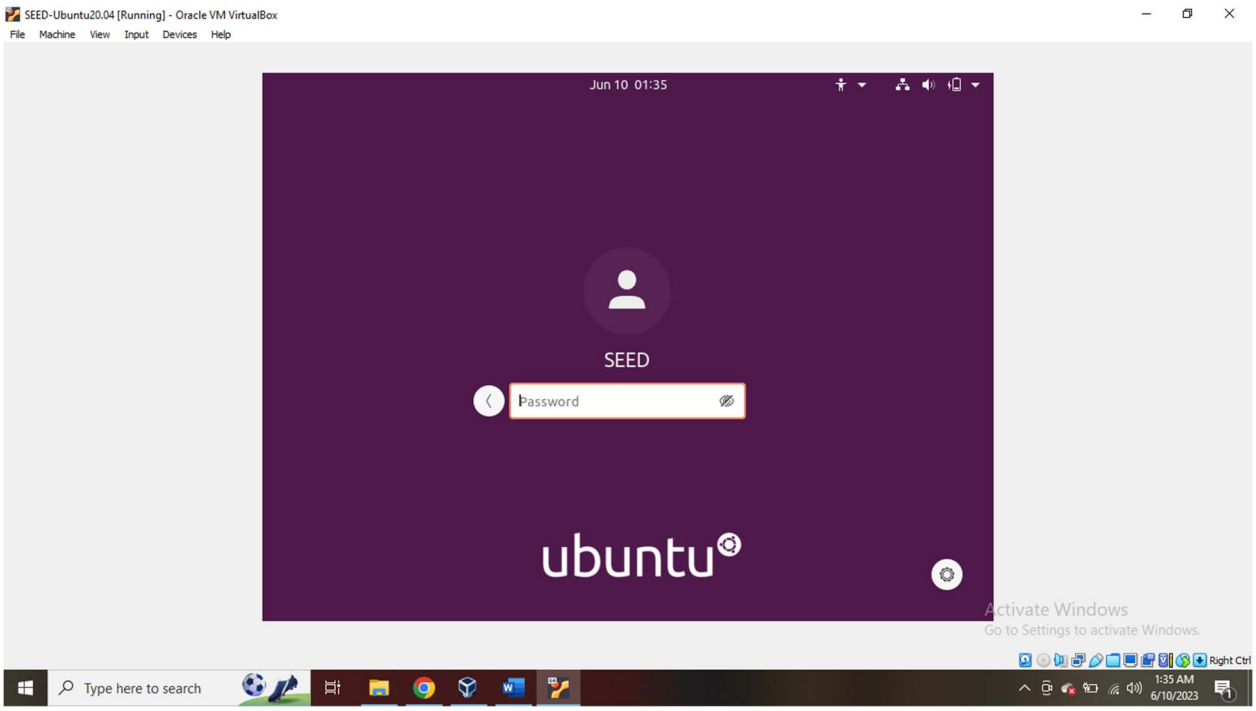
Information and Networking Security

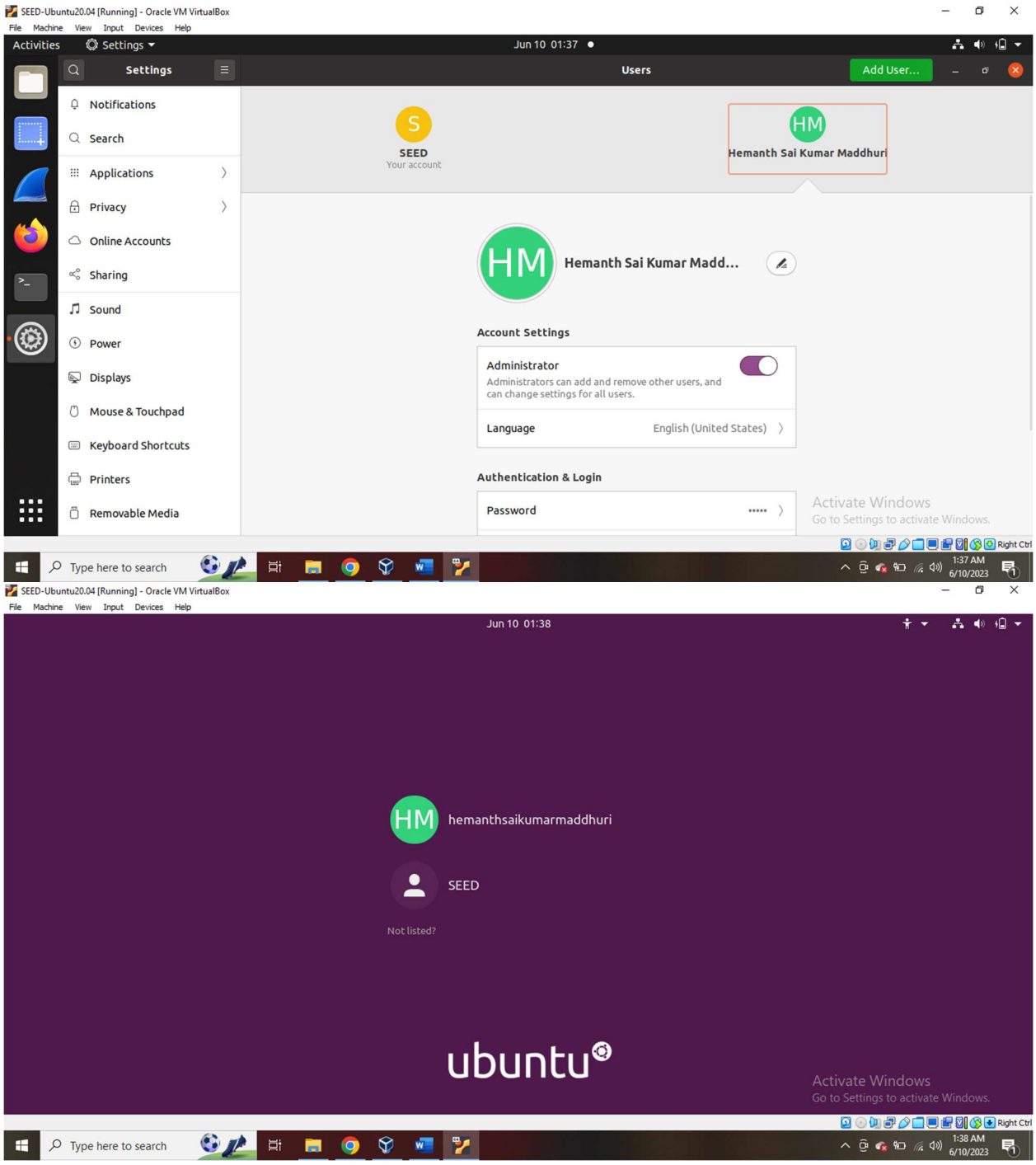
Quiz - 1

Name: Hemanth Sai Kumar Maddhuri **ID:** 999902480

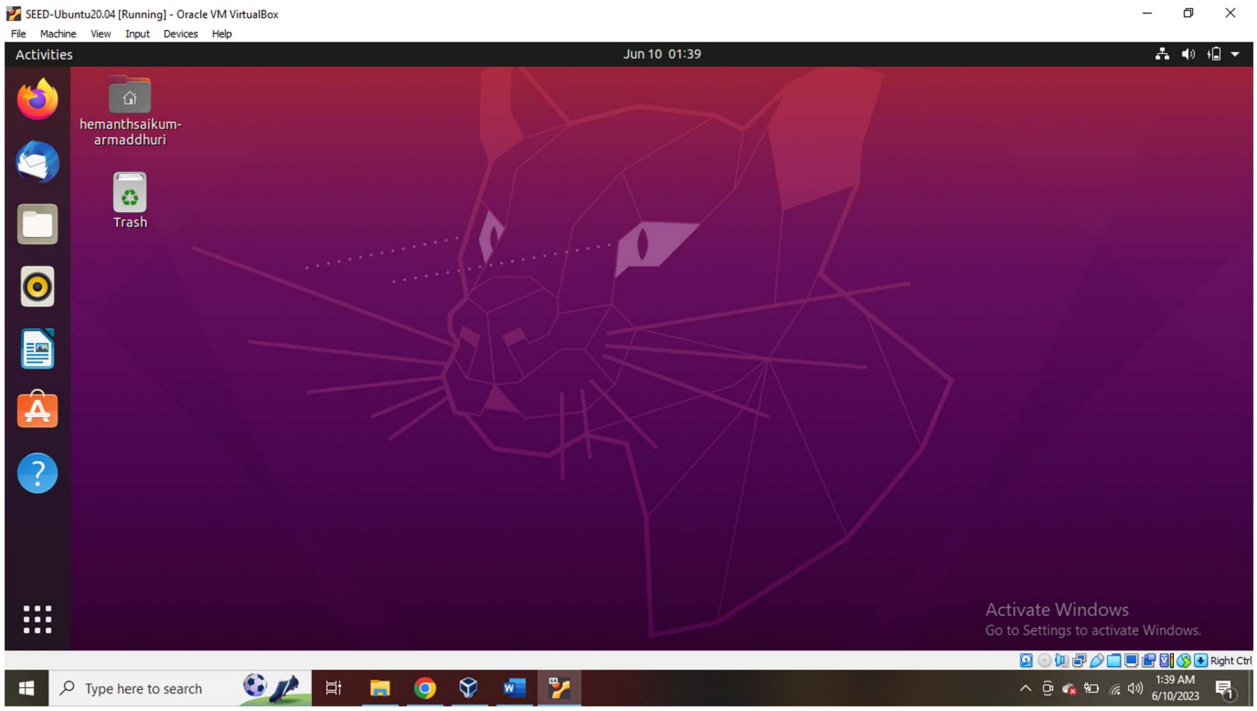
Firstly, I have downloaded virtual box VM and seed ubuntu-20.04 VM from https://seedsecuritylabs.org/Labs_20.04/Software/Shellcode/



