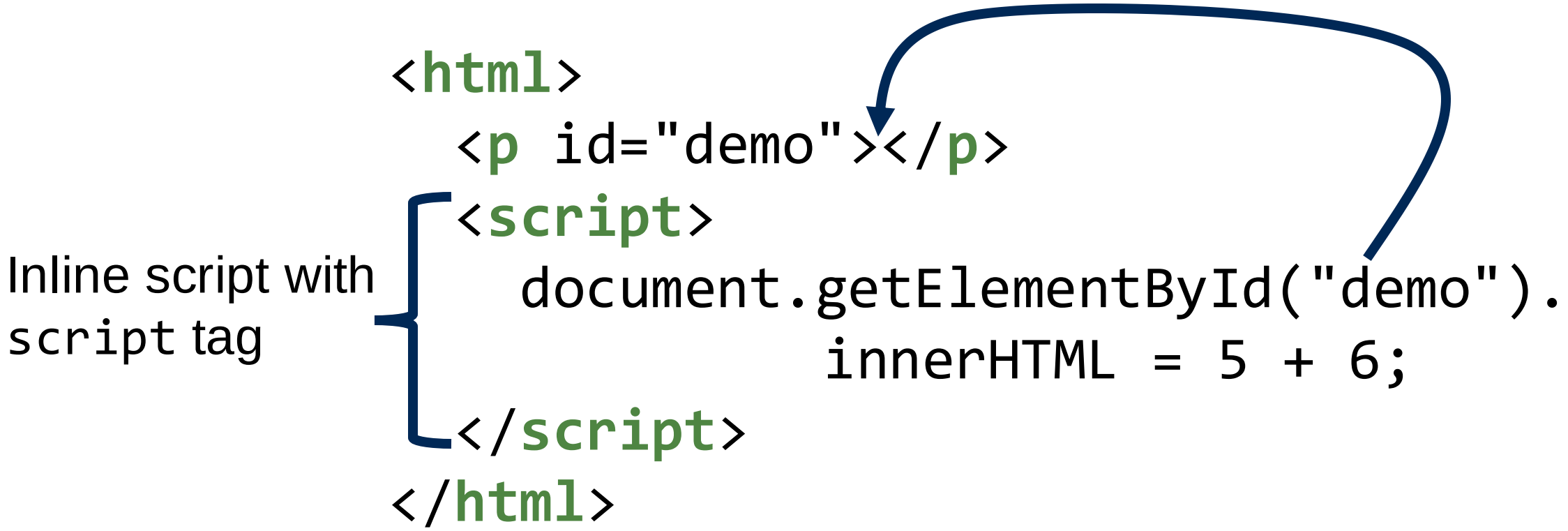
- HTML may contain JS program code to make web pages more dynamic

JS Example (1)


```
<html>
  <p id="demo"></p>
  <script>
    document.getElementById("demo").
                innerHTML = 5 + 6;
  </script>
</html>
```

https://websec-lab.github.io/courses/2025s-cse467/demo/demo1.html

JS Example (1)



