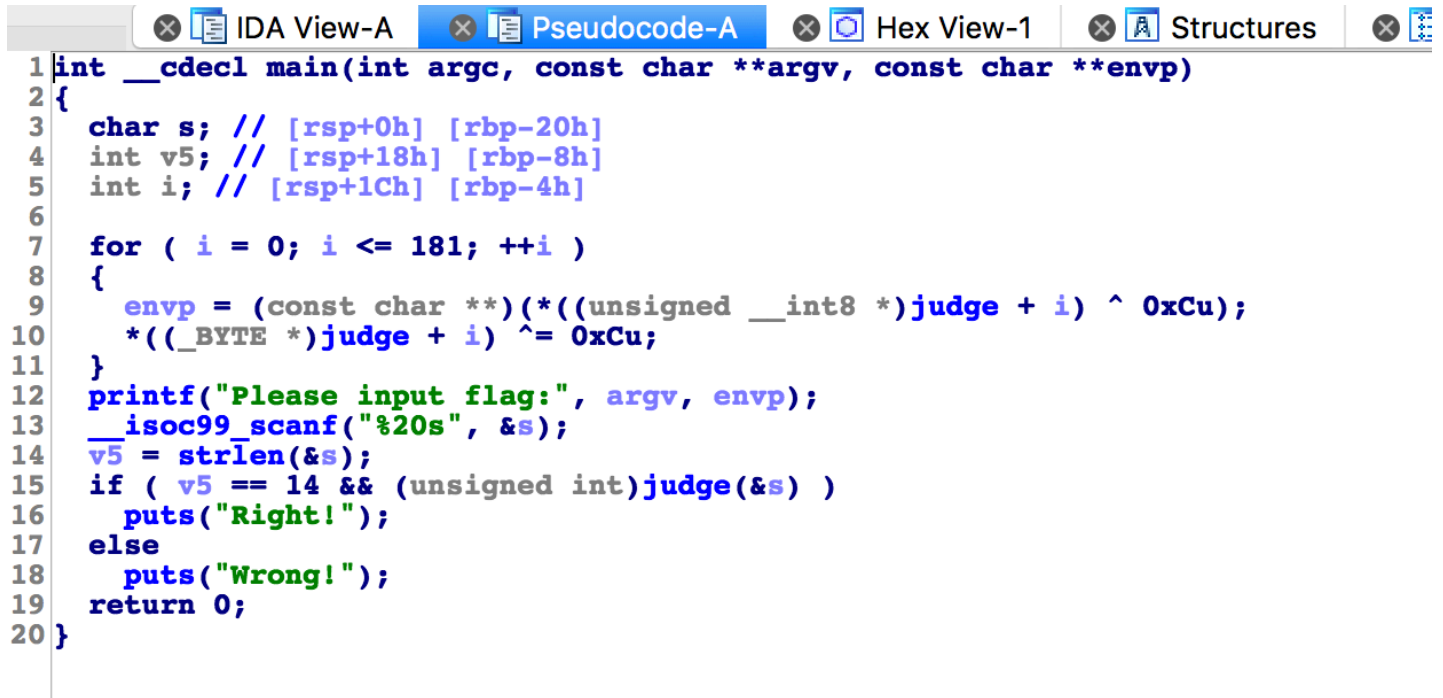


re0

64位的elf

查看main 函数:



```
1 int __cdecl main(int argc, const char **argv, const char **envp)
2 {
3     char s; // [rsp+0h] [rbp-20h]
4     int v5; // [rsp+18h] [rbp-8h]
5     int i; // [rsp+1Ch] [rbp-4h]
6
7     for ( i = 0; i <= 181; ++i )
8     {
9         envp = (const char **)(*((unsigned __int8 *)judge + i) ^ 0xCu);
10        *((_BYTE *)judge + i) ^= 0xCu;
11    }
12    printf("Please input flag:", argv, envp);
13    __isoc99_scanf("%20s", &s);
14    v5 = strlen(&s);
15    if ( v5 == 14 && (unsigned int)judge(&s) )
16        puts("Right!");
17    else
18        puts("Wrong!");
19    return 0;
20 }
```

