



CSC 405

Dynamic Web Pages

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(Slides adapted from Dr. Kapravelos)

Class Objectives

- How do we make the web dynamic?
- In JavaScript, everything is an _____ !
- T/F You can validate forms only on the client-side
- What are some ways JavaScript lets you execute code dynamically?
 - How does this make analysis harder?
- What does the JavaScript engine execute?
- How do we make it fast?

In the beginning...

In the beginning...

HTML was static!





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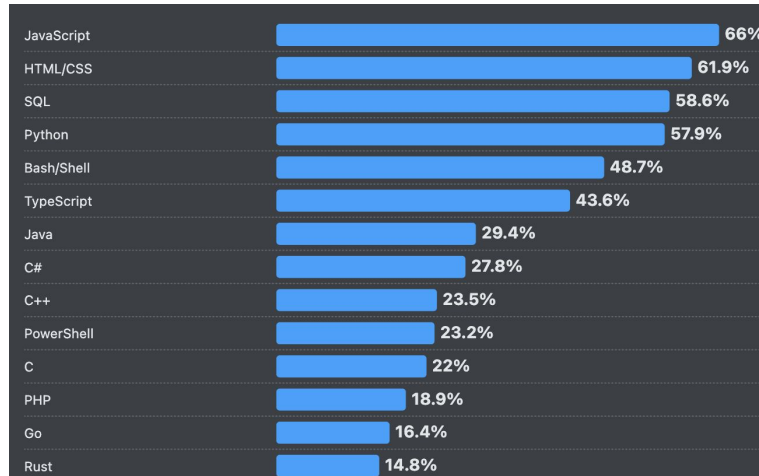
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PHP: PHP: Hypertext Preprocessor

- Developed in 1993, Personal Home Page/Forms Interpreter
- Weak types, dynamic! What could possibly go wrong.
- Simple syntax that lets you modify the HTML on the server side
- [Modern frameworks recommended!](#)
- If you are unsure what the function does, [check the manual](#)



PHP

```
<?php
$ua = $_SERVER['HTTP_USER_AGENT'];

if (str_contains($ua, 'Firefox')) {
    $browser = 'Firefox';
} elseif (str_contains($ua, 'Chrome')) {
    $browser = 'Chrome';
} elseif (str_contains($ua, 'Safari')) {
    $browser = 'Safari';
} else {
    $browser = 'Unknown';
}

echo "Hello, $browser!";
```



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Dynamic HTML

- However, people soon realized that we could have websites interact with users based on inputs

JavaScript

- Client-Side scripting language for interacting and manipulating HTML
- Created by Brendan Eich at Netscape Navigator 2.0 in September 1995 as "LiveScript"
- Renamed to "JavaScript" in December 1995
- By August 1996, Microsoft added support for JavaScript to Internet Explorer
 - Microsoft later changed the name to JScript to avoid Sun's Java trademark
- Submitted to ECMA International for standardization on November 1996
- [ECMA-262](#), on June 1997, standardized first version of ECMAScript

JavaScript

- [Lingua franca](#) of the web
 - bridge language allowing users to execute code
- Eventually supported by all browsers
- Language organically evolved along the way

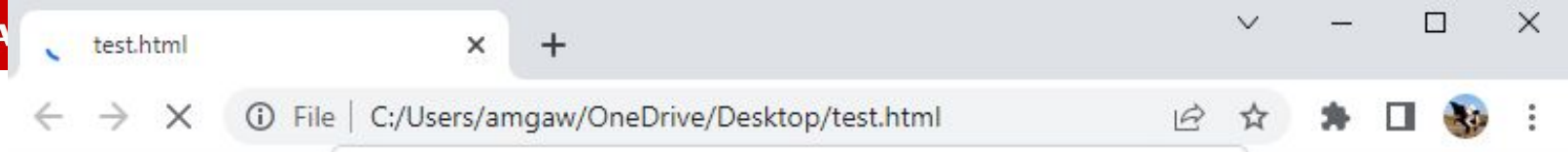
JavaScript

- Code can be embedded into HTML pages using the `script` element and (optionally storing the code in HTML comments)

```
<script>
var name = prompt('Please enter your name below.', '');
if (name == null) {
    document.write('Welcome to my site!');
} else {
    document.write('Welcome to my site ' + name + '!');
}
</script>
```