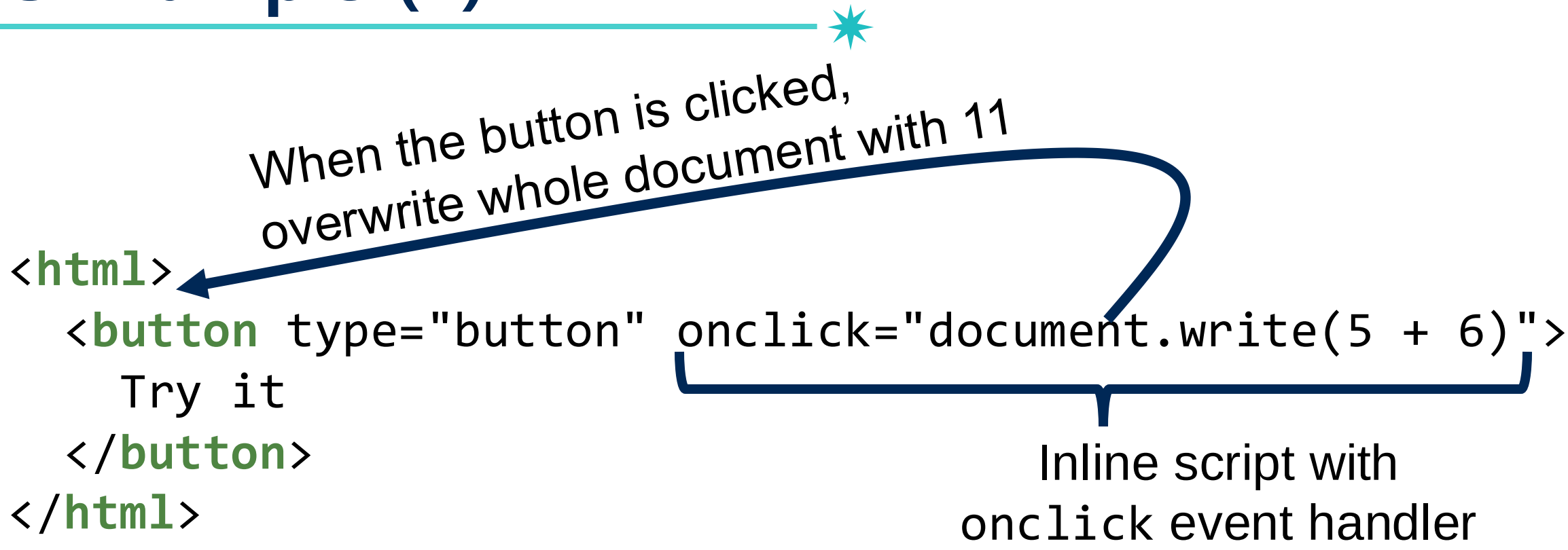
https://websec-lab.github.io/courses/2025s-cse467/demo/demo1.html

JS Example (2)


```
<html>
  <button type="button" onclick="document.write(5 + 6)">
    Try it
  </button>
</html>
```

https://websec-lab.github.io/courses/2025s-cse467/demo/demo2.html

JS Example (2)



https://websec-lab.github.io/courses/2025s-cse467/demo/demo2.html

JS Example (3)

index.html

```
<html>
  <script src="write.js">
  </script>
</html>
```

write.js

```
document.write(5 + 6)
```

https://websec-lab.github.io/courses/2025s-cse467/demo/demo3.html

JS Example (3)