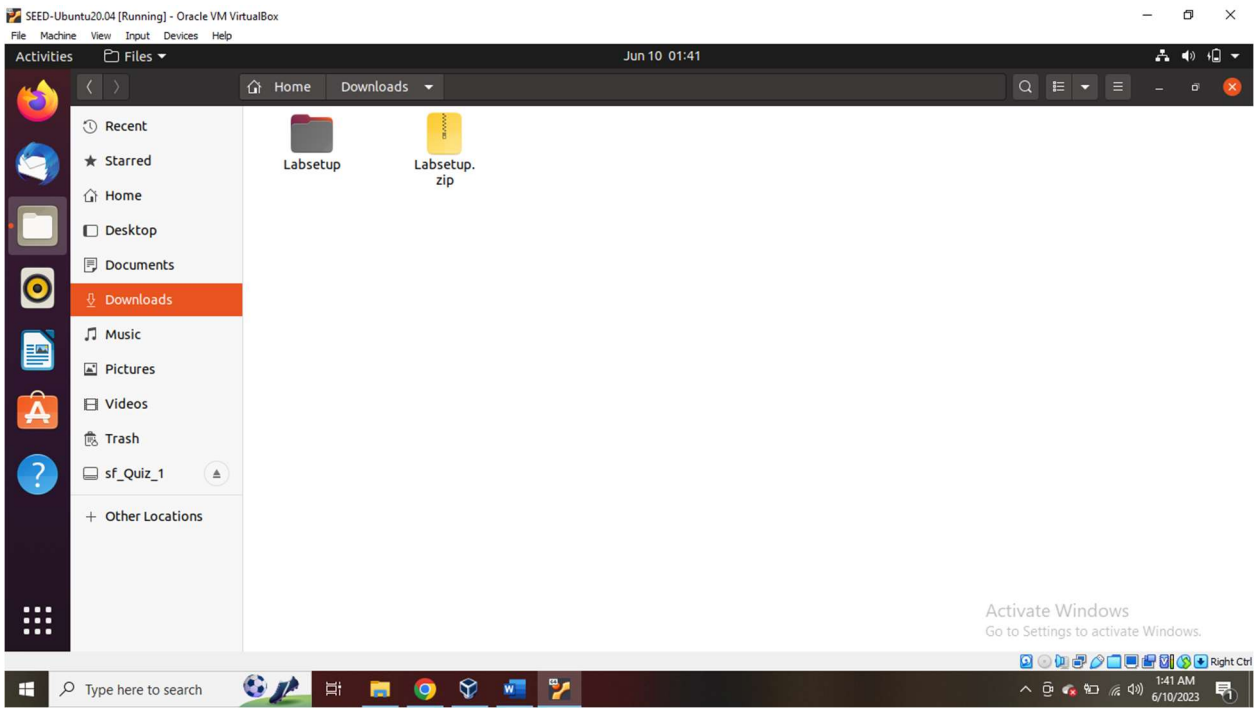
Then I have set my username which has first+lastname