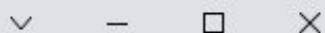
```
<script type="text/javascript">
<script language="javascript">
<script src="js/html2canvas.js">
```

Alternative Implementations



test.html

x +

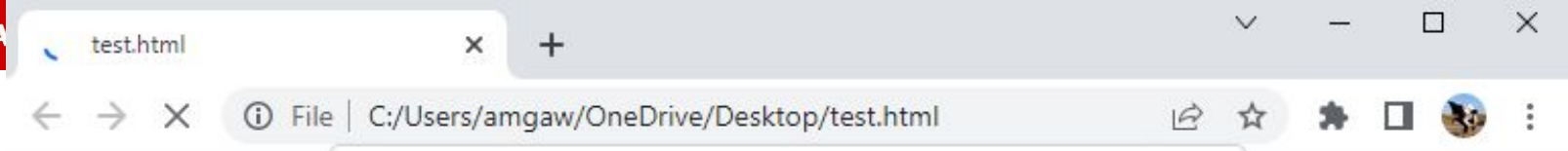


File | C:/Users/amgaw/OneDrive/Desktop/test.html



This page says

Please enter your name below.



test.html

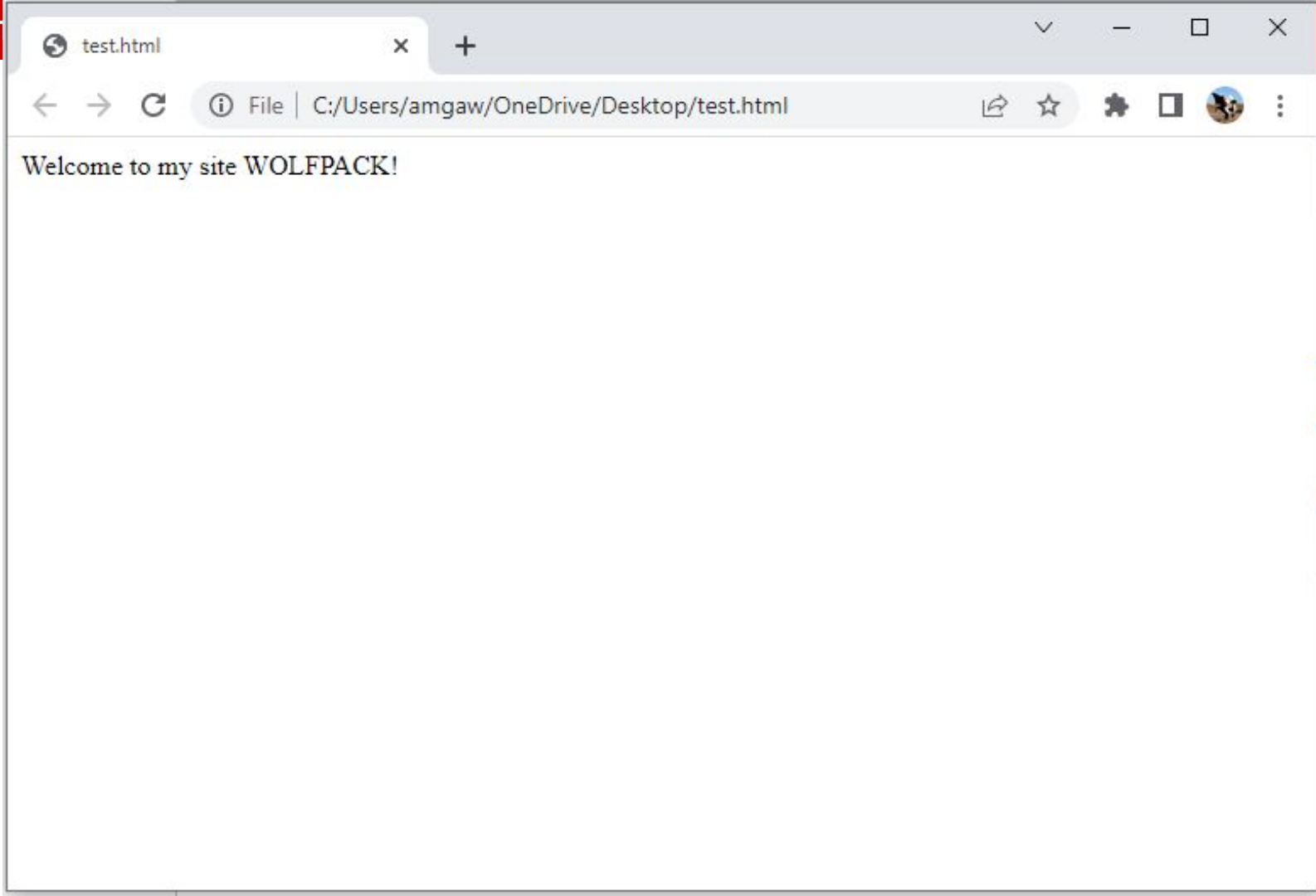


File | C:/Users/amgaw/OneDrive/Desktop/test.html



This page says

Please enter your name below.



test.html



File | C:/Users/amgaw/OneDrive/Desktop/test.html



Welcome to my site WOLFPACK!

JavaScript

- You can also include external JavaScript files in your HTML
 - As opposed to the inline JavaScript that we saw in the previous example
- `<script src="js/html2canvas.js">`
- When the browser parses this HTML element, it automatically fetches and executes the JavaScript before continuing to parse the rest of the HTML
 - Can also place at the **end** of HTML in case you want to render content, **then** execute off it