Overwrite whole document with 11

index.html

```
<html>
  <script src="write.js">
  </script>
</html>
```

write.js

```
document.write(5 + 6)
```

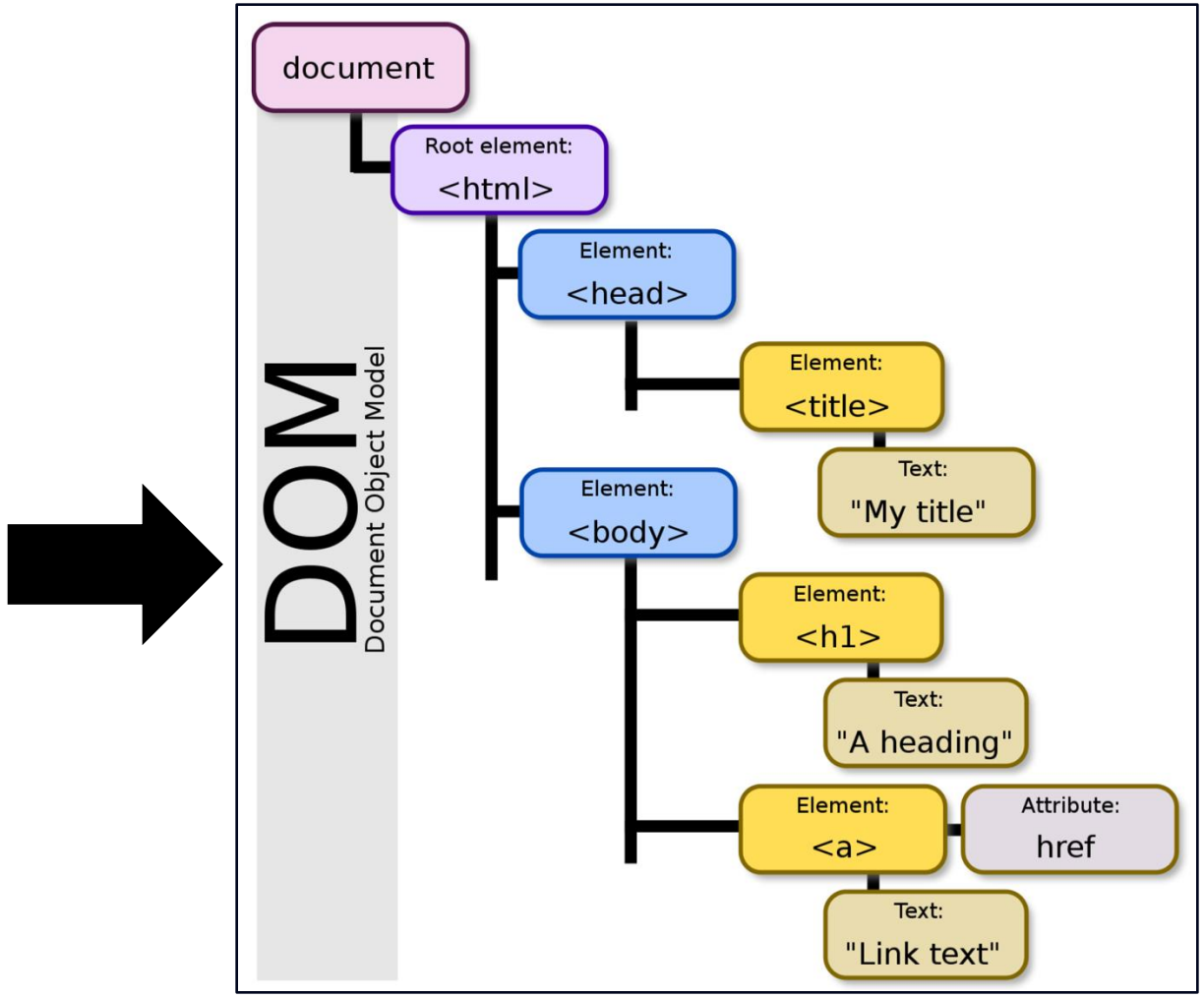
External script with `src` attribute

https://websec-lab.github.io/courses/2025s-cse467/demo/demo3.html

Document Object Model (DOM)

- An HTML document: structured data

```
<html>
  <head>
    <title>
      My title
    </title>
  </head>
  <body>
    <h1>A heading</h1>
    <a href=“cse467.com”>Link text</a>
  </body>
<body>
```



DOM and JS APIs

- Exposed to JavaScript through global objects
  - `document`: Access to the document (e.g., cookies, head/body)
  - `navigator`: Information about the browser (e.g., UA, plugins)
  - `screen`: Information about the screen (e.g., dimension, color depth)
  - `location`: Access to the URL (read and modify)
  - `history`: Navigation

★ Changing HTML DOM using JS

- JavaScript can change all the HTML DOM components in the page!

