PSP0201 Week 5 Writeup

Group Name: Potatoes & Tomatoes

Members

ID	Name	Role
1211101125	Sayid Abdur-Rahman Al-Aidarus Bin Syed Abu Bakar Mashor Al-Idrus	Leader
1211101237	Mohammad Zulhilman Bin Mohd Hisham	Member
1211103699	Choo Qing Lam	Member
1211101234	Muhammad Zahin Adri	Member

Day 16:

Tools used: Kali Linux (VirtualBox), Nmap, Firefox, Python3

Solution/walkthrough:

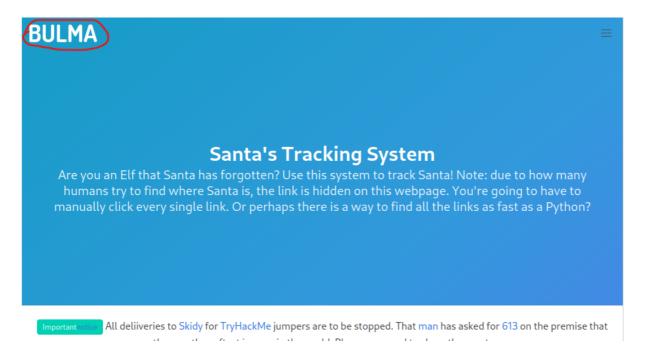
Question 1

Use Nmap to scan the ports of the target machine to find the port of the web server.

```
$ nmap -Pn 10.10.104.110
Starting Nmap 7.92 ( https://nmap.org ) at 2022-07-17 00:54 EDT
Nmap scan report for 10.10.104.110
Host is up (0.19s latency).
Not shown: 998 closed tcp ports (conn-refused)
PORT STATE SERVICE
22/tcp open ssh
80/tcp open http
Nmap done: 1 IP address (1 host up) scanned in 22.61 seconds
```

Question 2

The template being used is located on the top left of the website page.

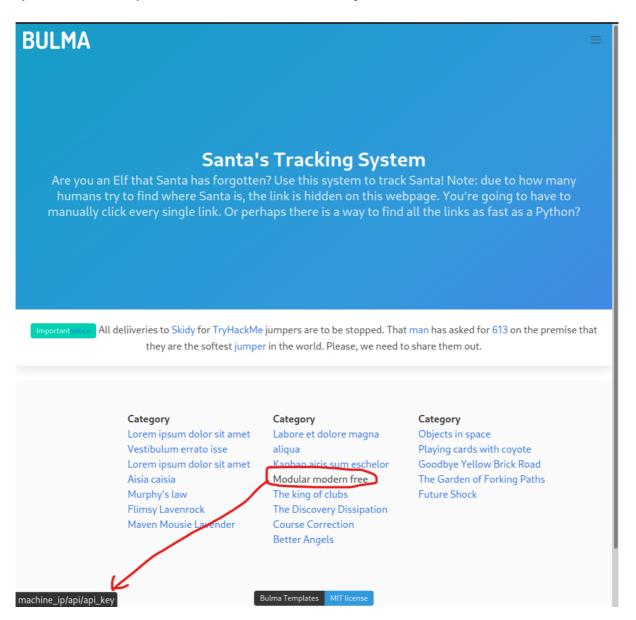


On the website, we get a clue on how to find the directory to the API.

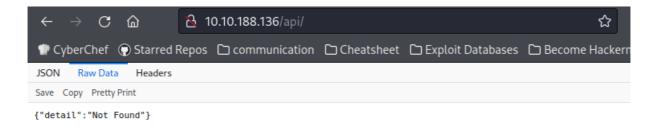
Santa's Tracking System

Are you an Elf that Santa has forgotten? Use this system to track Santa! Note: due to how many humans try to find where Santa is, the link is hidden on this webpage. You're going to have to manually click every single link. Or perhaps there is a way to find all the links as fast as a Python?

By looking at all the links on the page, we will be able to find the directory to the API. This specific link in the picture below reveals the directory to the API.

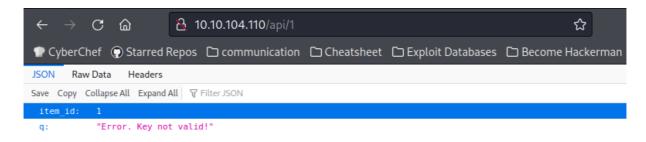


Open the link to the API directory without passing in an API key and look under the raw data tab.