 - Placement of JS **matters**

DOM Example

```
<html>
  <head>
    <meta charset="UTF-8">
    <title>DOM Example</title>
  </head>
  <body>
    <h1>DOM Example</h1>
    <hr>
    <div id='insert_here'>Original Text</div>
  </body>
  <script>
    document.getElementById('insert_here').innerText = "New Text";
  </script>
</html>
```

DOM Example

```
<html>
  <head>
    <meta charset="UTF-8">
    <title>DOM Example</title>
  </head>
  <body>
    <h1>DOM Example</h1>
    <hr>
    <div id='insert_here'>Original Text</div>
  </body>
  <script>
    document.getElementById('insert_here').innerText = "New Text";
  </script>
</html>
```

HTML is first
rendered...

THEN JavaScript
is executed

DOM Example x +

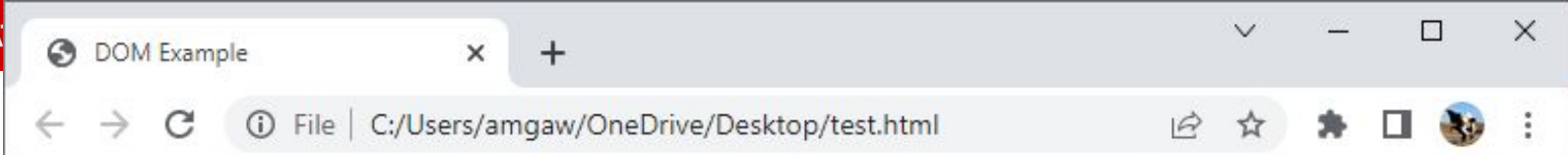
File | C:/Users/amgaw/OneDrive/Desktop/test.html

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DOM Example

New Text



DOM Example

New Text

The `<div>` had "Original Text" when the page loaded.