- using several APIs
  - `createElement(elementName)`
  - `createTextNode(text)`
  - `appendChild(newChild)`
  - `removeChild(node)`

Changing HTML DOM using JS (Example)


```
<html>
  <body>
    <ul id=“t1”>
      <li>Item 1</li>
    </ul>
…
  </body>
</html>
```

- Item 1

Changing HTML DOM using JS (Example)


```
<html>
  <body>
    <ul id="t1">
      <li>Item 1</li>
    </ul>
…
  </body>
</html>
```

- Item 1

```
<script>
  var list = document.getElementById('t1')
  var newitem = document.createElement('li')
  var newtext = document.createTextNode('Item 2')
  list.appendChild(newitem)
  newitem.appendChild(newtext)
</script>
```

Changing HTML DOM using JS (Example)

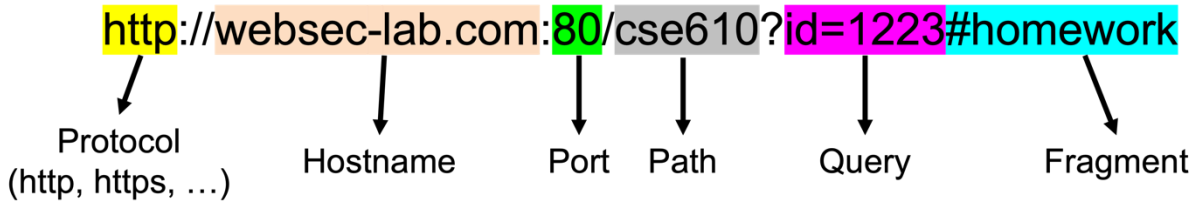

```
<html>
  <body>
    <ul id="t1">
      <li>Item 1</li>
    </ul>
…
  </body>
</html>
```

- Item 1
- Item 2

```
<script>
  var list = document.getElementById('t1')
  var newitem = document.createElement('li')
  var newtext = document.createTextNode('Item 2')
  list.appendChild(newitem)
  newitem.appendChild(newtext)
</script>
```

Accessing HTML DOM using JS (Example)

- `location.protocol`: protocol
- `location.hostname`: only HTTP host
- `location.port`: only the port
- `location.pathname`: path



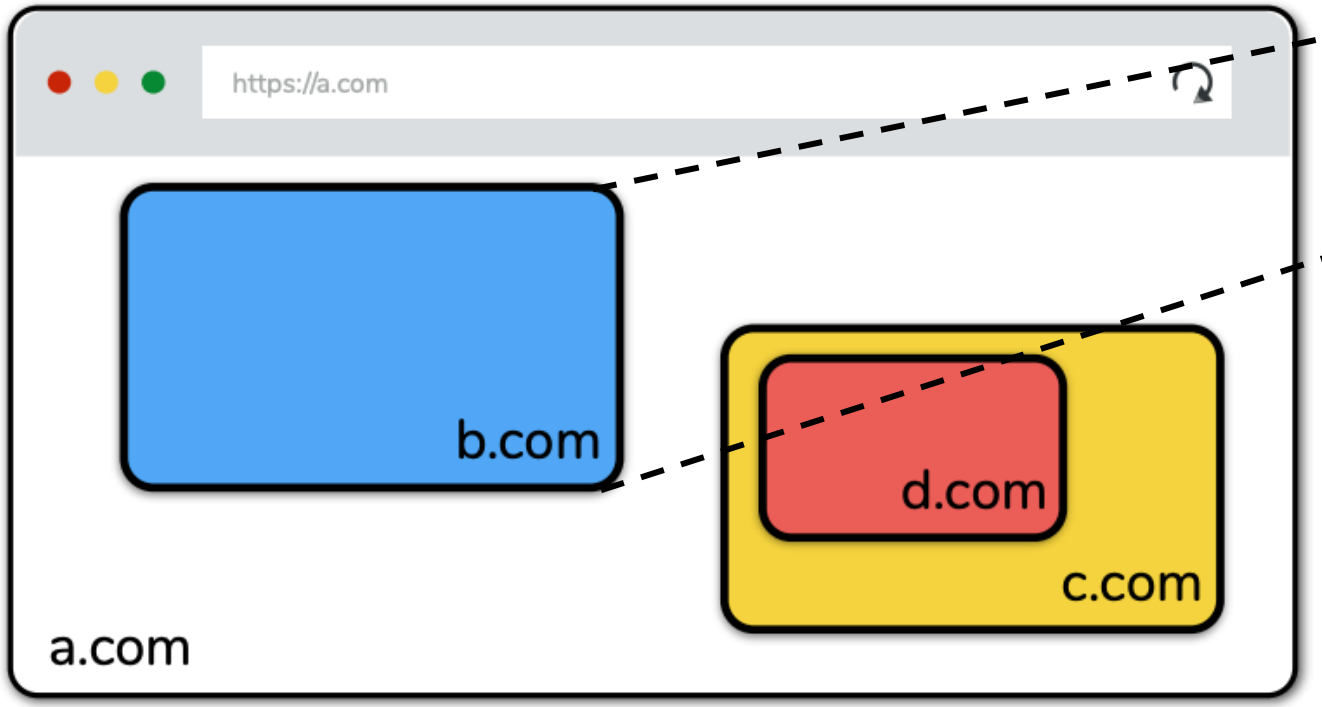
- We can display all cookies for current document by `alert(document.cookie)`