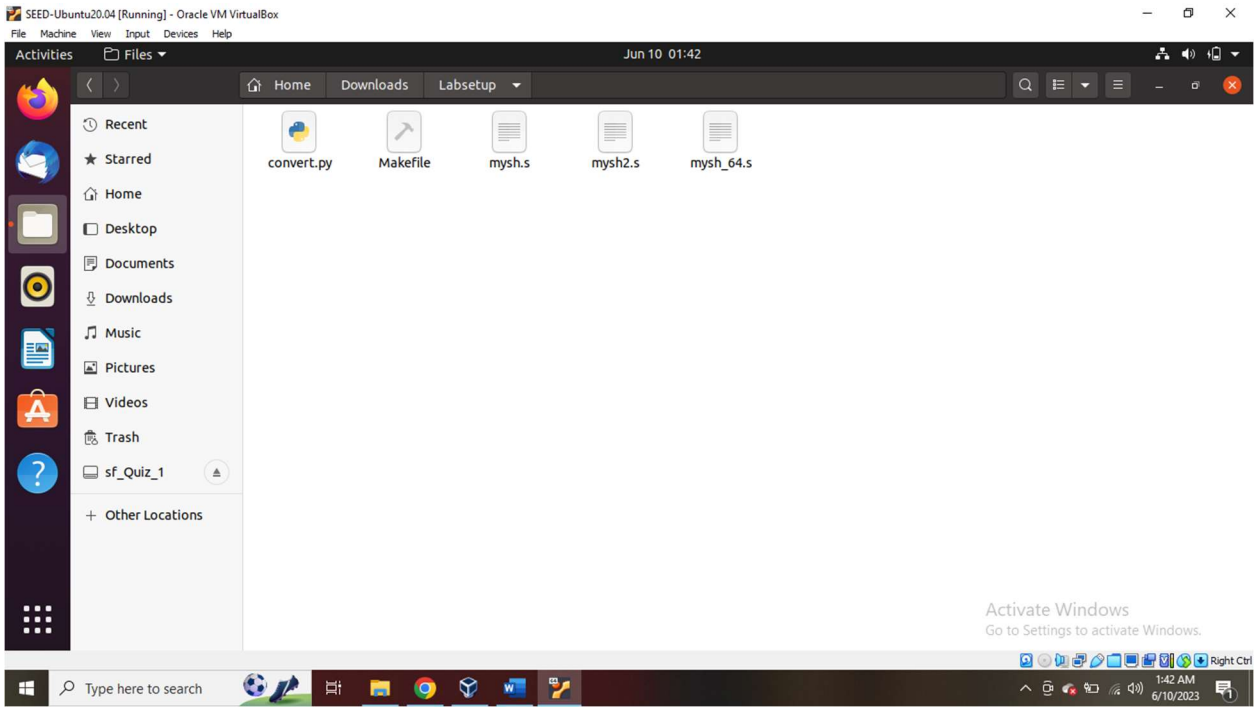
Which eventually loads like this,



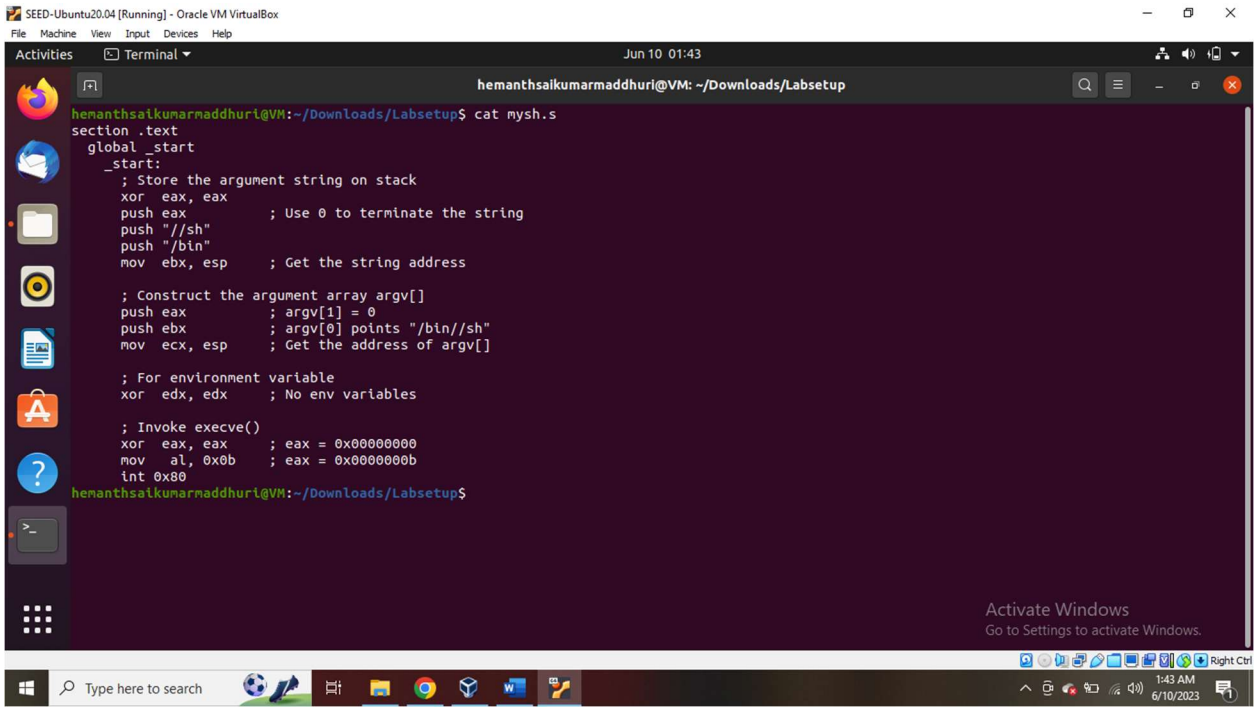
I have downloaded Labsetup.zip https://seedsecuritylabs.org/Labs_20.04/Software/Shellcode/ and extracted it as Labsetup,



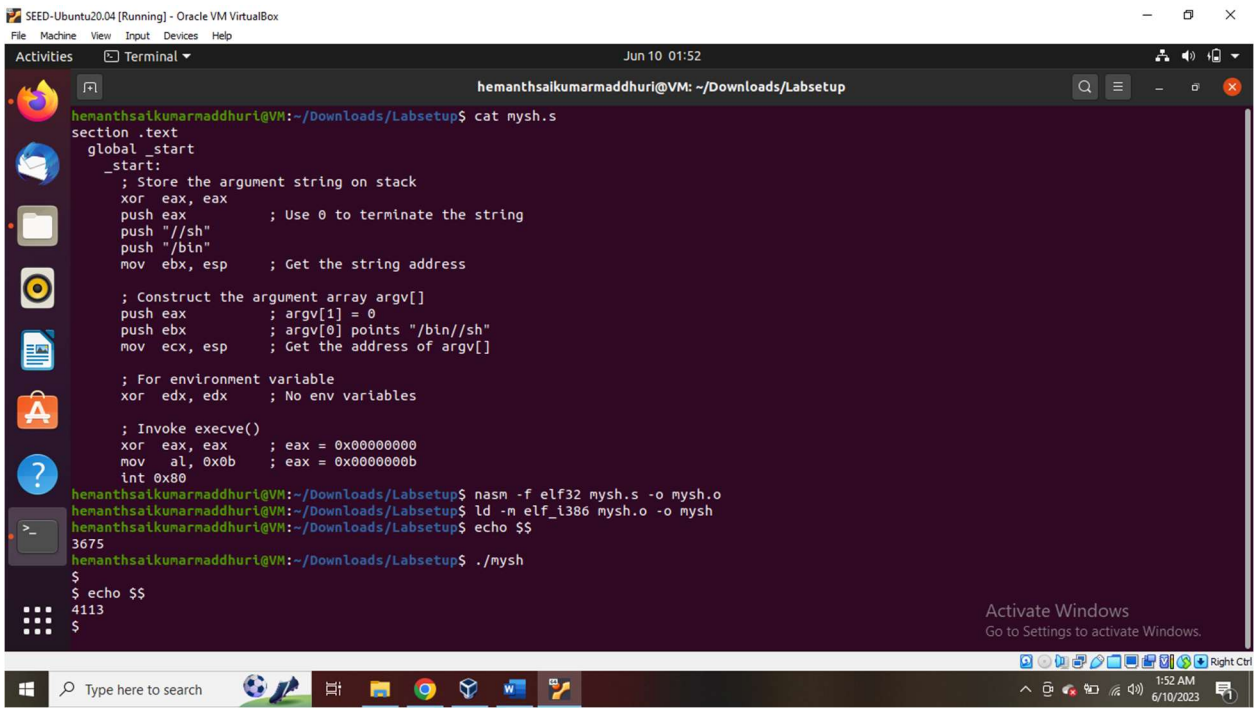
Extracted Labsetup.zip has the below files,



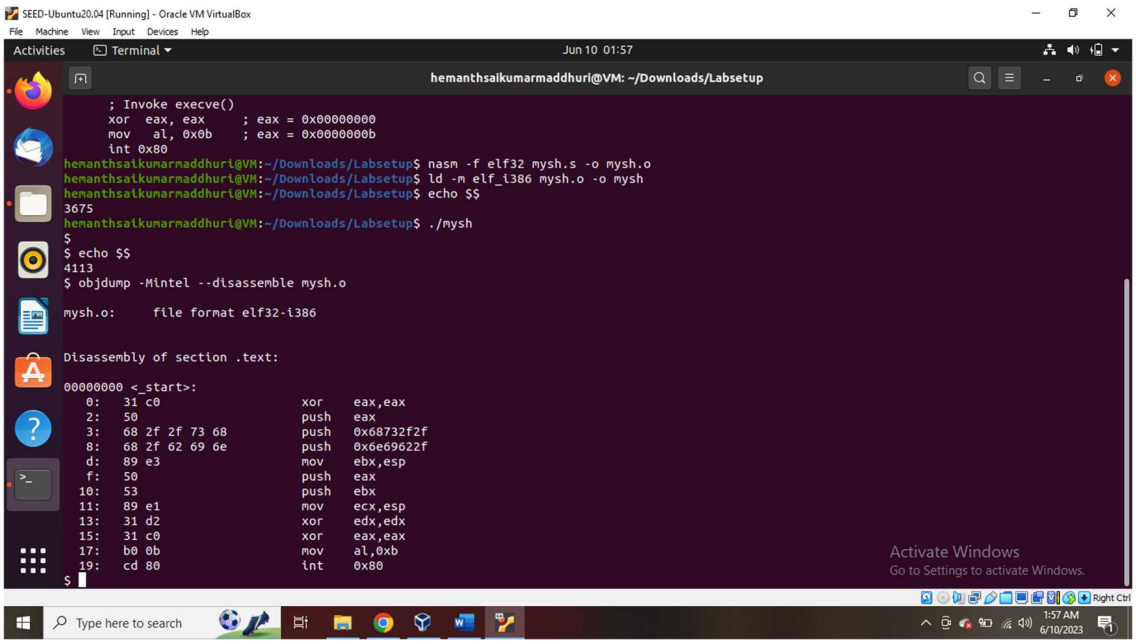
Task 1.a: The Entire Process of writing a shell code



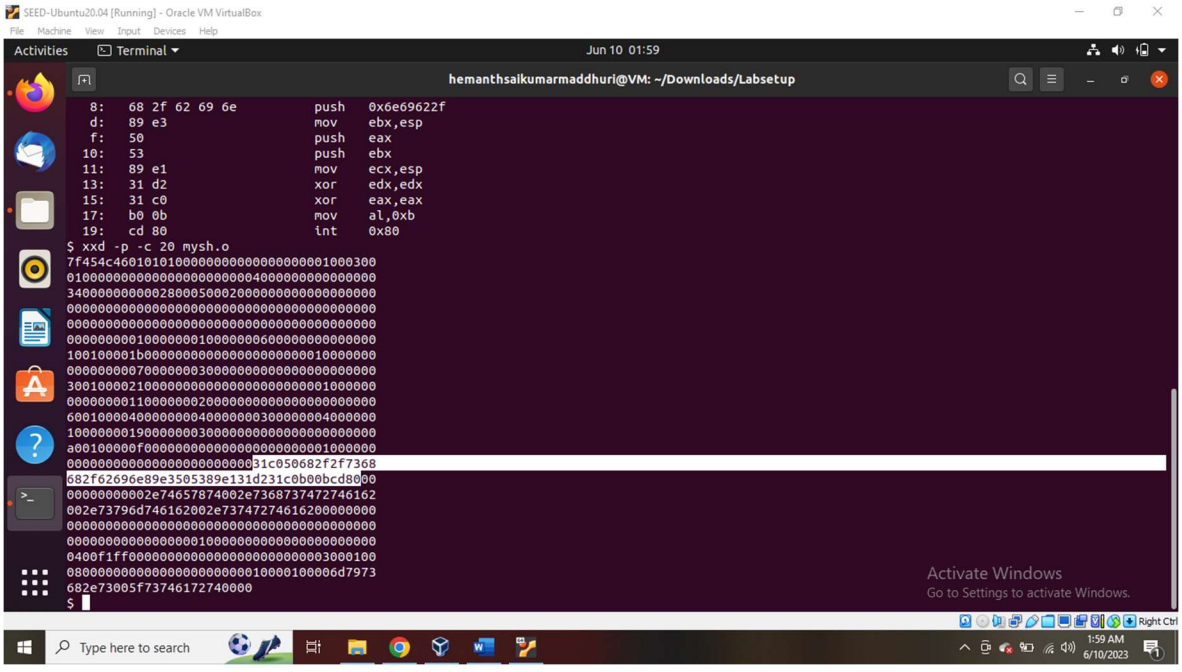
- Compiling to object code using the command,
    - $ nasm -f elf32 mysh.s -o mysh.o
- Linking to generate final binary using the command,
    - $ ld -m elf_i386 mysh.o -o mysh
- Using echo $$ we print the shell id
- After executing ./mysh moves the current shell to new terminal. As, we can clearly see that the process id is different.