But as soon as the JavaScript executed, the `innerText` variable changed the value to "New Text"

DOM Example

```
<html>
  <head>
    <meta charset="UTF-8">
    <title>DOM Example</title>
  </head>
  <body>
    <h1>DOM Example</h1>
    <hr>
    <div id='insert_here'>Original Text</div>
  </body>
  <script>
    var x = document.getElementById('insert_here');
    x.innerHTML = "<iframe src='evilsite.html'> </iframe>";
  </script>
</html>
```

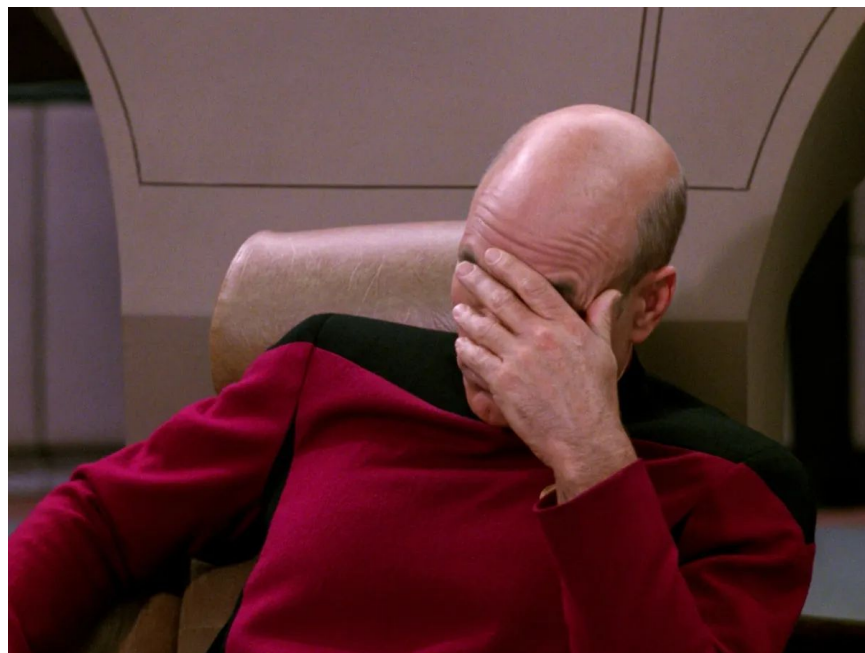
We can place **anything** for the browser to render

DOM Example

```
<iframe src='evilsite.html'> </iframe>
```

DOM Example

```
<iframe src='evilsite.html'> </iframe>
```



DOM Example

```
<html>
  <head>
    <meta charset="UTF-8">
    <title>DOM Example</title>
  </head>
  <body>
    <h1>DOM Example</h1>
    <hr>
    <div id='insert_here'>Original Text</div>
  </body>
  <script>
    var x = document.getElementById('insert_here');
    x.innerHTML = "<iframe src='evilsite.html'> </iframe>";
  </script>
</html>
```

But it does need to
render...

DOM Example

I'm in.

The image shows a web browser window with a single tab titled "DOM Example". The address bar displays the file path "C:/Users/amgaw/OneDrive/Desktop/test.html". The page content includes a main heading "DOM Example" and a text input field containing the text "I'm in.". A dark purple callout box with a white arrow pointing to the input field contains the text: "HTML Injection is similar to Cross-Site Scripting (more on that in another lecture)".

I'm in.

HTML Injection is similar to Cross-Site Scripting
(more on that in another lecture)

Preventing HTML Injection

- **NEVER** let raw user input be rendered
- Escape HTML special characters to **&equivalent;**

```
<?php
$user_input = "<iframe src='evilsite.html'>";
$parsed = htmlspecialchars($user_input);
// converts to &lt;iframe src=&#039;evilsite.html&#039;&gt;
?>
```

PHP

Converts < to **<**; so when it is displayed it renders as text instead of legitimate HTML

```
desc = request.form.get("description")
desc = html.escape(desc, True) # Convert HTML entities to Unicode
```

Python

Using the DOM

- Coding proper DOM access in a cross-browser world is a **nightmare**
- Some highlights from <http://stackoverflow.com/questions/565641/what-cross-browser-issues-have-you-faced>
 - **Internet Explorer** does not replace ` `; or HTML char code `160`, you need to replace it w/ its Unicode equivalent `\u00a0`
 - In **Firefox**, a dynamically created input field inside a form (created using `document.createElement`) does not pass its value on form submission
 - `document.getElementById` in **Internet Explorer** will return an element even if the `name` attribute matches.
 - **Mozilla** only returns element if `id` matches