Basic Browser Execution Model

- Each browser window…
  - Fetches resources (e.g., images, CSS, Javascript)
  - Parses HTML and runs JavaScript
  - Loads content
  - Respond to events like `onClick`, `onMouseover`, `onLoad`, `setTimeout`

Nested Execution Model

- Windows may contain frames from different sources
  - **Frame**: rigid visible division
  - **iFrame**: floating inline frame




```
<iframe src="b.com">
</iframe>
```

Nested Execution Model

- Windows may contain frames from different sources
  - **Frame**: rigid visible division
  - **iFrame**: floating inline frame

- Why use frames?
  - Delegate screen area to content from another source
  - Browser provides isolation based on frames
  - Parent may work even if frame is broken

Web Threat Models

Web Threat Models

- **Network attacker**
- **Remote attacker**
- **Web attacker**

Web Threat Models

- **Network attacker**: resides somewhere in the communication link between client and server
  - Passive: evasdropping
  - Active: modification of messages, replay…

- **Remote attacker**

- **Web attacker**

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  - Mostly targets the server

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Web Threat Models

- **Network attacker**: resides somewhere in the communication link between client and server
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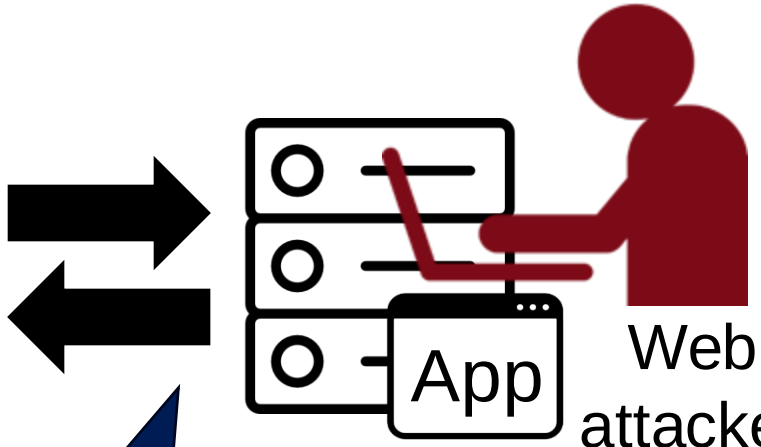
  - Mostly targets the server

- **Web attacker**: controls attacker.com
  - Can obtain SSL/TLS certificates for attacker.com
  - Users can visit attacker.com

Web Attacker

Victims can visit attacker's webpage

Victim



attacker.com web server

Web attacker

Web attacker can control of his webpage

Question

Is the ***web attacker*** has a control on the victim's referrer header?

Question?