我们发现在函数的开头有一个for循环 着一个对judge函数进行加密的 过程。

我们发现 judge函数对我们的逆向关键的函数。

所以 首先要做的就是 解密 judge 函数。

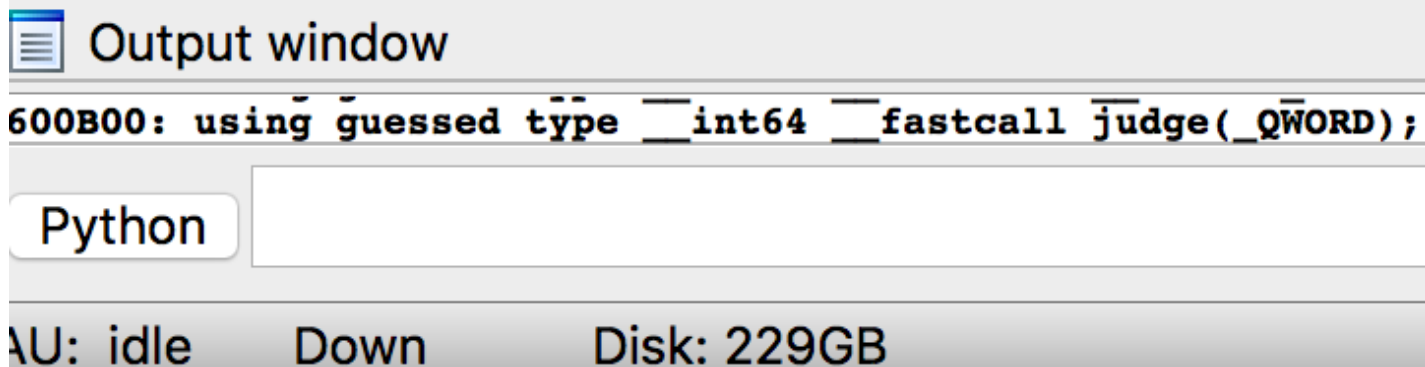
代码如下:

```
import ida_bytes

buf = ida_bytes.get_bytes(0x600B00, 182)

a = ""
for i in xrange(0, len(buf)):
    a += chr(0xC ^ ord(buf[i]))
ida_bytes.patch_bytes(0x600B00, a)
```

将下面的这段代码 复制到 下图的位置中:



然后回车 就可以解密judge函数：

变化如下图所示：

```
前：
ta:0000000000600B00 judge proc far ; CODE XREF: main+80↑p
ta:0000000000600B00 ; DATA XREF: main+16↑r ...
ta:0000000000600B00 pop rcx
ta:0000000000600B01 test ecx, r13d
ta:0000000000600B04 test [rcx-2Ch], r14d
ta:0000000000600B08 retf 0EC49h
ta:0000000000600B08 judge endp ; sp-analysis failed
ta:0000000000600B08 ; -----
ta:0000000000600B0B db 6Ah ; j
ta:0000000000600B0C db 0CAh
ta:0000000000600B0D db 49h ; I
ta:0000000000600B0E db 0EDh
ta:0000000000600B0F db 61h ; a
ta:0000000000600B10 db 0CAh
ta:0000000000600B11 db 49h ; I
ta:0000000000600B12 db 0EEh
ta:0000000000600B13 db 6Fh ; o
ta:0000000000600B14 db 0CAh
ta:0000000000600B15 db 49h ; I
ta:0000000000600B16 db 0EFh
ta:0000000000600B17 db 68h ; h
ta:0000000000600B18 db 0CAh
ta:0000000000600B19 db 49h ; I
ta:0000000000600B1A db 0E8h
ta:0000000000600B1B db 73h ; s
ta:0000000000600B1C db 0CAh
ta:0000000000600B1D db 49h ; I
ta:0000000000600B1E db 0E9h
ta:0000000000600B1F db 67h ; g
ta:0000000000600B20 db 0CAh
ta:0000000000600B21 db 49h ; I
ta:0000000000600B22 db 0EAh
ta:0000000000600B23 db 3Bh ; ;
ta:0000000000600B24 db 0CAh
ta:0000000000600B25 db 49h ; I
ta:0000000000600B26 db 0EBh
ta:0000000000600B27 db 68h ; h
ta:0000000000600B28 db 0CAh
ta:0000000000600B29 db 49h ; I
```

后：

```

.data:0000000000600B00 judge proc far ; CODE XREF: main+80↑p
.data:0000000000600B00 ; DATA XREF: main+16↑r ...
.data:0000000000600B01 push rbp
.data:0000000000600B04 mov rbp, rsp
.data:0000000000600B08 mov [rbp-28h], rdi
.data:0000000000600B08 mov byte ptr [rbp-20h], 66h
.data:0000000000600B08 judge endp ; sp-analysis failed
.data:0000000000600B08
.data:0000000000600B0C mov byte ptr [rbp-1Fh], 6Dh
.data:0000000000600B10 mov byte ptr [rbp-1Eh], 63h
.data:0000000000600B14 mov byte ptr [rbp-1Dh], 64h
.data:0000000000600B18 mov byte ptr [rbp-1Ch], 7Fh
.data:0000000000600B1C mov byte ptr [rbp-1Bh], 6Bh
.data:0000000000600B20 mov byte ptr [rbp-1Ah], 37h
.data:0000000000600B24 mov byte ptr [rbp-19h], 64h
.data:0000000000600B28 mov byte ptr [rbp-18h], 3Bh
.data:0000000000600B2C mov byte ptr [rbp-17h], 56h
.data:0000000000600B30 mov byte ptr [rbp-16h], 60h
.data:0000000000600B34 mov byte ptr [rbp-15h], 3Bh
.data:0000000000600B38 mov byte ptr [rbp-14h], 6Eh
.data:0000000000600B3C mov byte ptr [rbp-13h], 70h
.data:0000000000600B40 mov dword ptr [rbp-4], 0
.data:0000000000600B47 jmp short loc_600B71
.data:0000000000600B49 ; -----
.data:0000000000600B49 loc_600B49: ; CODE XREF: .data:0000000000600B75↓j
.data:0000000000600B49 mov eax, [rbp-4]
.data:0000000000600B4C movsxd rdx, eax
.data:0000000000600B4F mov rax, [rbp-28h]
.data:0000000000600B53 add rax, rdx
.data:0000000000600B56 mov edx, [rbp-4]
.data:0000000000600B59 movsxd rcx, edx
.data:0000000000600B5C mov rdx, [rbp-28h]
.data:0000000000600B60 add rdx, rcx
.data:0000000000600B63 movzx edx, byte ptr [rdx]
.data:0000000000600B66 mov ecx, [rbp-4]
.data:0000000000600B69 xor edx, ecx
.data:0000000000600B6B mov [rax], dl
.data:0000000000600B6D add dword ptr [rax, 4], 1

