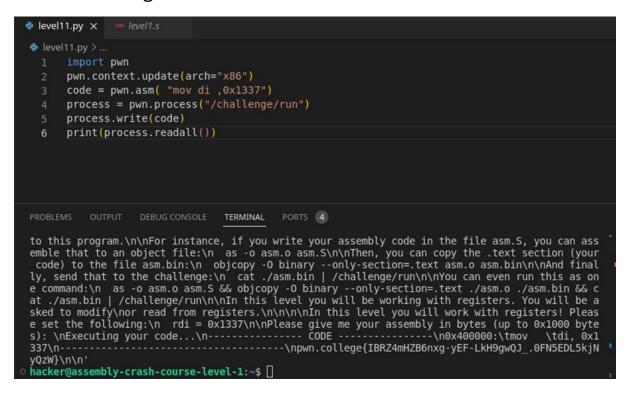
REVERSE ENGINEERING CHALLENGES PWN COLLEGE ASSEMBLY MODULE BY JAIFIN B ALOOR

The challenge of level1 is to set a register. First i wrote the code in python. I included the pwn module in python.

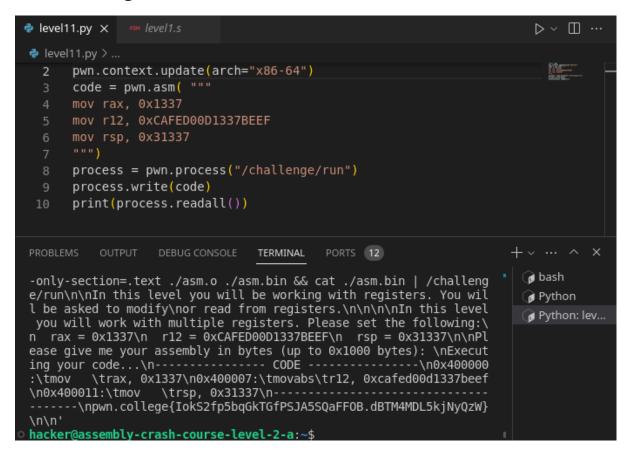
Then i set the architecture to x86 as the active context for current binary. Then inside pwn.asm(), i wrote the commands to solve the challenge and get the flag. Then i made a pwn process located at /challenges/run which will be used to interact with the binary. Then i actually run the code in binary and print the output of the process.

In this challenge i used the command mov di, 0x1337 to get the flag. The command moves the integer 1337 to the

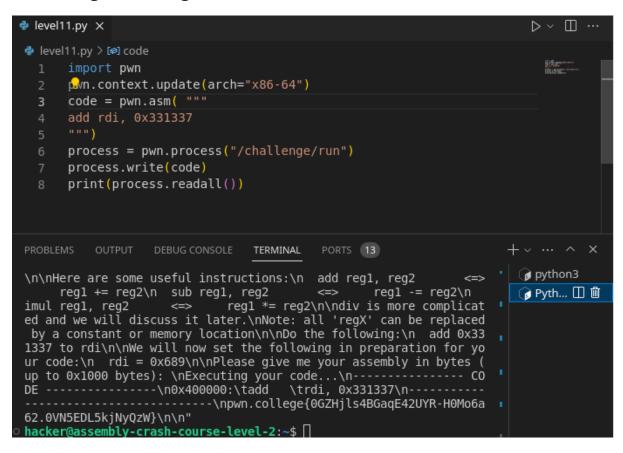
Destination register.



I changed the architecture from x86 to x86-64. And i wrote the commands to set the registers one by one. Its very similar to the first challenge.



i used the command add rdi, 0x331337. which adds 331337 to the rdi and i got the flag.



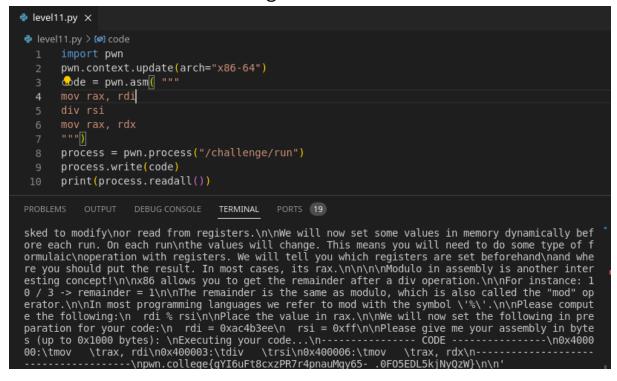
I used the imul command to multiply rdi(m) and rsi(x) first. Then i added the rdi(now mx) and rax(b). Finally i moved the rdi(now mx+b) to rax and i got the flag.

First i moved rdi to rax with the command mov rax, rdi. Then i divided the value by rsi(time) to get speed.

Rdx:rax means that the upper 64 bits of the 128 bit divident will be stored in the rdx and the lower 64 bits will be

Stored in the rax.

