



CS1320

***Creating Modern Web and
Mobile Applications***

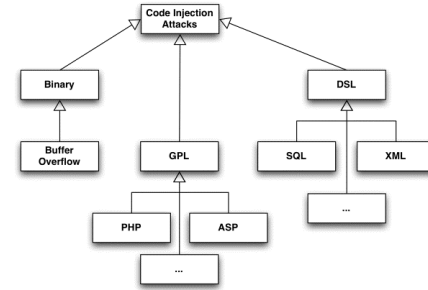
Lecture 29

Security II

Review

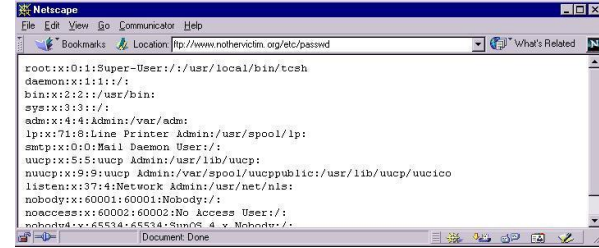
- Security is a major concern
- Lots of obvious problems
- Lots of non-obvious problems
 - SQL injection attacks are the most prevalent
- And there are others ...
 - These get more obscure, complex, difficult to address

Code Insertion Attacks



- SQL queries aren't the only place where web apps run arbitrary user-providable code
 - Php, JavaScript, Python have eval(...) statements
 - Back end might run system commands (ls on a directory)
- These have the same vulnerabilities
 - Solutions are similar (but no prepared statements)
 - These should be avoided if at all possible
- **DO NOT USE eval OR RUN SYSTEM COMMANDS**

File Naming Attacks



- Suppose your back end opens a particular file
 - Based on the user name
 - Image for user is /web/html/site/user_images/\${user}
 - What happens if I use the user name “../..../etc/passwd”
 - Or “user/..../etc/password”
- Solutions
 - Validate the form of the name
 - Don't use names directly (look up image name in database)
 - Restrict access to the file system
 - chroot provides a virtual root (node.js accessible)
 - php/java/tomcat/ruby security policies

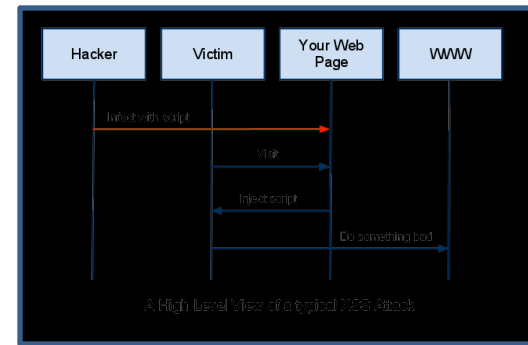
Cross Site Scripting Attacks

- The attacker inserts arbitrary HTML on your web page
 - How can this ever happen?
 - Reviews, feedback, wikis, ...
 - XSS
- What can go wrong
 - Disrupt the page or the portion where inserted



Cross Site Scripting

- What if the HTML include `<script>` tags?
 - Replace the page with a new one
 - Fake instance of a page to get passwords, accounts, etc.
 - Pass information from the page to foreign page
 - Cookies, passwords, credit card numbers, session ids
 - Download user's cookies (passwords) for other sites
- Inside a script, the code can do almost anything
 - Effectively take over the browser, spy on the user, ...



Cross Site Scripting: How

- Suppose you allow user comments

- Guest book, ratings, wiki, postings, ...
- Text from user is inserted into HTML

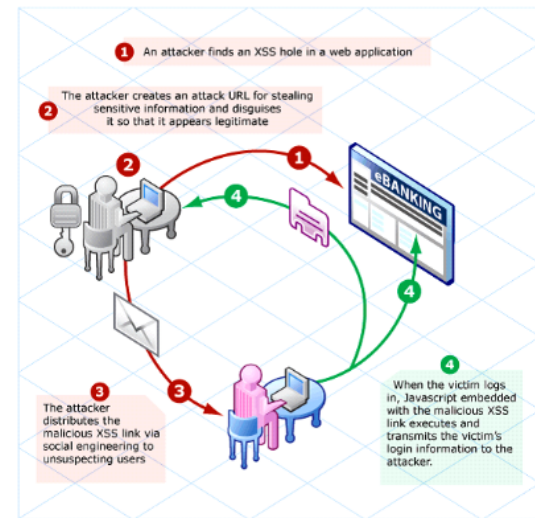
- Suppose instead of typing "I love this page"

"I love this page<script

language='javascript'>document.location='http://bad/';

</script>"

- What would happen?