Browser Object Model (BOM)

- Programmatic interface to everything outside the document (aka the browser)
- No complete standard

- Examples

```
window.name = "New name"
```

```
window.close()
```

```
window.location = "http://example.com"
```

JavaScript vs. DOM and BOM

- JavaScript the language is defined separate from the DOM and BOM
 - DOM has its own specification, and much of the BOM is specified in HTML5 spec
- In the web context, these are often confused, because they are used together so often
- However, with JavaScript appearing everywhere, it's an important distinction
 - Server-side code using Node.js
 - Database queries (MongoDB)
 - Flash (dated has its own DOM-like capabilities)
 - Java applications (javax.script)
 - Windows applications (WinRT)

JavaScript – Object-based

- Almost everything in JavaScript is an object
 - Objects are associative arrays (hash tables), and the properties and values can be added and deleted at run-time

```
var object = {test: "foo", num: 50};  
object['foo'] = object;  
console.log(object[object['test']]);  
object.num = 1000;  
console.log(object['num']);
```

```
> var object = {test: "foo", num: 50};  
< undefined  
> object['foo'] = object;  
< ▼ Object {test: "foo", num: 50, foo: Object} ⓘ  
  ▶ foo: Object  
    num: 1000  
    test: "foo"  
  ▶ __proto__: Object  
> console.log(object[object['test']]);  
  ▶ Object {test: "foo", num: 50, foo: Object}  
< undefined  
> object.num = 1000;  
< 1000  
> console.log(object['num']);  
  1000  
< undefined  
>
```

JavaScript – Anonymous Functions and Closures

```
var createFunction = function() {  
    var count = 0;  
    return function () {  
        return ++count;  
    };  
};  
var inc = createFunction();  
inc();  
inc();  
inc();  
var inc2 = createFunction();  
inc2();  
...
```

```
> var createFunction = function() {  
    var count = 0;  
    return function () {  
        return ++count;  
    };  
};  
< undefined  
> var inc = createFunction();  
< undefined  
> inc();  
< 1  
> inc();  
< 2  
> inc();  
< 3  
> var inc2 = createFunction();  
< undefined  
> inc2();  
< 1  
>
```

JavaScript – Runtime Evaluation

- JavaScript contains features to interpret a string as code and execute it
 - eval
 - Function
 - setTimeout
 - setInterval
 - execScript (deprecated since IE11)

```
var foo = "bar";  
eval("foo = 'admin';");  
console.log(foo);  
var x = "console.log('hello');";  
var test = new Function(x);  
test();
```

```
> var foo = "bar";
```

```
< undefined
```

```
> eval("foo = 'admin';");
```

```
< "admin"
```

```
> console.log(foo);
```

```
admin
```

```
VM49:1
```

```
< undefined
```

```
> var x = "console.log('hello');";
```

```
< undefined
```

```
> var test = new Function(x);
```

```
< undefined
```

```
> test()
```

```
hello
```

```
VM54:2
```

```
< undefined
```

```
>
```

JavaScript Uses – Form Validation

- How to validate user input on HTML forms?
- Traditionally requires a round-trip to the server, where the server checks if the input is valid

JavaScript Uses – Form Validation

```
<?php
if ($_GET['submit']) {
    $student = $_GET['student'];
    $class = $_GET['class'];
    $grade = $_GET['grade'];
    if (empty($student) || empty($class) || empty($grade)) {
        echo "<b>Error, did not fill out all the forms</b>";
    }
    else if (!(($grade == 'A' || $grade == 'B' || $grade == 'C' ||
        $grade == 'D' || $grade == 'F')) {
        echo "<b>Error, grade must be one of A, B, C, D, or F</b>";
    }
    else { echo "<b>Grade successfully submitted!</b>";
    }
} ?>
<form>
Student: <input type="text" name="student"><br>
Class: <input type="text" name="class"><br>
Grade: <input type="text" name="grade"><br>
<input type="submit" name="submit">
</form>
```