Question 5

We first try accessing the api directory using a random api key to see the output.



The output is in the form of JSON which we can parse using the python requests library.

Now we have enough information to start writing the python script to find the api key.

A brief explanation of the script below, it will iterate through every odd number from 1 to 99 and use it as the api key when making a get request to the api directory. In the json of the response, if the value of 'q' is "Error. Key not valid!" then continue to the next iteration of the loop, but if the value of 'q' is something else then it will print out the api key used and the value of 'q'.

The image below is the result after running the script.

```
→$ python3 apikey.py
Api-key: 57 q: Winter Wonderland, Hyde Park, London. Success!
```

Thought Process/Methodology:

We first started by port scanning the machine to find the port number of the web server. We then opened the web page in firefox and used the hint on the page to find the directory the API is located in. After that, we created a python script to automate the process of iterating through all the possible API keys to find the right one. After finding the right API key, santa's location is revealed to us.

Day 17:

Tools used: Kali Linux (VirtualBox), Radare2

Solution/walkthrough:

Question 1

Just fill in the info from this table from THM

Initial Data Type	Suffix	Size (bytes)
Byte	b	1
Word	w	2
Double Word	l	4
Quad	q	8
Single Precision	S	4
Double Precision	l	8

Questions 2-4

They can all be found by referring to the radare2 cheat sheet provided by THM

Questions 5-7

These questions have the same initial steps it's just a matter of understanding the info radare2 is giving

First start off by opening the Instance by inputting "ssh elfmceager@MACHINE_IP" mine was 10.10.139.113 so it'll be "ssh elfmceager@10.10.139.113" then type in the password given

```
File Actions Edit View Help

(kali® kali)-[~]

$ ssh elfmceager@10.10.139.113
elfmceager@10.10.139.113's password:
```

Then open up the challenge1 file in radare2 with "r2 -d ./challenge1"

```
File Actions Edit View Help

r2 -d ./challenge1
Process with PID 1598 started...
= attach 1598 1598
bin.baddr 0×00400000
Using 0×400000
Warning: Cannot initialize dynamic strings asm.bits 64
[0×00400a30]>
```

Proceed with running the "aa" command

```
[0×00400a30]> aa
[1] Analyze all flags starting with sym. and entry0 (aa)
```

(this won't take long but you have enough time for a bathroom break)

Now with that "aa" has ran, print out the disassembly of the main functions with "pdf @main"

```
[0×00400a30]> aa
  WARNING: block size exceeding max block size at 0×006ba220
[+] Try changing it with e anal.bb.maxsize
WARNING: block size exceeding max block size at 0×006bc860
[+] Try changing it with e anal.bb.maxsize
[x] Analyze all flags starting with sym. and entry0 (aa)
[0×00400a30]> pdf @main
             ;-- main:
        sym.main
.main ();
              ; var int local_ch @ rbp-0×c
              ; var int local_8h @ rbp-0×8
              ; var int local_4h @ rbp-0×4
              0×00400b4d
                             55
4889e5 mov rbp, rsp
c745f4010000. mov dword [local_ch], 1
c745f8060000. mov dword [local_8h], 6
8b45f4 mov eax, dword [local_ch]
imul eax dword [local_8h]
              0×00400b51
             0×00400b5f
                                 0faf45f8
              0×00400b62
                                                 imul eax, dword [local_8h]
                                8945fc
              0×00400b66
                                                  mov dword [local_4h], eax
              0×00400b69
                                b800000000
                                                mov eax, 0
              0×00400b6e
              0×00400b6f
                                c3
```

You can already get all the answers from these lines with some understanding of assembly

Question 5

Mov simply copies the the value of the second operand "1" into the first operand "local_ch"

```
0×00400b51 c745f4010000. mov dword [local_ch], 1
```

Question 6

eax's value becomes 1 in the first line then is multiplied (imul) with the second operand "local_8h" which has the value of 6

```
0×00400b5f 8b45f4 mov eax, dword [local_ch]
0×00400b62 0faf45f8 imul eax, dword [local_8h]
```

Question 7

Same concept as question 1

```
0×00400b66 8945fc mov dword [local_4h], eax 0×00400b69 b800000000 mov eax, 0
```

Thought Process/Methodology:

We log into the instance then open the binary in debugging mode. After doing a binary analysis we can open the file in disassembly code and figure out what data to use to find the answers.