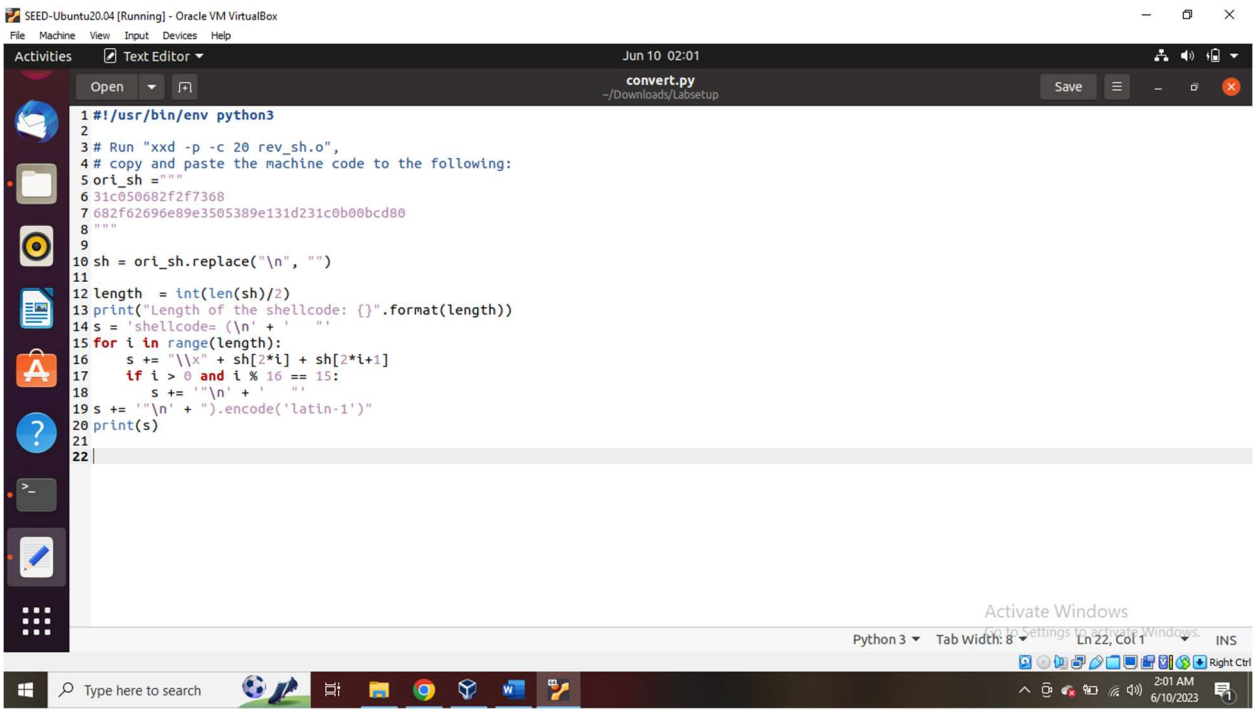
We use command, **$ objdump -Mintel --disassemble mysh.o** which executes to disassembly the required machine code so that we can use it later. This is done using objdump which uses At & t mode along with –mintel to produce the assembly code in intel mode.



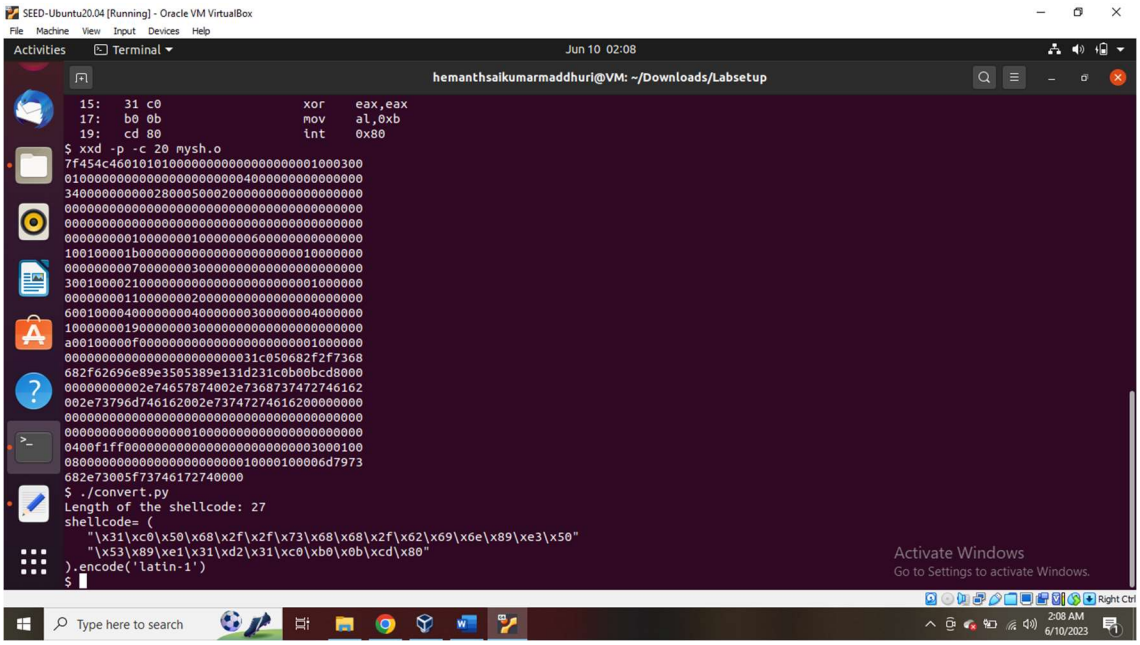
Later, **XXD** command is used to print out the content of binary file and then we copy the required machine code out of the binary file.



Hence the copied code is pasted into convert.py file as instructed in the pdf. Thus, we copy the shellcode into the attacking code.



After making changes into convert.py file we execute the file using **./convert.py** command which gives output as,



Thus the attacking code stores the shell code into the python array.

Task 1.b. Eliminating Zeros from the Code

- **If we want to assign zero to eax, we can use "mov eax, 0", but doing so, we will get a zero in the machine code. A typical way to solve this problem is to use "xor eax, eax". Please explain why this would work.**

Ans: As per the question using “mov eax, 0” is not a good idea as it as zero in machine code whereas when we use “xor eax, eax” there is no zero in the machine code. So we go for “xor eax, eax”.