Cross Site Scripting Example

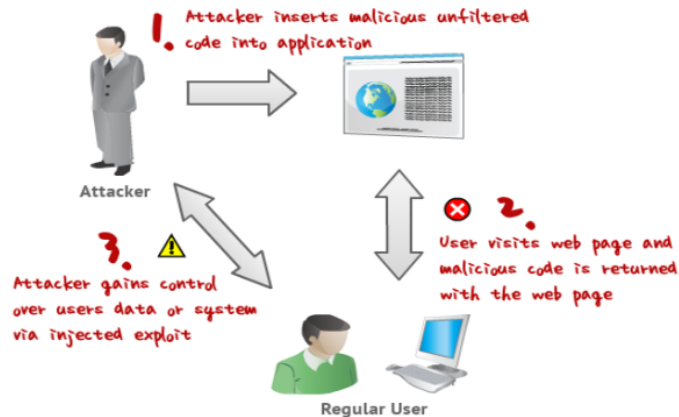
- Go to <http://bdognom-v2.cs.brown.edu:5002>
 - Cross Site Scripting Attack Lesson
 - Provide name to be used in next page
 - Goal is to have it display the given alternative page
 - Try this for 5-10 minutes
 - Raise (virtual) hand or thumbs up when done
 - Recall
 - `alert("message")`
 - `document.location='http://bad/'`

Cross Site Scripting

- What can go wrong

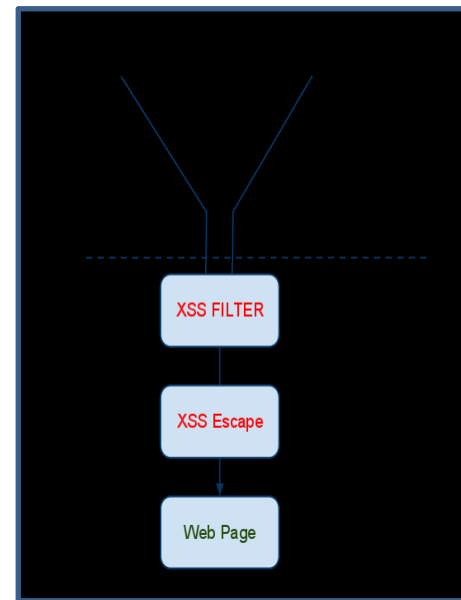
- Reading data from URL (session id)
- Replace data in the URL
- Accessing/Replacing hidden form variables
- Loading foreign web page into a frame inside your page
 - Using JavaScript to read and manipulate that frame
 - Using code in the frame to monitor your activities
- Spying on everything the user does on the page

- Taking control of the browser



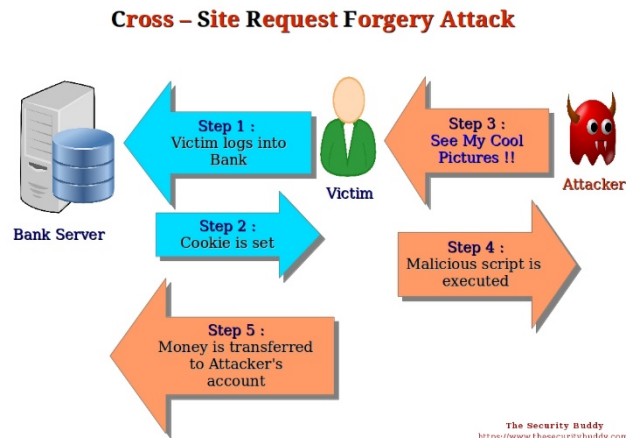
Cross Site Scripting: Prevention

- Don't allow any HTML to be inserted
 - Back end libraries to strip out all HTML tags
 - But this limits the user in some ways
- Don't allow malicious HTML to be inserted
 - Back end libraries to sanitize HTML
 - Limited set of allowed tags for formatting
- Use something other than HTML
 - Mark-up languages
 - Map to html on output
 - Still sanitize (don't trust the input)