Day 18:

Tools used: Kali Linux, ILspy, Freerdp2

Solution/walkthrough:

First of all, we connect to the instance using Remote Desktop Protocol (RDP). We connected using Freerdp2 with the following command:

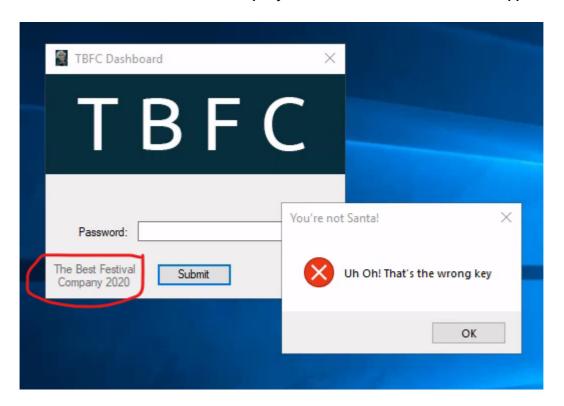
streerdp /u:cmnatic /p:Adventofcyber! /v:10.10.224.243

Question 1

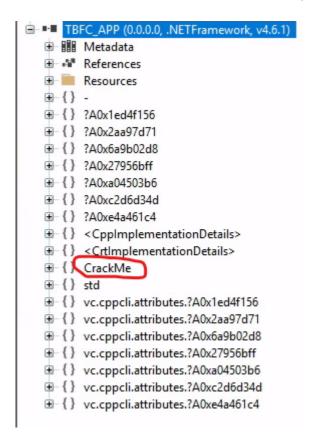
Launch TBFC_APP and attempt a login.



TBFC means The Best Festival Company as seen in the bottom left of the application UI

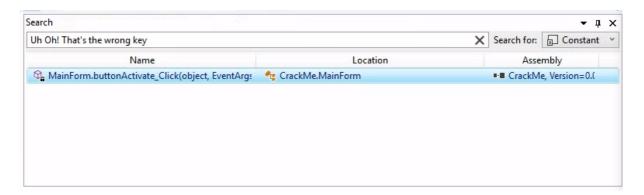


The name of the module circled in red is very eye catching.



Question 4 & 5

We can search the term "Uh Oh! That's the wrong key" to find where the code that handles the login is located.



Looking into our search result, Mainform contains a function called "buttonActivate_Click" which is the function that handles the login.

```
Assemblies
                                                ▼ д buttonActivate_Click(object, EventArgs) : void
    ⊕ {} ?A0x2aa97d71
                                                         #using ...
    ⊕ {} ?A0x6a9b02d8
    + {} ?A0x27956bff
                                                            private unsafe void buttonActivate_Click(object sender, EventArgs e)
    ⊕ {} ?A0xa04503b6
    ⊕ {} ?A0xc2d6d34d
                                                                IntPtr value = Marshal.StringToHGlobalAnsi(textBoxKey.Text);
sbyte* ptr = (sbyte*)System.Runtime.CompilerServices.Unsafe.AsPointer(ref <Module>.??_C@_0BB@void* ptr2 = (void*)value;
byte b = fbyte*)ptr2;
byte b2 = 115;

⊕ { } ?A0xe4a461c4

    ⊕ {} <CpplmplementationDetails>
    ⊕ {} <CrtImplementationDetails>
    ∃ { } CrackMe
                                                                 if ((uint)b >= 115u)
        AboutForm
        ■ 🍕 MainForm
                                                                      while ((uint)b <= (uint)b2)
           ⊕ ↑ Base Types

⊕ → Derived Types
                                                                           if (b != 0)
              🗣 buttonActivate : Button
              components : Container
                                                                                ptr2 = (byte*)ptr2 + 1;
                                                                                ptr++;
b = *(byte*)ptr2;
              · labelOrg : Label
                                                                                b2 = (byte)(*ptr);
if ((uint)b < (uint)b2)
              panelLogo : Panel
tableLayoutPanel1 : TableLayoutF
              😪 tableLayoutPanelButtons : TableL
              textBoxKey : TextBox

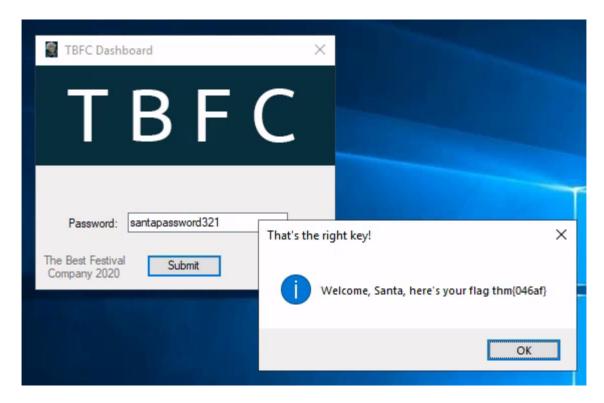
MainForm()
                                                                                continue:
              - MainForm(): void
                                                                           MessageBox.Show("Welcome, Santa, here's your flag thm{046af}", "That's the right key!
              buttonAbout_Click(object, Event buttonActivate_Click(object, Ever
                                                                           return;
              buttonExit_Click(object, EventA
              🔍 Dispose(bool) : void
                                                                 MessageBox.Show("Uh Oh! That's the wrong key", "You're not Santa!", MessageBoxButtons.OK, Mes
               nitializeComponent(): void
              abelKey_Click(object, EventArgs)
              MainForm_Load(object, EventArg panelLogo_Paint(object, PaintEve
              textBoxKey_TextChanged(object,
    ⊕ {} std
    + {} vc.cppcli.attributes.?A0x1ed4f156
    ⊕-{} vc.cppcli.attributes.?A0x2aa97d71
           vc.cnncli.attributes.?A0x6a9b02d8
```