- **If we want to store 0x00000099 to eax. We cannot just use mov eax, 0x99, because the second operand is actually 0x00000099, which contains three zeros. To solve this problem, we can first set eax to zero, and then assign a one-byte number 0x99 to the al register, which is the least significant 8 bits of the eax register.**

Ans: From my knowledge, if we want to store 0x00000099 to eax, we can write the code as

xor eax, eax

mov al, 0x99

- **Another way is to use shift. In the following code, first 0x237A7978 is assigned to ebx. The ASCII values for x, y, z, and # are 0x78, 0x79, 0x7a, 0x23, respectively.**

Ans: We use shift operator to solve this code and it is written as

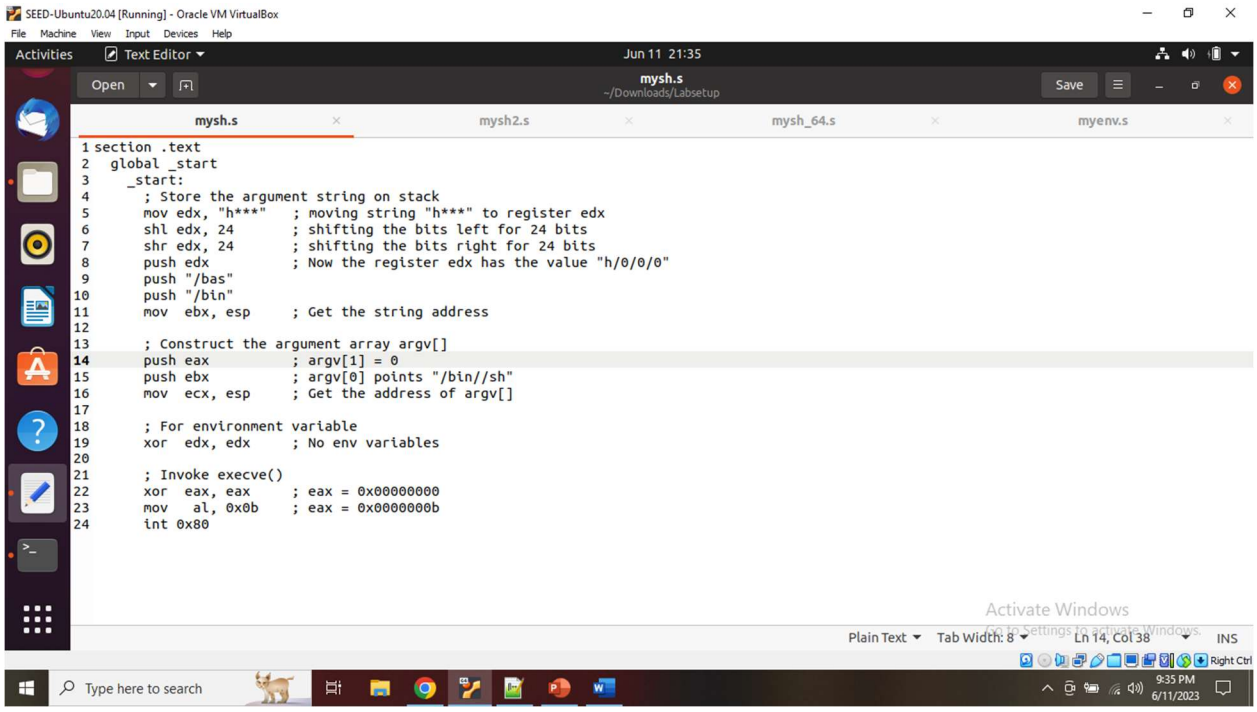
mov ebx, 0x78797a23

shl ebx, 8

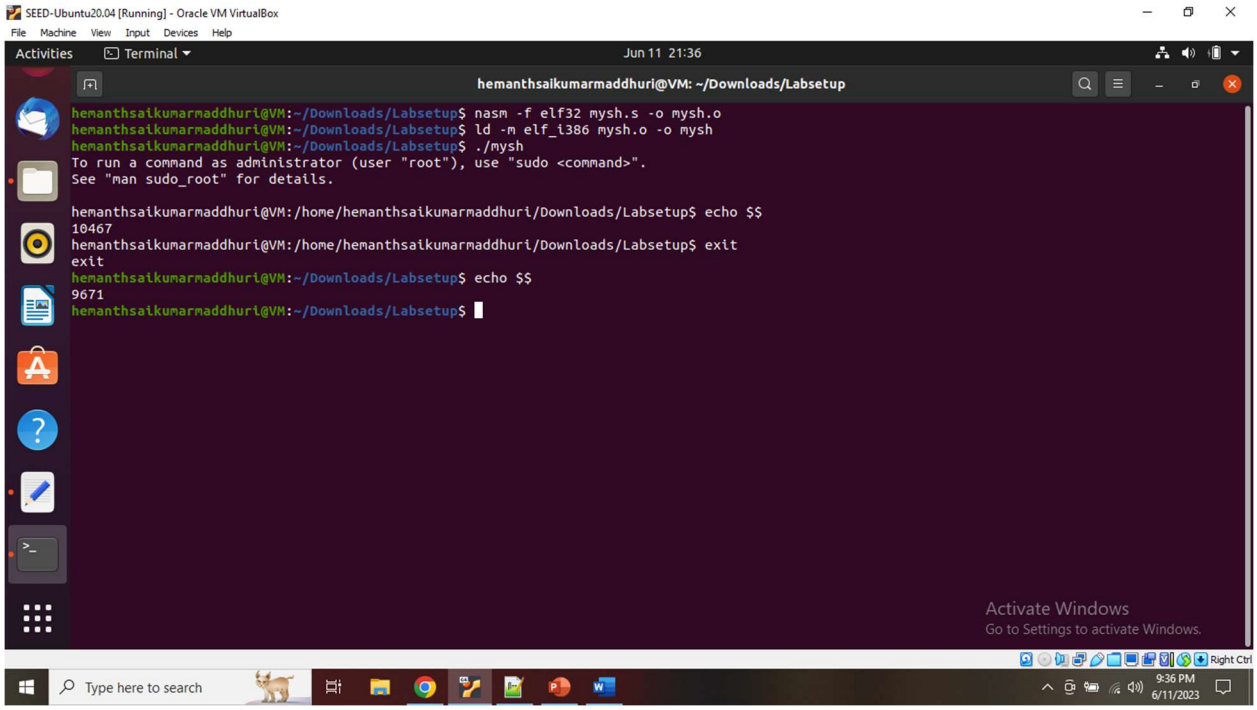
shr ebx, 8

- **Task. In Line 1 of the shellcode mysh.s, we push "//sh" into the stack. Actually, we just want to push "/sh" into the stack, but the push instruction has to push a 32-bit number. Therefore, we add a redundant / at the beginning; for the OS, this is equivalent to just one single /. For this task, we will use the shellcode to execute /bin/bash, which has 9 bytes in the command string (10 bytes if counting the zero at the end). Typically, to push this string to the stack, we need to make the length multiple of 4, so we would convert the string to /bin////bash. However, for this task, you are not allowed to add any redundant / to the string, i.e., the length of the command must be 9 bytes (/bin/bash). Please demonstrate how you can do that. In addition to showing that you can get a bash shell, you also need to show that there is no zero in your code.**

