CTF Reverse Engineering Bootcamp

Session 1: Introduction to Reverse Engineering for CTFs

- Topics:
 - o Overview of reverse engineering and its role in CTFs.
 - o Introduction to key tools (e.g., IDA Pro, Ghidra, Radare2).
 - Setting up a CTF-ready reverse engineering environment.
- Goal: Gain a foundational understanding of reverse engineering in the context of CTFs.
- **Practice**: Analyze a simple CTF binary to extract a flag.

Session 2: Assembly Language Basics

- Topics:
 - o x86 assembly essentials (instructions, registers, memory).
 - Understanding control flow (e.g., loops, conditionals).
 - Disassembling simple CTF binaries.
- Goal: Learn to read and interpret assembly code commonly found in CTF challenges.
- **Practice**: Solve a crackme that requires understanding basic assembly instructions.

Session 3: Debugging Techniques for CTFs

- Topics:
 - Using debuggers (e.g., OllyDbg, x64dbg, GDB) for CTF tasks.
 - Setting breakpoints and analyzing runtime behavior.
 - Extracting flags by controlling execution flow.
- Goal: Master dynamic analysis techniques for CTF problem-solving.
- Practice: Debug a CTF challenge to bypass a key check or extract hidden data.

Session 4: Binary Analysis for CTFs

• Topics:

- Static and dynamic analysis tailored to CTF challenges.
- o Identifying key functions, strings, and logic in binaries.
- Practical CTF examples of binary analysis.
- Goal: Develop skills to statically analyze binaries and uncover CTF solutions.
- **Practice**: Analyze a binary from a past CTF to find the flag without execution.

Session 5: Common Encryption Algorithms in CTFs

• Topics:

- Introduction to cryptography basics (symmetric vs. asymmetric, block vs. stream ciphers).
- Detailed exploration of common algorithms:
 - XOR: Properties, usage, and breaking simple XOR encryption.
 - RC4: How it works, common weaknesses, and misuse in CTFs.
 - AES: Modes of operation and approaches to AES-encrypted data.
 - DES: Basics and known vulnerabilities.
 - ChaCha: Modern stream cipher usage in challenges.
 - RSA: Asymmetric encryption and its role in CTFs.
- o Identifying encryption algorithms in binaries.
- Goal: Understand and break common encryption schemes used in CTF challenges.
- **Practice**: Decrypt data in a CTF challenge using identified encryption algorithms (e.g., XOR, RC4).

Session 6: Anti-Analysis and Anti-Reversing Techniques

• Topics:

- Why anti-analysis techniques are used in malware and CTFs.
- Obfuscation techniques:
 - Code obfuscation (e.g., junk code, variable renaming).
 - Control flow obfuscation (e.g., flattening, opaque predicates).
 - Data obfuscation (e.g., string encryption).
- Other anti-reversing techniques:
 - API hooking to mislead analysis tools.
 - Virtual machine detection.
 - Self-modifying code.
- Goal: Recognize and bypass common anti-analysis techniques in CTF binaries.
- **Practice**: Analyze an obfuscated CTF binary and deobfuscate key parts to find the flag.

Session 7: Anti-Debugging Techniques and Packing

• Topics:

- o Introduction to anti-debugging and its purpose.
- Common anti-debugging techniques:
 - Debugger detection (e.g., IsDebuggerPresent).
 - Timing checks to detect debugging pauses.
 - Hardware breakpoint detection.
 - Exception handling to confuse debuggers.

Packing:

- What packers are and why they are used.
- Identifying common packers (e.g., UPX).

- Unpacking techniques for packed binaries.
- **Goal**: Learn to bypass anti-debugging measures and unpack binaries in CTF challenges.
- **Practice**: Bypass anti-debugging in a CTF binary and unpack a packed executable (e.g., UPX-packed file).

Session 8: CTF Practice and Crackmes

• Topics:

- o Full hands-on session with real CTF challenges and crackmes.
- Applying techniques from all prior sessions (e.g., debugging, encryption breaking, deobfuscation).
- o Tips for effective CTF participation (e.g., time management, teamwork).
- Goal: Reinforce skills through practical application in a CTF-style environment.
- **Practice**: Solve a series of reverse engineering CTF challenges and crackmes, simulating a competition setting.