```

解密之后，judge函数得到正确的解析

但是我们发现 judge的结束地方并不正确。

接下来修改judge的结束位置。

在data end的地方 按 yes

然后 选中judge函数的开头 按 然后再按

这样就可以反编译 judge函数了。

```
IDA View-A Pseudocode-B Pseudocode-A Hex V
1 signed __int64 __fastcall judge(__int64 a1)
2 {
3     char v2; // [rsp+8h] [rbp-20h]
4     char v3; // [rsp+9h] [rbp-1Fh]
5     char v4; // [rsp+Ah] [rbp-1Eh]
6     char v5; // [rsp+Bh] [rbp-1Dh]
7     char v6; // [rsp+Ch] [rbp-1Ch]
8     char v7; // [rsp+Dh] [rbp-1Bh]
9     char v8; // [rsp+Eh] [rbp-1Ah]
10    char v9; // [rsp+Fh] [rbp-19h]
11    char v10; // [rsp+10h] [rbp-18h]
12    char v11; // [rsp+11h] [rbp-17h]
13    char v12; // [rsp+12h] [rbp-16h]
14    char v13; // [rsp+13h] [rbp-15h]
15    char v14; // [rsp+14h] [rbp-14h]
16    char v15; // [rsp+15h] [rbp-13h]
17    int i; // [rsp+24h] [rbp-4h]
18
19    v2 = 102;
20    v3 = 109;
21    v4 = 99;
22    v5 = 100;
23    v6 = 127;
24    v7 = 107;
25    v8 = 55;
26    v9 = 100;
27    v10 = 59;
28    v11 = 86;
29    v12 = 96;
30    v13 = 59;
31    v14 = 110;
32    v15 = 112;
33    for ( i = 0; i <= 13; ++i )
34        *(_BYTE *)(i + a1) ^= i;
35    for ( i = 0; i <= 13; ++i )
36    {
37        if ( *(_BYTE *)(i + a1) != *(&v2 + i) )
38            return 0LL;
39    }
40    return 1LL;
41 }
```

可以看到 有很多char型的参数 其实是数组 我们进行修改 可以让ida更好的反编译, 在 v2的地方按 **y** 在弹出的对话框里 输入v2[14] 因为有14个 变量。

可以看到变成这样:

```
IDA View-A Pseudocode-B Pseudocode-A Hex View
1 signed __int64 __fastcall judge(__int64 a1)
2 {
3     char v2[14]; // [rsp+8h] [rbp-20h]
4     int i; // [rsp+24h] [rbp-4h]
5
6     v2[0] = 102;
7     v2[1] = 109;
8     v2[2] = 99;
9     v2[3] = 100;
10    v2[4] = 127;
11    v2[5] = 107;
12    v2[6] = 55;
13    v2[7] = 100;
14    v2[8] = 59;
15    v2[9] = 86;
16    v2[10] = 96;
17    v2[11] = 59;
18    v2[12] = 110;
19    v2[13] = 112;
20    for ( i = 0; i <= 13; ++i )
21        *(_BYTE *)(i + a1) ^= i;
22    for ( i = 0; i <= 13; ++i )
23    {
24        if ( *(_BYTE *)(i + a1) != v2[i] )
25            return 0LL;
26    }
27    return 1LL;
28 }
```

让数组v2 显示成字符 按 `r`

可以看到 v2 是字符串: fmcd\x7fk7d;V\x60;np

我们看到了变换方式 这个过程可逆:

代码如下:

```
flag_enc="fmcd\x7fk7d;V\x60;np"
flag=""
for i in range(len(flag_enc)):
    c=flag_enc[i]
    flag+=chr(ord(c)^i)

print flag
```