Ans: With respect to the above statements we change the code as,

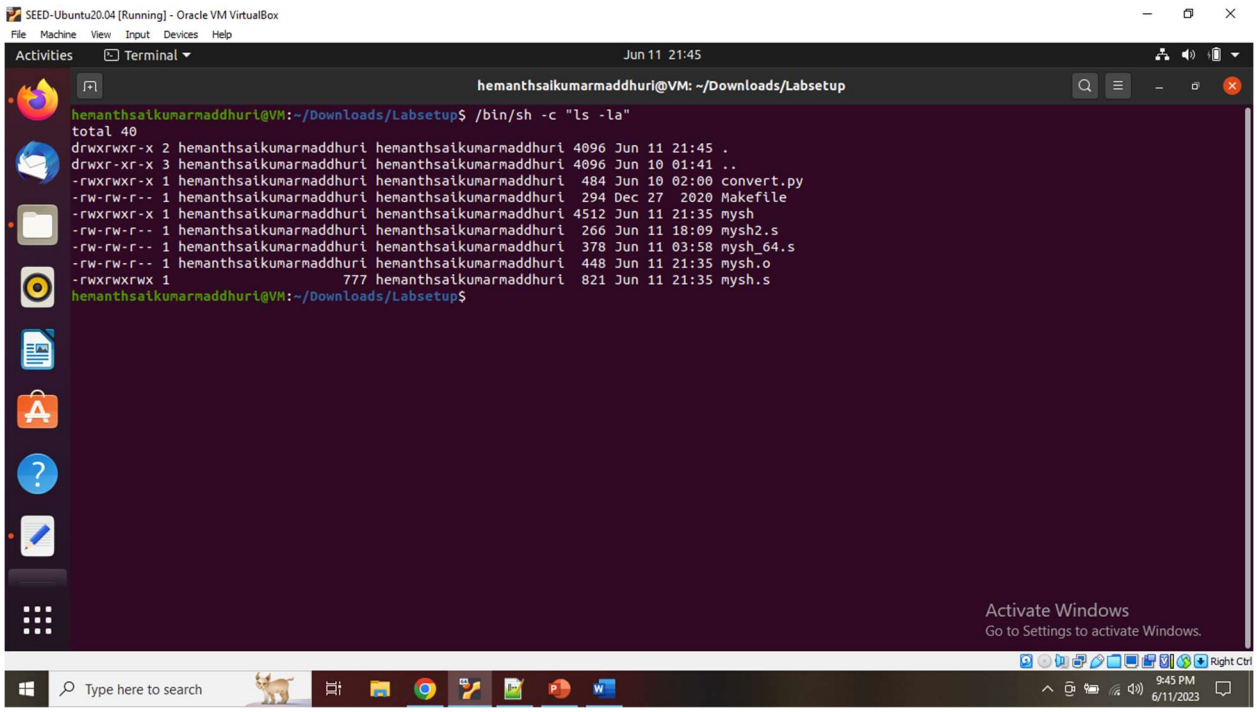


Then after executing the command ./mysh we get into bash shell,

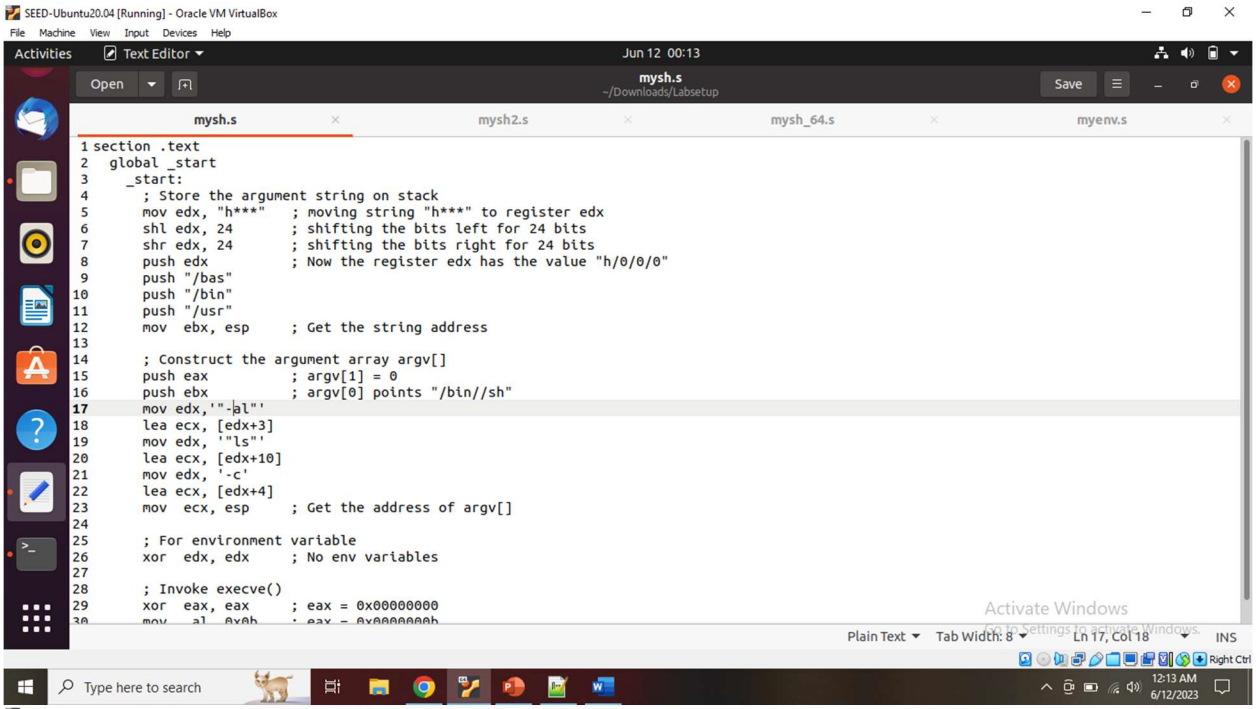


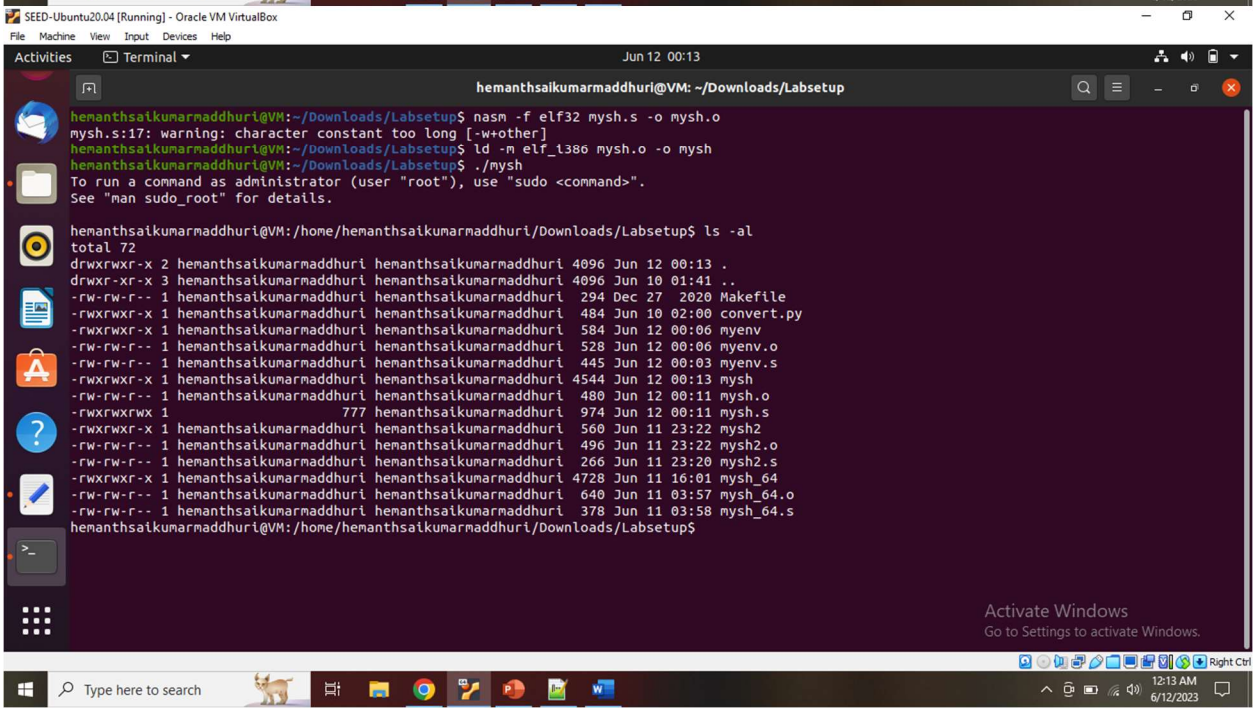
- **Task 1.c. Providing Arguments for System Calls Inside mysh.s, in Lines ❷ and ❸, we construct the argv[] array for the execve() system call. Since our command is /bin/sh, without any command-line arguments, our argv array only contains two elements: the first one is a pointer to the command string, and the second one is zero. In this task, we need to run the following command, i.e., we want to use execve to execute the following command, which uses /bin/sh to execute the "ls -la" command.**

Ans: When we execute the command **“ /bin/sh -c "ls -la" ”** we get,



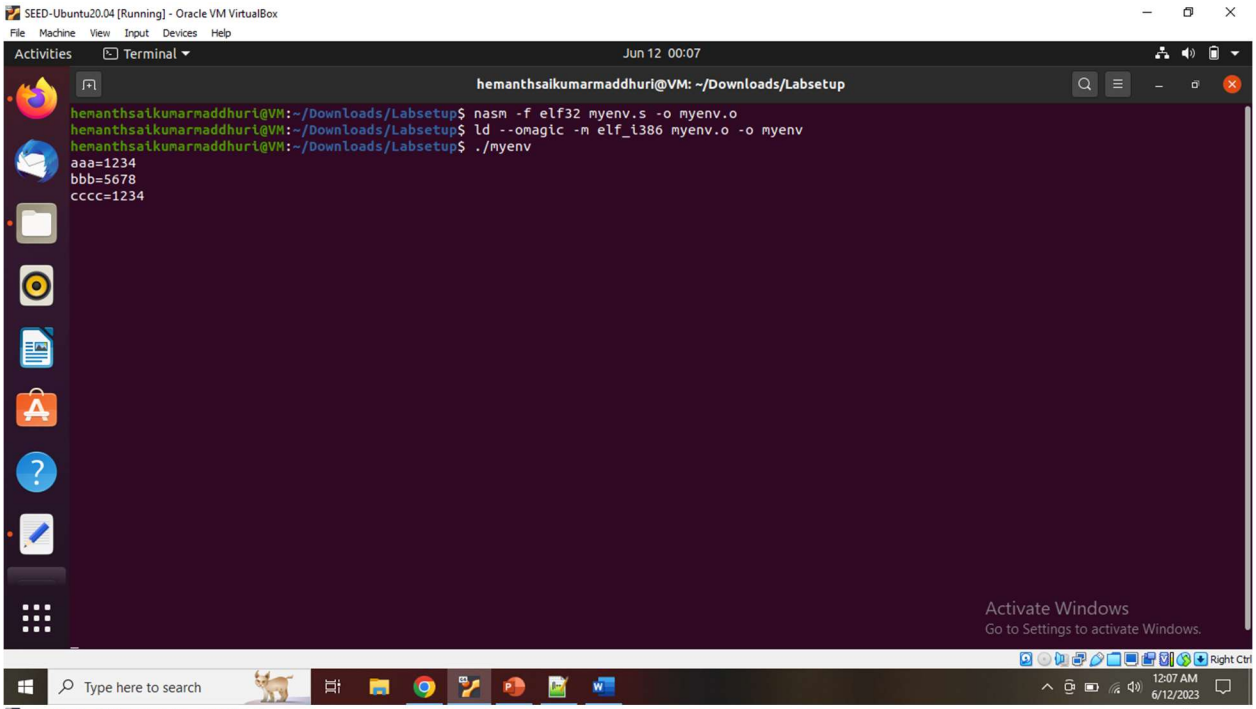
Later, we were asked to execute “ls -la” using the /bin/sh which means to running of command internally from the code (mysh.s). We can see the code for the following,