Note about PHP

```
<?php
$string = 'cup';
$name = 'coffee';

$str = 'This is a $string with my $name in it.<br>';
echo $str;
// Outputs: This is a $string with my $name in it.

eval("\$str = \"$str\";");
echo $str;
// Outputs: This is a cup with my coffee in it.
?>
```



Student:

Class:

Grade:



Student:

Class:

Grade:

Error, did not fill out all the forms

Student:

Class:

Grade:

localhost/ncsu/csc405/html_injec x +

localhost/ncsu/csc405/html_injection/grades.php?student=student01&class=CSC+405&grade=&submit=Submit

Error, did not fill out all the forms

Student:

Class:

Grade:

Submit

Inputs needed to go to the server to evaluate the user inputs, then render this error message

Error, did not fill out all the forms

Student:
Class:
Grade:

Notice that GET parameters are passed via the address bar

Insecure when dealing with network sniffers

Solution: USE HTTPS!

<https://letsencrypt.org/>

Error, did not fill out all the forms

Student:

Class:

Grade:



Error, grade must be one of A, B, C, D, or F

Student:

Class:

Grade:

Submit



Error, grade must be one of A, B, C, D, or F

Student:

Class:

Grade:



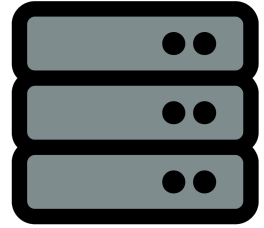
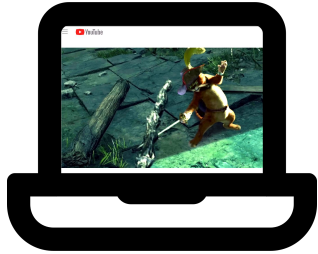
Grade successfully submitted!

Student:

Class:

Grade:

Submit



grades.php



empty class field



wrong grade format



correct submission



JavaScript Uses – Form Validation

- How to validate user input on HTML forms?
- Traditionally requires a round-trip to the server, where the server can check the input to make sure that it is valid
 - But we can also do it **client-side**

