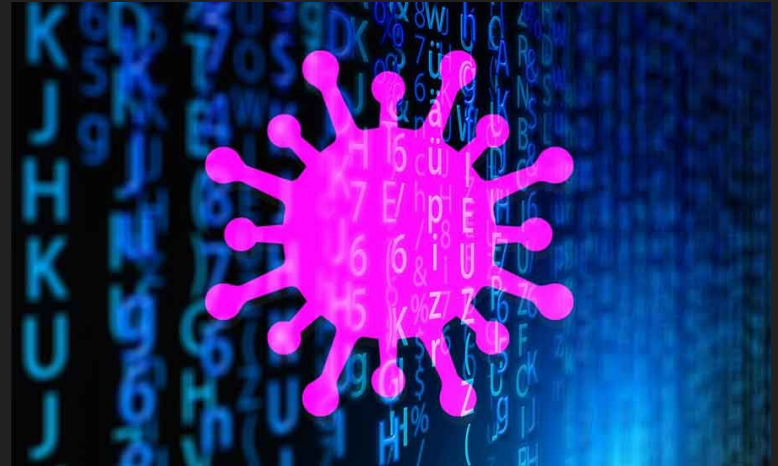


Viruses

Chandler Calkins & Gabriel Jones

Outline

1. Introduction / Recap of viruses
 - a. What is a Virus?
 - b. Parts of a Virus
 - c. Brief History of Viruses
2. How to make a virus
3. How to make Anti-Virus software



What is a Virus?

- A malicious program that overwrites other programs
- Can either completely replace, or carefully insert code into other programs
- Infected programs can be infected with code that makes them infect even

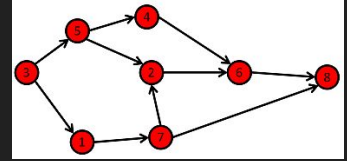
more programs



Parts of a Virus

1. Infection Mechanism

- How will the virus get into and spread through a system?



2. Payload

- What will the virus do to the system in addition to spreading itself?



3. Trigger

- When will the virus activate, and what will cause it to activate?



Brief History of Viruses

Very early viruses weren't the smartest - but they were extremely effective

- Writing zeros to boot partitions/bios instructions
- Filling up a drive over time to be annoying
- Deleting random files

More modern viruses tend to incorporate other types of MALWARE

- Can be much more specifically targeted
- If attack is successful, result(s) can be catastrophic
 - Ransomware/Data encryption/Personal information digging
 - Phishing emails
 - Secrecy/Undetection (self encryption/mutations)

How to Make a Virus

How to make a Virus

- Step 1: Find which programs you want to infect
- Step 2: Determine where you want to place the payload in each file
- Step 3: Create the payload / infection mechanism
- Step 4: Write the payload to the files you want to infect

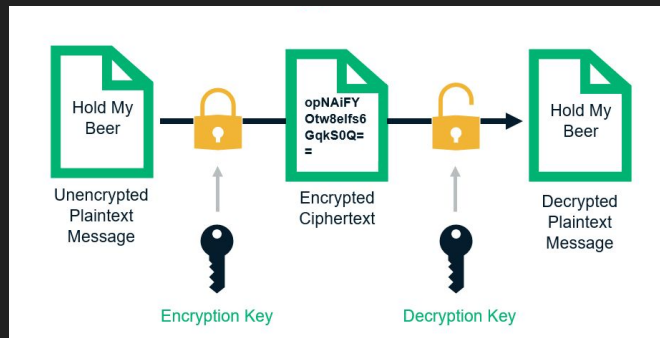
Polymorphism

- Same payload every time is easy to detect
- Lots of ways to randomize the payload
- Most popular way is using encryption:

1. Take your payload and turn it into a string

2. Get a random key and encrypt your payload

3. Make it so infected files decrypt that string back into code, and then execute it



Parts of this Virus

- Infection mechanism:
 - Just the root virus program infecting as many python files as it can
- Payload:
 - Makes the keyboard unusable + slightly lags the computer
- Trigger:
 - Running any infected program

How to Make an Anti-Virus

How to make Anti-virus software

Generally 2 main ways

- Behavioral/Pattern/Action Recognition
 - Several files all running the exact same code? Changing by the same length?
 - One program scrubbing large amounts of files?
- Payload (key terms/code) Searching
 - Recall our buffer overflow lab
 - We took advantage of a vulnerability to run this malicious shellcode ----->
 - These known payloads can be stored in a remote server and added to when more are found

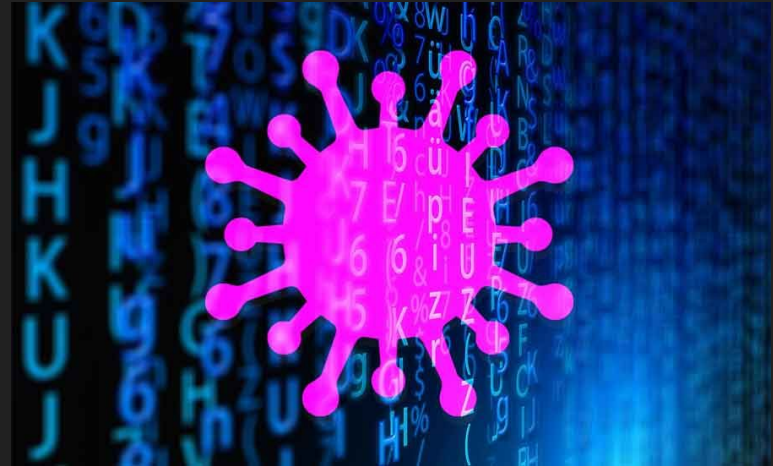
Which is more effective?

Why?

```
const char code[] =
"\x31\xc0"      /* Line 1: xorl    %eax,%eax    */
"\x50"          /* Line 2: pushl   %eax         */
"\x68"          /* Line 3: pushl   $0x68732f2f  */
"\x68"          /* Line 4: pushl   $0x6e69622f  */
"\x89\xe3"      /* Line 5: movl    %esp,%ebx    */
"\x50"          /* Line 6: pushl   %eax         */
"\x53"          /* Line 7: pushl   %ebx         */
"\x89\xe1"      /* Line 8: movl    %esp,%ecx    */
"\x99"          /* Line 9: cdq     %eax         */
"\xb0\x0b"      /* Line 10: movb   $0x0b,%al    */
"\xcd\x80"      /* Line 11: int     $0x80       */
;
```

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Sources + Questions?

- <http://etutorials.org/Misc/computer+book/Part+2+Dangerous+Threats+on+the+Internet/Chapter+7+Viruses+and+Worms/HOW+VIRUSES+AVOID+DETECTION/>
- <https://www.youtube.com/watch?v=2Ra1CCG8Guo>
- <https://www.youtube.com/watch?v=-TSWzErSxC4>

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