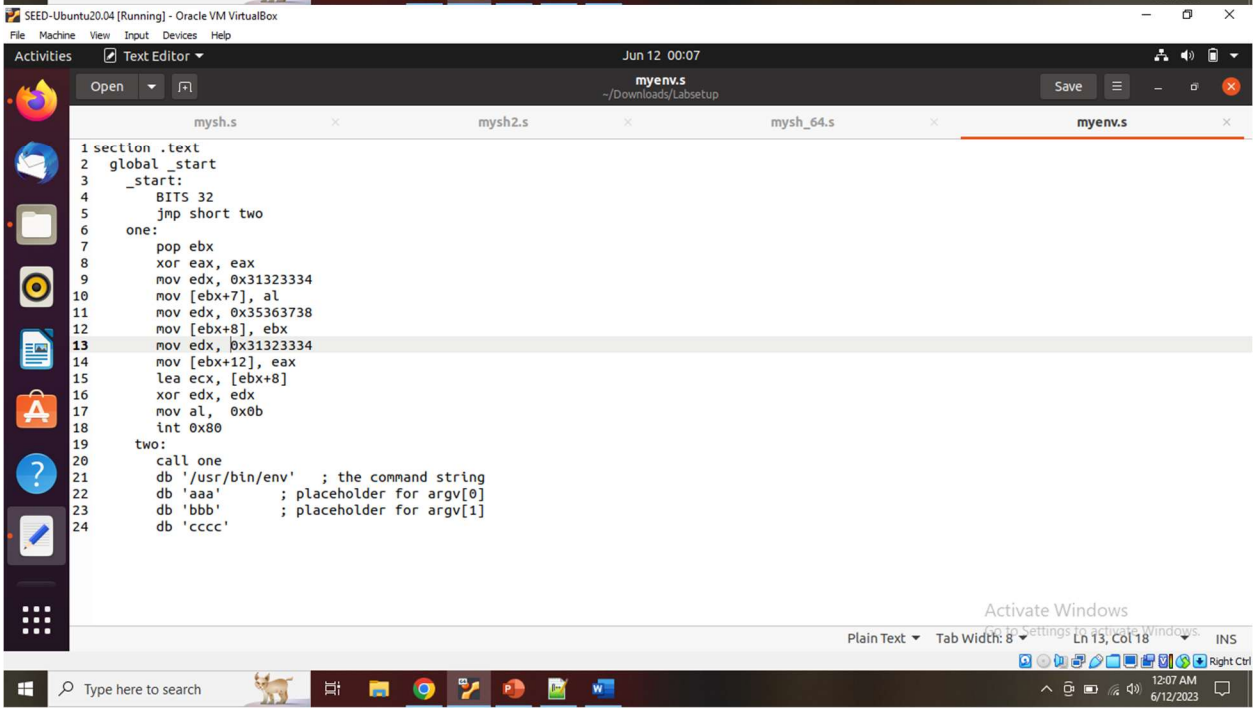




- **Task 1.d. Providing Environment Variables for execve()**

In this task, we will write a shellcode called myenv.s. When this program is executed, it executes the "/usr/bin/env" command, which can print out the following environment variables:





- **Task 2: Using Code Segment**

Tasks. You need to do the followings:

(1) Please provide a detailed explanation for each line of the code in mysh2.s, starting from the line labeled one. Please explain why this code would successfully execute the /bin/sh program, how the argv[] array is constructed, etc.

Ans: From the code,

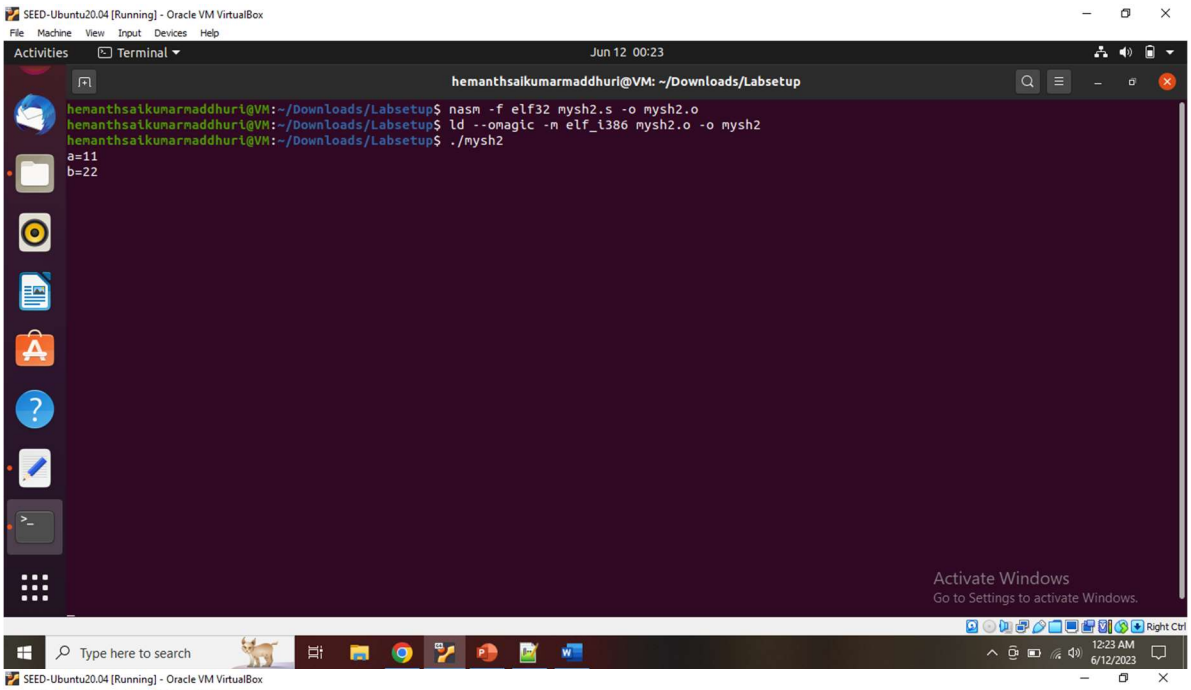
The provided code begins by jumping to the instruction at location two, which in turn performs another jump to location one using the call instruction. The call instruction acts as a function call, saving the address of the next instruction as the return address before jumping to the target location. This allows the program to return to the instruction immediately after the call when the function completes.