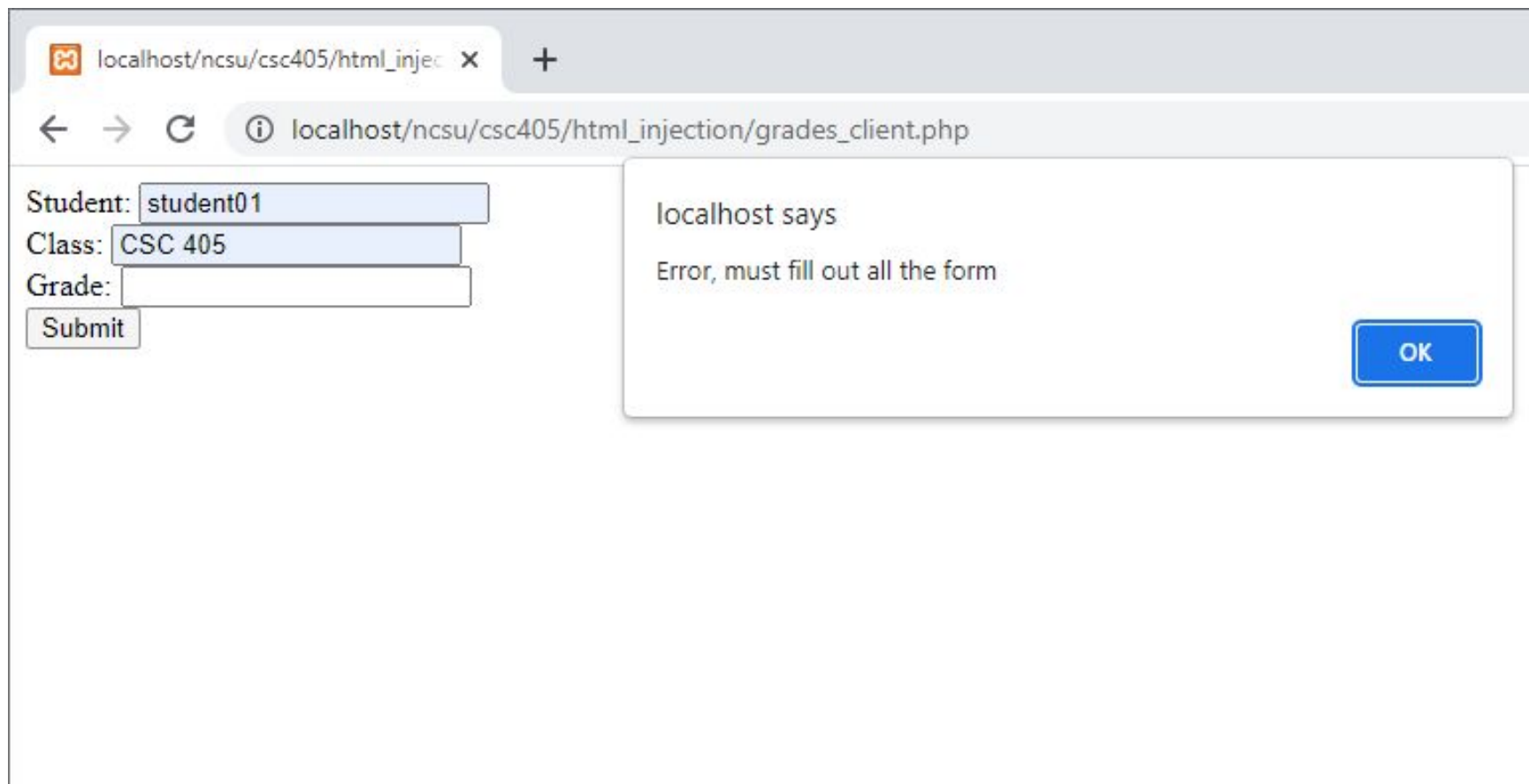
JavaScript Uses – Form Validation

```
<script>
function check_form() {
    var form = document.getElementById("the_form");
    if (form.student.value == "" || form.class.value == "" || form["grade"].value == ""){
        alert("Error, must fill out all the form");
        return false;
    }
    var grade = form["grade"].value;
    if (!(grade == 'A' || grade == 'B' || grade == 'C' ||
        grade == 'D' || grade == 'F')) {
        alert("Error, grade must be one of A, B, C, D, or F");
        return false;
    }
    return true;
}
</script>
<form id="the_form" onsubmit="return check_form()">
    Student: <input type="text" name="student"><br>
    Class: <input type="text" name="class"><br>
    Grade: <input type="text" name="grade"><br>
    <input type="submit" name="submit">
</form>
```

JavaScript Uses – Form Validation

```
<script>
function check_form() {
  var form = document.getElementById("the_form");
  if (form.student.value == "" || form.class.value == "" || form["grade"].value == ""){
    alert("Error, must fill out all the form");
    return false;
  }
  var grade = form["grade"].value;
  if (!(grade == 'A' || grade == 'B' || grade == 'C' ||
    grade == 'D' || grade == 'F')) {
    alert("Error, grade must be one of A, B, C, D, or F");
    return false;
  }
  return true;
}
</script>
<form id="the_form" onsubmit="return check_form()">
  Student: <input type="text" name="student"><br>
  Class: <input type="text" name="class"><br>
  Grade: <input type="text" name="grade"><br>
  <input type="submit" name="submit">
</form>
```

Clicking Submit triggers check_form and only if it returns true do we send the data to the server



The screenshot shows a web browser window with a single tab titled "localhost/ncsu/csc405/html_injec". The address bar displays "localhost/ncsu/csc405/html_injection/grades_client.php". On the left side of the page, there is a form with three input fields: "Student:" containing "student01", "Class:" containing "CSC 405", and "Grade:" which is empty. Below these fields is a "Submit" button. On the right side, a modal dialog box is open, displaying the message "localhost says Error, must fill out all the form" and an "OK" button.

localhost/ncsu/csc405/html_injec x +

localhost/ncsu/csc405/html_injection/grades_client.php

Student: student01

Class: CSC 405

Grade:

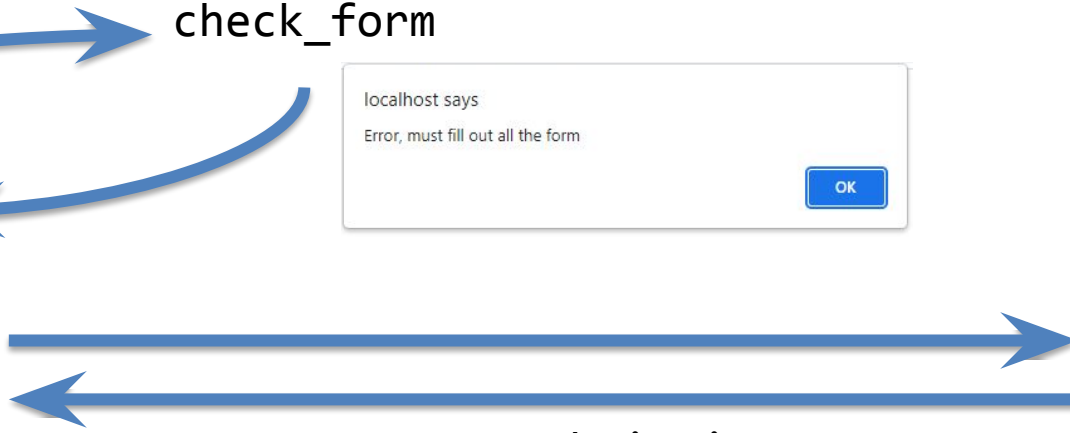
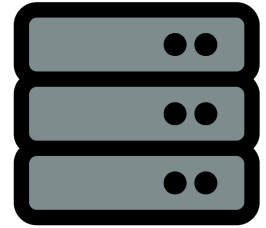
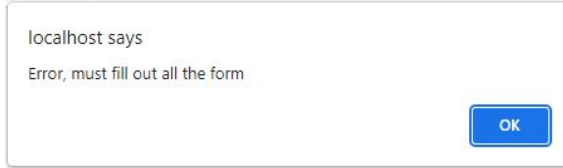
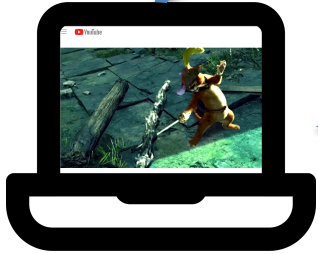
Submit

localhost says
Error, must fill out all the form

OK

grades_client.php

check_form



correct submission

Client-Side Validation

- Now that we're doing validation on the client, can we get rid of all those checks in our server-side code?
 - No!
 - No guarantee that client-side validation is performed
 - User disables JavaScript
 - Command-line clients

Client-Side Validation

- Now that we're doing validation on the client, can we get rid of all those checks in our server-side code?
 - No!
 - No guarantee that client-side validation is performed
 - User disables JavaScript
 - Command-line clients
- Users could enter arbitrary data that does not conform to your validation
 - Could lead to a security compromise or not

Client-Side Validation

- Now that we're doing validation on the client, can we get rid of all those checks in our server-side code?
 - No!
 - No guarantee that client-side validation is performed
 - User disables JavaScript
 - Command-line clients
- Users could enter arbitrary data that does not conform to your validation
 - Could lead to a security compromise or not
- So the validation must remain on the server-side and the client-side
 - Brings up another problem, how to perform consistent validation when server-side and client-side written in different languages

WASM: WebAssembly

- What if we join the 1st half of this class to the 2nd half
 - Stack based execution model
 - Pre-compiled, instructions
 - You can read it in text form: [WebAssembly Text \(WAT\)](#)
- [WASM decompilation is harder](#). You can compile Rust, C, C++, and more to WASM
- [Доверяй, но проверяй: SFI safety for native-compiled Wasm](#)
- More complexity to the browser = more of an attack surface
 - [Security Zen](#): Claude found a CVE in Firefox by exploiting how WASM bindings work in JavaScript