The login password (circled in red) can be seen in the code of the buttonActivate_Click function.

```
buttonActivate_Click(object, EventArgs) : void
  // CrackMe.MainForm
⊞using ...
private unsafe void buttonActivate_Click(object sender, EventArgs e)

□ {
       IntPtr value = Marshal.StringToHGlobalAnsi(textBoxKey.Text);
       sbyte* ptr = (sbyte*)System.Runtime.CompilerServices.Unsafe.AsPointer(ref <Module>.??_C@_0BB@IKKDFEPG@santapassword321i);
void* ptr2 = (void*)value;
       byte b = *(byte*)ptr2;
byte b2 = 115;
       if ((uint)b >= 115u)
            while ((uint)b <= (uint)b2)
                if (b != 0)
                    ptr2 = (byte*)ptr2 + 1;
                    ptr++;
b = *(byte*)ptr2;
                    b2 = (byte)(*ptr);
if ((uint)b < (uint)b2)
                         break:
                MessageBox.Show("Welcome, Santa, here's your flag thm{046af}", "That's the right key!", MessageBoxButtons.OK, Mess
       MessageBox.Show("Uh Oh! That's the wrong key", "You're not Santa!", MessageBoxButtons.OK, MessageBoxIcon.Hand);
```

Login using the password found earlier and a pop up will appear revealing the flag.



Note: The flag can also be found in the code snippet that handles the login from earlier (circled in blue in the image below).

```
buttonActivate_Click(object, EventArgs): void

// CrackMe.MainForm

Hussing ...

private unsafe void buttonActivate_Click(object sender, EventArgs e)

IntPtr value = Marshal.StringToHGlobalAnsi(textBoxKey.Text);
sbyte* ptr = (sbyte*)System.Runtime.CompilerServices.Unsafe.AsPointer(ref <Module>.??_C@_0BB@IKKDFEPG@santapassword321@);
void* ptr2 = (void*)value;
byte b = "(byte*)ptr2;
byte b = "(byte*)ptr2;
byte b = "(byte*)ptr2;
byte b = 115;
if ((uint)b <= (uint)b2)

{
    if (b != 0)
    {
        ptr2 = (byte*)ptr2 + 1;
        ptr+1;
        b = "(byte*)ptr2;
        b2 = (byte)(*ptr);
        if ((uint)b < (uint)b2)
        }
        break;
    }
    continue;
    }

MessageBox.Show("Welcome, Santa, here's your flag thm(046af)", "That's the right key!", MessageBoxButtons.OK, MessageBoxIcon.Hand);

}

MessageBox.Show("Uh Oh! That's the wrong key", "You're not Santa!", MessageBoxButtons.OK, MessageBoxIcon.Hand);
```

Thought Process/Methodology:

After logging into the instance using RDP, we began decompiling the code of the "TBFC_APP" application using ILspy. After attempting a failed login, we used the text that appeared in the pop up from the failed login to search through the decompiled code for the code snippet that handles the login. By analysing the code, we find Santa's password to login to the application. After a successful login, we're prompted with the flag to complete the task in a pop up.