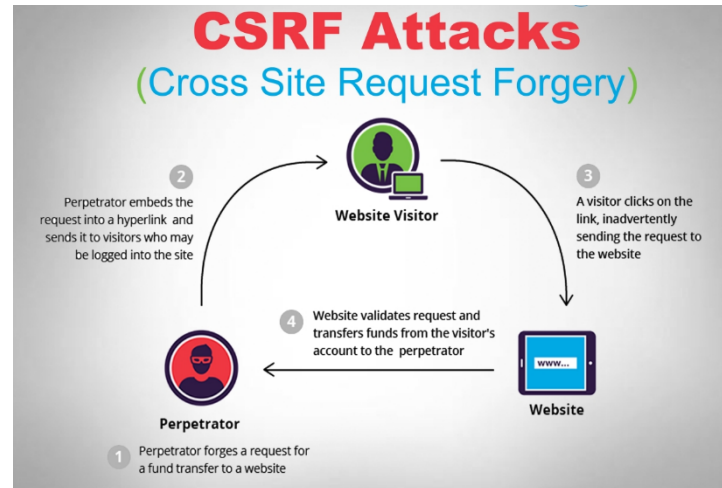
Cross-Site Request Forgery

- Suppose user logs into banking application
 - Cookies used to validate user/session
 - Suppose there is a URL that transfers money
 - `transfer?from=checking&to=43434&amt=1000000.00`
- Agent puts an ad on a different page
 - Clicking on the ad, generates that URL
- What happens if user clicks on the ad
 - While logged into banking application
 - Back end can't distinguish from real thing



Cross-Site Request Forgery

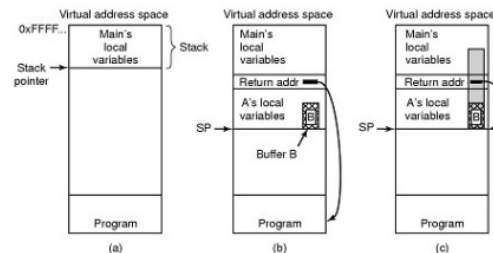
- Use a random value for each request
 - Set on previous request, kept in session
 - Passed back as part of any request
 - Validated by server before the action
 - Effective URL will be different each time
 - Can't be spoofed by another client (easily)
- Can be passed to client in various ways
 - Sent as part of html or XMLHttpRequest
 - Included in a hidden form field
 - Can also be put into header for use by JavaScript
 - Packages exist to support this



Server Attacks

- Inputs from web page attack the server directly
 - Bugs in the web server
- Outside login to server
 - Weak passwords, user ids
 - Access from other machines
- Server becomes compromised
 - Phishing attacks

Buffer Overflow



- (a) Situation when main program is running
- (b) After program *A* called
- (c) Buffer overflow shown in gray

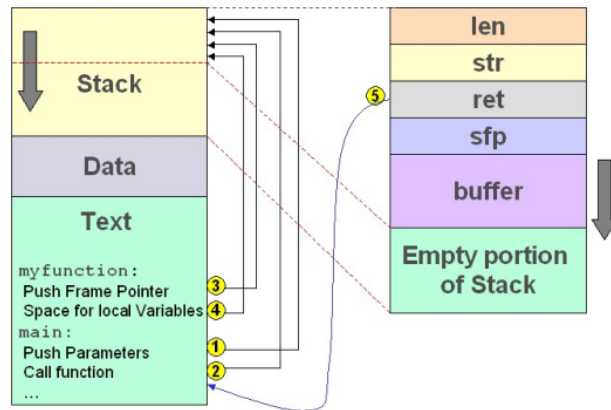
Buffer Overflow Attack

- Code:

```
void function(char* text) {
    char buf[1000];
    strcpy(buf,text);
    // do some editing of buf
    // save result
}
```

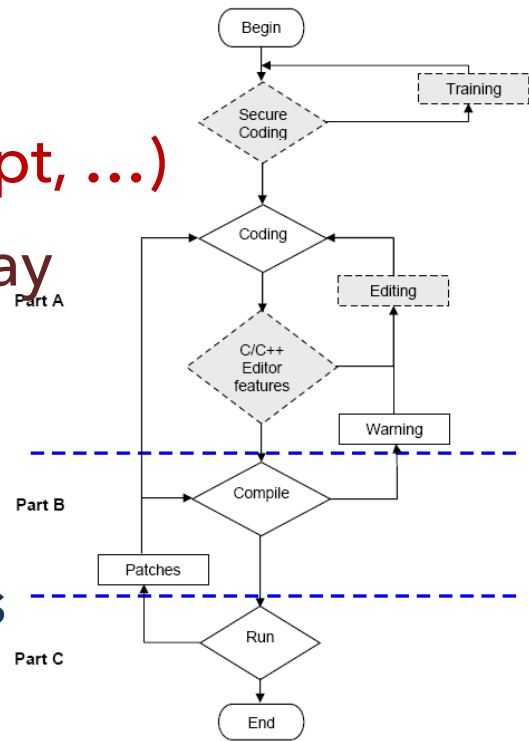
- Stack (high to low)

8888: <ptr to text>
 8884: <return address>
 8880: <old stack ptr>
 7880: buf[0 .. 999]



