

Project Report: Backdoor (Reverse Shell Simulation)

1. Objective

The objective of this project was to design and implement a fully functional **reverse shell backdoor**, which enables a Command-and-Control (C2) server to gain remote access to a target system. The project simulates a post-exploitation scenario where a compromised client connects back to the attacker's machine, allowing remote shell execution and file operations. The purpose was to understand the mechanics of remote access tools (RATs) and how adversaries maintain persistent control over compromised hosts.

2. Project Summary

The **Backdoor (Reverse Shell)** is a Python-based offensive security tool built for educational and ethical use within isolated lab environments. It consists of two components:

- **Client (Backdoor):** Runs on the target machine and continuously attempts to establish a reverse TCP connection to the attacker's IP and port.
- **Server (C2):** Listens for incoming connections from clients, accepts remote command input, and displays the response output received from the client.

Once connected, the server can:

- Execute arbitrary shell commands remotely.
- Navigate directories using `cd` functionality.
- Upload and download files through Base64 encoding to preserve file integrity.
- Handle disconnects and reconnections gracefully, ensuring persistence.

3. Technical Details

✓ Key Functionalities:

Feature	Description
Remote Command Execution	Allows execution of terminal commands from the attacker's system.
File Upload/Download	Uses Base64 to securely send files between client and server.
Directory Navigation	Handles <code>cd</code> commands and updates working directory state persistently.
Persistent Connection	Auto-reconnect logic if the server goes down or network is lost.

🧰 Tools and Libraries Used:

Module	Purpose
<code>socket</code>	Network communication over TCP
<code>subprocess</code>	Executes shell commands on client side
<code>os</code>	Directory operations and environment data
<code>base64</code>	File encoding/decoding for transmission
<code>time</code>	Implements reconnect delay

4. Workflow

1. The attacker starts the server script (`server.py`) and waits for a client connection.
2. The client script (`client.py`) is launched on the victim machine and attempts to connect to the server.
3. Once connected:
 - The attacker can issue shell commands, change directories, or upload/download files.
 - The client sends back command output or requested file data.
4. If the connection is lost, the client attempts to reconnect automatically.

5. Ethical Considerations

This simulation was conducted in a **closed virtual lab environment** using virtual machines under my full administrative control. No real systems were targeted or affected. The tool was developed strictly for:

- Ethical hacking education
- Red-team simulations
- Understanding post-exploitation persistence techniques

The project complies with all ethical hacking and cybersecurity training guidelines.

6. Learning Outcomes

Through this project, I gained hands-on knowledge in:

- Building **reverse TCP shell** logic from scratch
- Managing **persistent sockets** and reliable communication channels
- Implementing **secure file transfer** using encoding techniques
- Executing remote shell commands and **handling system responses**
- Understanding how real-world backdoors operate, and how to detect/prevent them

This also helped improve my proficiency in **network programming**, **error handling**, and **system interaction through Python**.

7. Conclusion

The Backdoor Reverse Shell project offered a practical understanding of **post-exploitation attack techniques**, particularly those used by real-world adversaries for remote control and data exfiltration. Developing this tool from scratch gave me deep insight into how attackers establish and maintain access to compromised systems. It also highlighted the importance of hardening systems against such threats, including monitoring outbound connections and restricting shell access.

This project reflects the core essence of offensive security — thinking like an attacker to build stronger defenses.