First i moved the rd i(divident) to rax using mov command. Then i divided it by rsi using div. To get the remainder in rax i finally moved the rdx into the rax register.



i used the mov command to move the 42 to the ah(the upper 8 bits of the ax register). and i got the flag.

```
level11.py ×
   level11.py > ...
             1 import pwn
                                 pwn.context.update(arch="x86-64")
                               code = pwn.asm( """
                                mov ah, 0x42
             6 process = pwn.process("/challenge/run")
                         process.write(code)
             8 print(process.readall())
                                                                                                                                                                                                                              PORTS 22
                                                                                                                                                                           TERMINAL
    ----+\n|
                                                                                               | ax
|ah | al |\n
                                                                                                                                                                                       |\n
                                                                                                                                                                                                                                                                                                                                                                          +---+\n
                                                                                                                                                                                                                                                                                                                                 +---+\n\nLower register byte
 s access is applicable to almost all registers.\n\nUsing only one move instruction, please set the upper 8 bits of the ax register to 0x42.\n\nWe will now set the following in preparation for your code:\n rax = 0xcc691390ef970045\n\nPlease give me your assembly in bytes (up to 0x1000 by tes): \nExecuting your code..\n------\n0x400000:\tmov \tah, 0 x42\n----\n0x400000:\tmov \tah, 0 x42\n---\n0x400000:\tmov \tah, 0 x42\n---\n0x4000000:\tmov \tah, 0 x42\n---\n0x4000000:\tmov \tah, 0 x42\n---\n0x4000000:\tmov \tah, 0 x42\n---\n0x4000000:\tmov \tah, 0 x42\n---\n0x40000000:\tmov \tah, 0 x42\n---\n0x40000000:\tmov \tah, 0 x42\n---\n0x400000000000:\tmov \tah, 0 x42\
  NyQzW\n\n'
 hacker@assembly-crash-course-level-6-a:~$
```

If we have "x % y", and y is a power of 2, such as 2^n, the result will be the lower n bits of x.

Therefore, we can use the lower register byte access to efficiently implement modulo. I used mov command to move the

Dil(the lower 8 bits of the rdi register) to the al(the lower 8 bits of rax). Again i used the mov command to move the si(the lower 16 bits of the rsi register) to bx(the lower 16 bits of the rbx register). And i got the flag.

```
pwn.context.update(arch="x86-64")

code = pwn.asm( """

wov al, dil

mov bx, si

""")

process = pwn.process("/challenge/run")

process.write(code)

print(process.readall())

production to compute the modulo operation is slow!\n\n\media eau use a math trick to optimize the modulo operator (%). Compilers use this trick a lot.\n\nIf we have "x % y", and y is a power of 2, such as 2^n, the result will be the lower n bits of x.\n\nTherefore, we can use the lower register byte access to efficiently implement modulo!\n\nUsing only the following instruction(s):\n mov\ n\nPlease compute the following:\n rax = rdi % 256\n rbx = rsi % 65536\n\n\wedge will now set the following in preparation for your code:\n rdi = 0xc9cl\n rsi = 0x5f885d28\n\nPlease give me yo ur assembly in bytes (up to 0x1000 bytes): \nExecuting your code..\n ----------\nox4000001;\tmov \tal, di\\n0x4000003:\tmov \tal, di\\\n0x4000003:\tmov \tal, di\\\\n0x4000003:\tmov \tal, di\\\n0x4000003:\tmov \tal, di\\\\n0x4000003:\tmov \tal, di\\\\\n0x40000003:\tmov \tal, di\\\\\n0x40000003:\tmov \tal, di\\\\\n0x4000000
```

Use shr and shl to shift the values to the right and left. By the number of bits in the second argument.first i moved the value in rdi to rax. Then i shifted the binary to the left by 24 bits in order to get rid to the bytes more signifiaent than the 5th most lsv. Then i shifted the current binary to the right by 56 bits to get rid of the lesser significant digits. I used the mov, shl and shr commands.

And, or, not & xor are the key logical operators in x86. If we apply a logical operator in a binary the result will be calculated bit by bit, that's why its called bitwise logic. First i used the and operator with rax and rdi, since rax = rdi and rsi, rax and rdi = rdi. So rdi is moved to rax without using mov. Then i anded the new rax and rsi to get the flag.

```
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS (25)

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re some truth tables for reference:\n AND OR XOR\n A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B | X A | B |
```

PWN COLLEGE ASSEMBLY CHALLENGES FLAGS

level1 = pwn.college{IBRZ4mHZB6nxg-yEF-LkH9gwQJ_.0FN5EDL5kjNyQzW}
level2 = pwn.college{lokS2fp5bqGkTGfPSJA5SQaFFOB.dBTM4MDL5kjNyQzW}
level3 = pwn.college{0GZHjls4BGaqE42UYR-H0Mo6a62.0VN5EDL5kjNyQzW}
level4 = pwn.college{wcQUbAGL5TzO6lP4gTv6HrvxszW.0lN5EDL5kjNyQzW}
level5 = pwn.college{sV3CDQvH10URXqoqkPMtOBypx1Q.01N5EDL5kjNyQzW}
level6 = pwn.college{gYI6uFt8cxzPR7r4pnauMgy65-_.0FO5EDL5kjNyQzW}
level7 = pwn.college{8YNG6Syjv6A0dEovaAIH_VjaY9z.dFTM4MDL5kjNyQzW}
level8 = pwn.college{IWQWaY0L5d_2q0x2JbhLtnhhI9S.0VO5EDL5kjNyQzW}
level9 = pwn.college{wz4G8iVbbB7YD-3_ErVE73Gvugx.0FMwIDL5kjNyQzW}
level10 = pwn.college{EfQ4mS7-h5CeC08e3lvRkCAw8XR.0VMwIDL5kjNyQzW}