Day 19:

Tools used: Kali Linux (VirtualBox), Firefox, SSRF

Solution/walkthrough:

Step 1

First, sign in with the machinelPaddress that is given in the start machine box that is 10.10.164.230 for the web.



Next up try using the search tag to see if your name is on the nice list or not

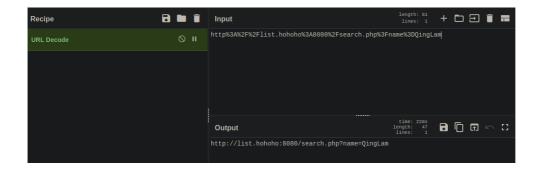


Step 2

Copy the URL part

○ 👌 10.10.164.230/?proxy=http%3A%2F%2Flist.hohoho%3A8080%2Fsearch.php%3Fname%3DQingLam 🗘

to translate in url decoder in cyberchef, that will lead us to



Step 3

Next try using different root and port numbers

Such as changing the url without using the search.php

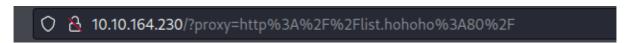


The result you will get is Not Found



Step 4

We can try is changing the port numbers into 80 instead of 8080

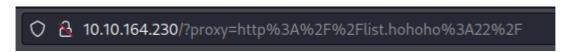


As you can see its the same it will be failed to connect to list

Failed to connect to list.hohoho port 80: Connection refused

Step 5

Another thing we can try is to change the port number into 22 instead of 8080



You will receive this Recy Failure

Recv failure: Connection reset by peer

Step 6

We can try out the SSRF that is localhost and 127.0.0.1



Both of these SSRF is blocked by the security team

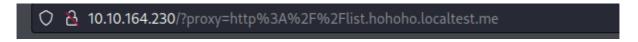
Your search has been blocked by our security team.

Step 7

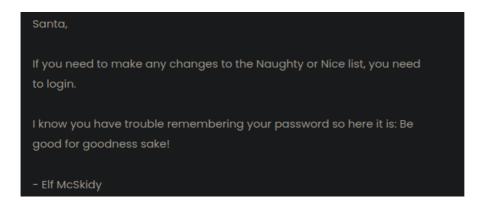
As you type in host localtest.me on your terminal it will pop out 127.0.0.1 as your address

```
(kali⊕ kali)-[~]
$ host localtest.me
localtest.me has address 127.0.0.1
localtest.me has IPv6 address ::1
```

After typing localtest.me behind hohoho



You will get a message from Elf McSkidy

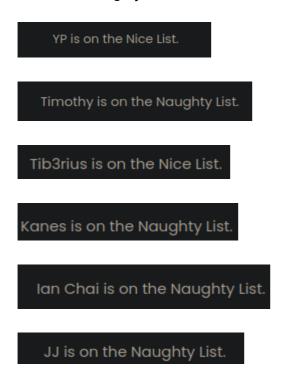


We will try out the Login page for the admin by putting in santa as username and Be good for goodness sake! As the password and your in!



Question 1

By using the step 1.2 we used above we can easily separate all of the members on list to see who is naughty or nice.



Question 2

This is what you will get when you change "/?proxy=http%3A%2F%2Flist.hohoho%3A8080%2F



This is what you will get when you change "/?proxy=http%3A%2F%2Flist.hohoho%3A80"

Failed to connect to list.hohoho port 80: Connection refused

Question 4

This is what you will get when you change proxy=http%3A%2F%2Flist.hohoho%3A22"

Recv failure: Connection reset by peer

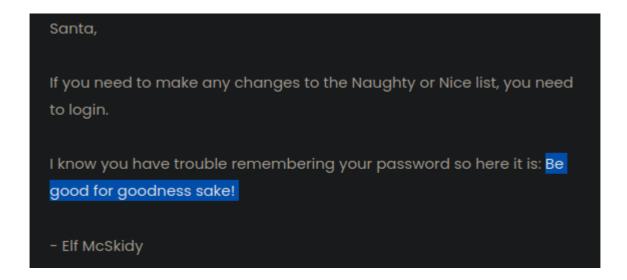
Question 5

This is what you will get when you change "/?proxy=http%3A%2F%2Flocalhost"?

Your search has been blocked by our security team.