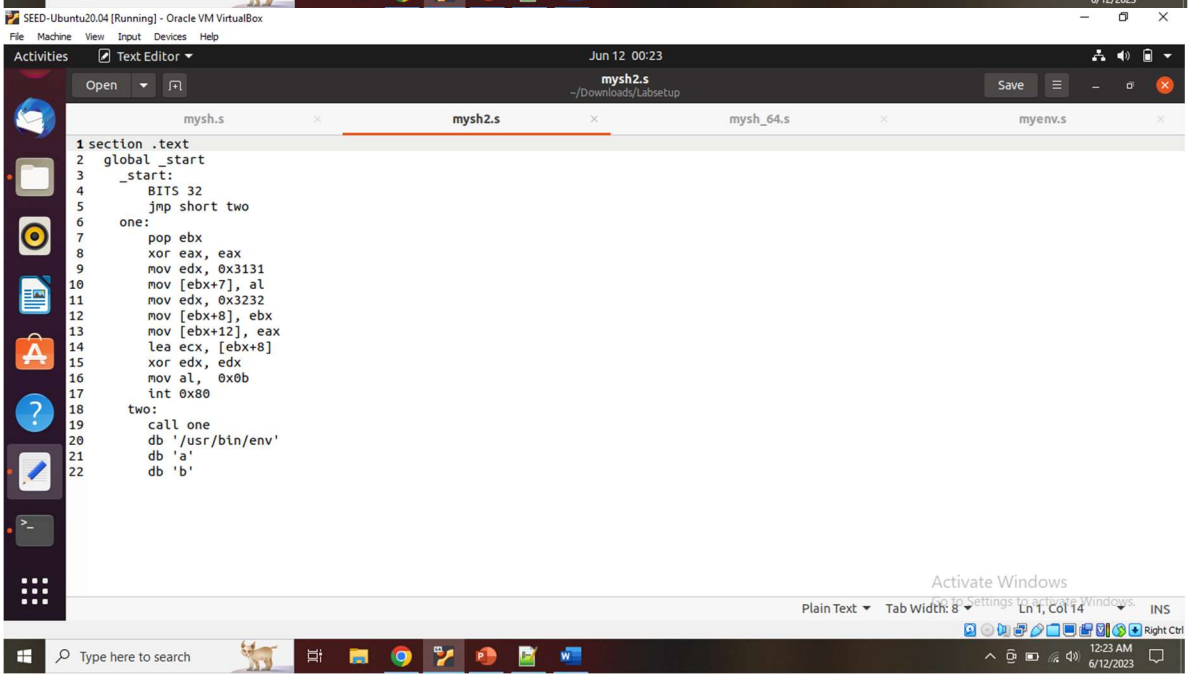
In this specific example, the instruction following the call (Line 2) does not contain an actual instruction; instead, it serves as a placeholder to store a string. However, this is inconsequential because the call instruction pushes the address of the string onto the stack as the return address in the function frame. Upon entering the function, which occurs after jumping to location one, the top of the stack holds the return address. Consequently, the pop ebx instruction at Line 1 retrieves the address of the string from the stack and saves it to the ebx register. This is how the address of the string is obtained.

The string at Line 2 is not a complete string; rather, it acts as a placeholder. The program needs to construct the necessary data structures within this placeholder. Since the address of the string has already been obtained, it becomes easy to derive the addresses of all the data structures constructed inside this placeholder.

(2) Please use the technique from mysh2.s to implement a new shellcode, so it executes /usr/bin/env, and it prints out the following environment variables:

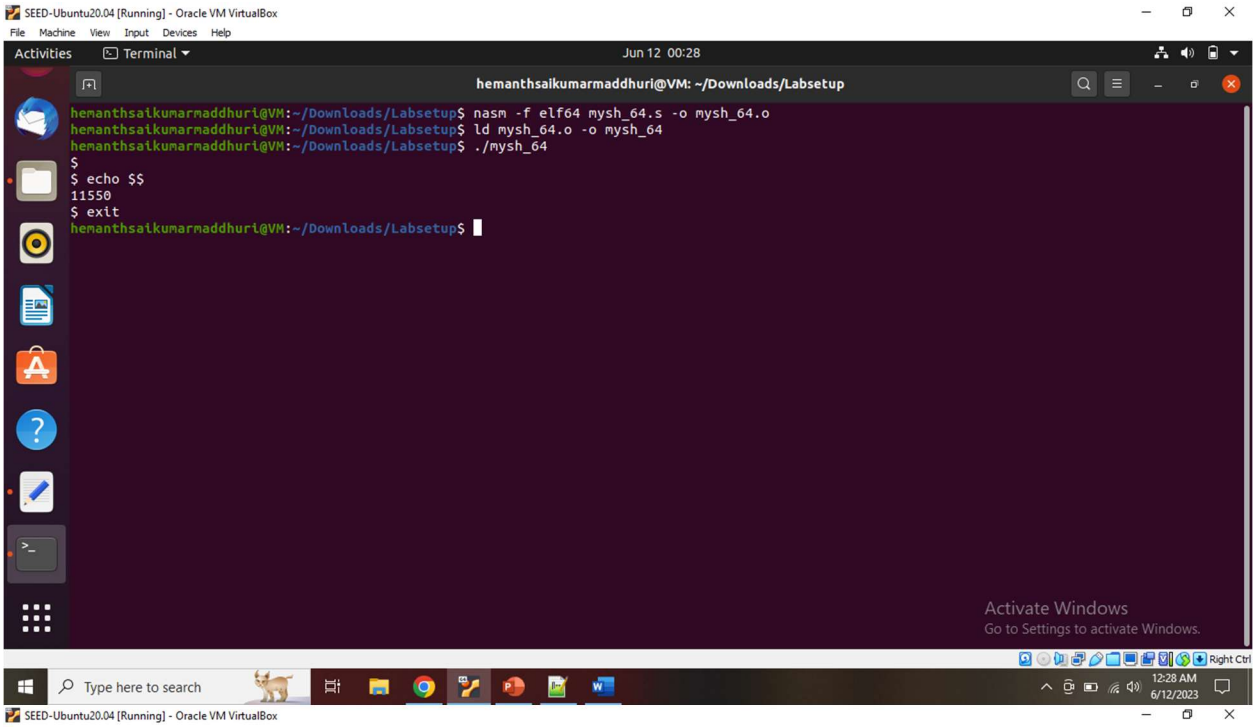
Ans: Here we have changed to code such that it can return environment variables

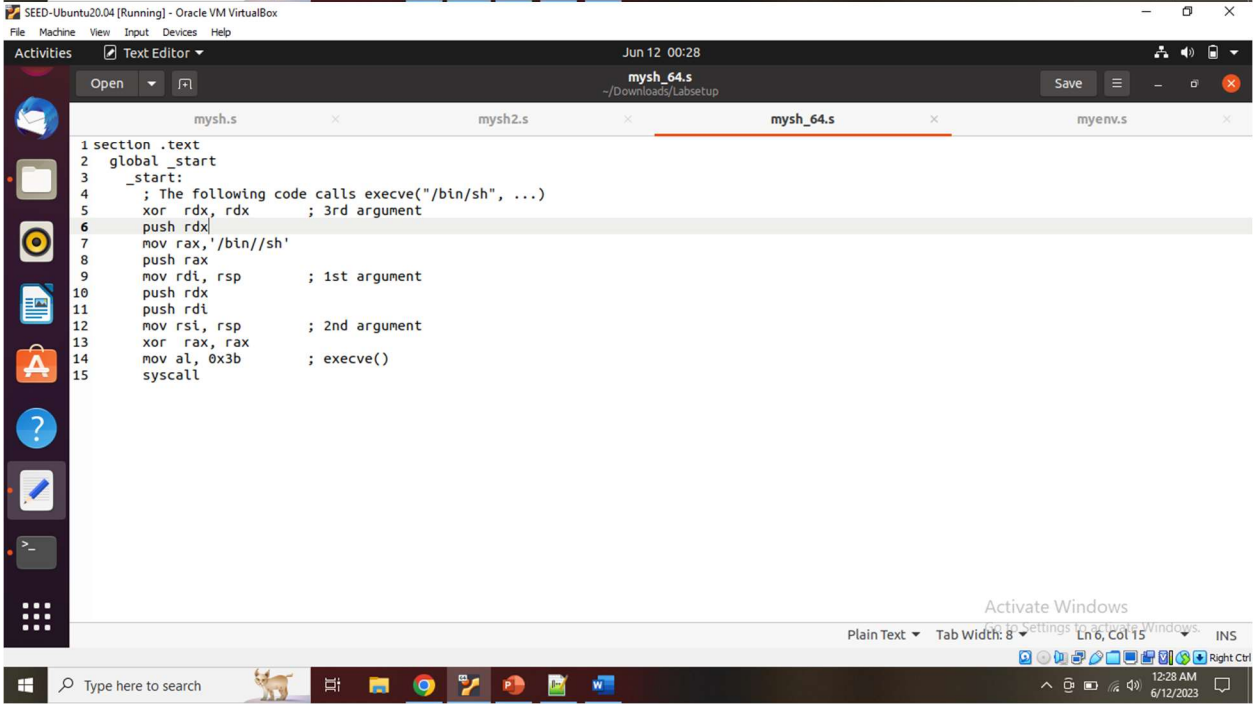




- **Task 3: Writing 64-bit Shellcode**

Here in 64-bit shellcode we use register like rdx, rsi, rax, rsp and after executing the command ./mysh_64, It returned





Summary:

From the Software Security, Shell Code Lab I have understood how to code in assembly language also how is shell code useful for other kind of attacks such as buffer-overflow attack. Shellcode plays a significant role in code injection attacks and is known for its complexity. The process of crafting shellcode from scratch is both challenging especially completion of task 1.a, 1.b, 1.c and 1.d. Shellcode involves various intriguing techniques, and this lab aims to provide students with a comprehensive understanding of these techniques. By doing so, students can develop the skills necessary to write their own shellcode.