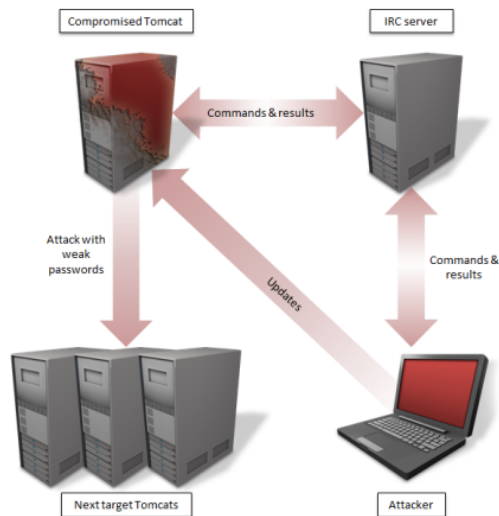
Preventing Buffer Overflow

- Use "safe" languages (Java, C#, JavaScript, ...)
- Check sizes of data before putting in array
 - Reads, copies, inputs
 - Use safe functions (strncpy, snprintf, ...)
 - Safe programming - don't cut corners
- Randomize code locations between runs
- Don't let data pages be executable



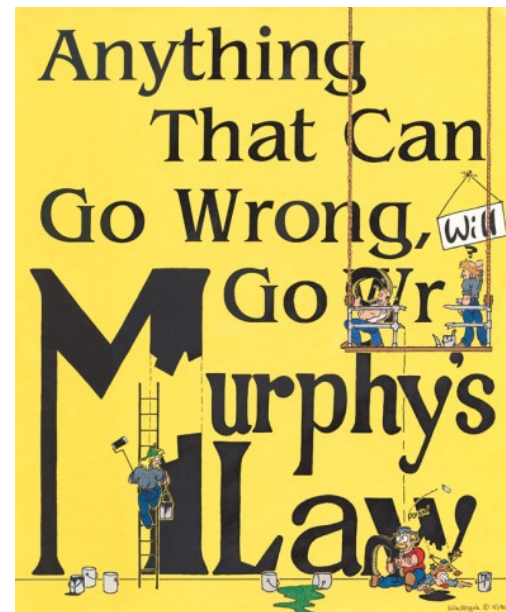
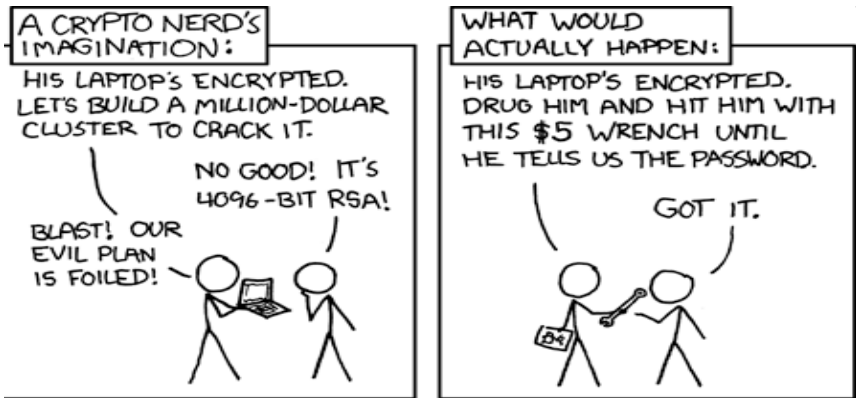
Server Attacks

- Can buffer overflow happen in Java? JavaScript? Php?
 - Java/PHP/... security problems
 - File access, exec, eval, ...
 - Internal bugs
- Even safe languages can have problems
 - Out of memory
 - Out of file space
 - Run arbitrary code (malicious servlets)
 - Tie up server for long time



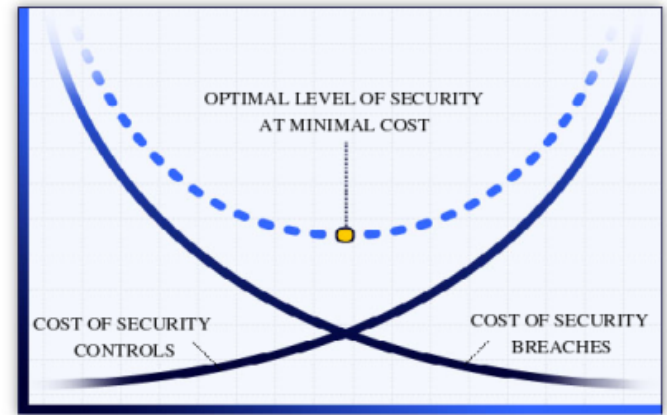
What Else Can Go Wrong?

- PEOPLE
- Denial of service
- Timing attacks ...



Security is Relative

- No application is totally secure
 - Any app or system can be broken
 - But you can control the cost to break it
- Make your application as secure as necessary
 - Cost to break much greater than value of breaking it



Next Time

- Security III (logging in)
- Privacy
- Testing