Question 6

For the password for Question 1 would be Be good for goodness sake! That is given by Elf McSkidy in the step 7 part as we use list.hohoho.localhost.me



After entering the admin page you will see a delete naugthy list button by clicking on in it will show you the tag for the answer for the flag



Thought Process/Methodology

We try out a lot of ways doing this by using every single step in the walkthrough to find the solution and the answers for the questions. We learned that SSRF is the most useful for attackers to force web applications. Nevertheless after finding out the answer in one of the steps makes us realize that by doing every step that is included in the walkthrough we will get the answer in point.

Day 20:

Tools used: Kali Linux (VirtualBox), Powershell

Solution/walkthrough:

Question 1

Input "man ssh" in a terminal

```
NAME
ssh — OpenSSH remote login client

SYNOPSIS
ssh [-46AaCf6gKkMNnqsTtVvXxYy] [-B bind_interface] [-b bind_address] [-c cipher_spec]
[-D [bind_address:]port] [-E log_file] [-e escape_char] [-F configfile] [-I pkcs11] [-i identity_file]
[-J destination] [-L address] [-l login_name] [-m mac_spec] [-0 ctl_cmd] [-o option] [-p port]
[-Q query_option] [-R address] [-S ctl_path] [-W host:port] [-w local_tun[:remote_tun]] destination
[command [argument ...]]
```

Before we do the rest of the questions we must set up a couple things first

Start by connecting with the remote machine over SSH with "ssh -I mceager MACHINE_IP" and entering McEager's password "r0ckStar!"

```
(kali⊕ kali)-[/home/kali]

PS> ssh -l mceager 10.10.184.253

mceager@10.10.184.253's password:
```

(it might take a little while for the password prompt to appear)

Go into powershell by inputting "powershell", then change the directory to /documents with "cd documents"

```
mceager@ELFSTATION1 C:\Users\mceager>powershell
Windows PowerShell
Copyright (C) Microsoft Corporation. All rights reserved.

PS C:\Users\mceager> cd documents
PS C:\Users\mceager\documents>
```

View the hidden items in the directory with "Is -h"

```
PS C:\Users\mceager\documents> ls -h
   Directory: C:\Users\mceager\documents
                                         Length Name
Mode
                   LastWriteTime
d--hsl
             12/7/2020 10:28 AM
                                               My Music
d--hsl
             12/7/2020 10:28 AM
                                               My Pictures
                                               My Videos
d--hsl
             12/7/2020 10:28 AM
-a-hs-
             12/7/2020 10:29 AM
                                            402 desktop.ini
-arh--
            11/18/2020 5:05 PM
                                            35 e1fone.txt
```

As we can see the non essential hidden file there is e1fone.txt so now we just view its contents with "get-content e1fone.txt"

```
PS C:\Users\mceager\documents> get-content e1fone.txt All I want is my '2 front teeth'!!!
```

Question 3

Get out of the /documents folder and into the desktop folder with "cd ../desktop"

```
PS C:\Users\mceager\documents> cd ../desktop
PS C:\Users\mceager\desktop>
```

View hidden file with "Is -h"

Then go into the hidden file with "cd elf2wo"

```
PS C:\Users\mceager\desktop> cd elf2wo
PS C:\Users\mceager\desktop\elf2wo>
```

View the contents of txt file inside as the same way with question 1

Question 4

Get of the current directory with "cd\" and get into C:\windows\system32 with "cd windows\system32"

```
PS C:\Users\mceager\desktop\elf2wo> cd\
PS C:\> cd windows\system32
PS C:\windows\system32>
```

Then find the hidden file with "Is -h -filter *3*"

Question 5

Get into the file and view contents of the file with "Is -h"

View the word count of the first file with "Get-Content 1.txt | Measure-Object -Word"

```
PS C:\windows\system32\3lfthr3e> Get-Content 1.txt | Measure-Object -Word

Lines Words Characters Property

9999
```

Question 6

Find the words at index 551 and index 6991 with "(Get-Content 1.txt)[551,6991]"

```
PS C:\windows\system32\3lfthr3e> (Get-Content 1.txt)[551,6991]
Red
Ryder
```

Question 7

Find the second half of the phrase with "Get-Content 2.txt | select-string -pattern redryder"

```
PS C:\windows\system32\3lfthr3e> Get-Content 2.txt | select-string -pattern redryder redryderbbgun
```

Thought Process/Methodology:

With basic understanding of powershell, we are able to utilise a couple commands for us to collect information from the files we needed to access the wanted gifts of all 3 elfs and their respective directories.