

LAB 1: Setting Up Environment

Setup Inetsim configuration for Kali

```
Kali For IAM302 (start [Running]) - Oracle VM VirtualBox
File Machine View Input Devices Help
1 2 3 4
khanhNNHE191159@kali: ~
File Actions Edit View Help
start_service dns
start_service http
start_service https
start_service smtp
start_service smtps
start_service pop3
start_service pop3s
start_service ftp
start_service ftps
start_service tftp
start_service irc
start_service ntp
start_service finger
start_service ident
start_service syslog
start_service time_tcp
start_service time_udp
start_service daytime_tcp
start_service daytime_udp
start_service echo_tcp
start_service echo_udp
start_service discard_tcp
start_service discard_udp
start_service quotd_tcp
start_service quotd_udp
start_service chargen_tcp
start_service chargen_udp
start_service dummy_tcp
start_service dummy_udp

#####
# service_bind_address
#
# IP address to bind services to
#
# Syntax: service_bind_address <IP address>
#
# Default: 127.0.0.1
#
service_bind_address 0.0.0.0
```

```
Kali For IAM302 (start [Running]) - Oracle VM VirtualBox
File Machine View Input Devices Help
1 2 3 4
khanhNNHE191159@kali: ~
File Actions Edit View Help
#
dns_bind_port 53

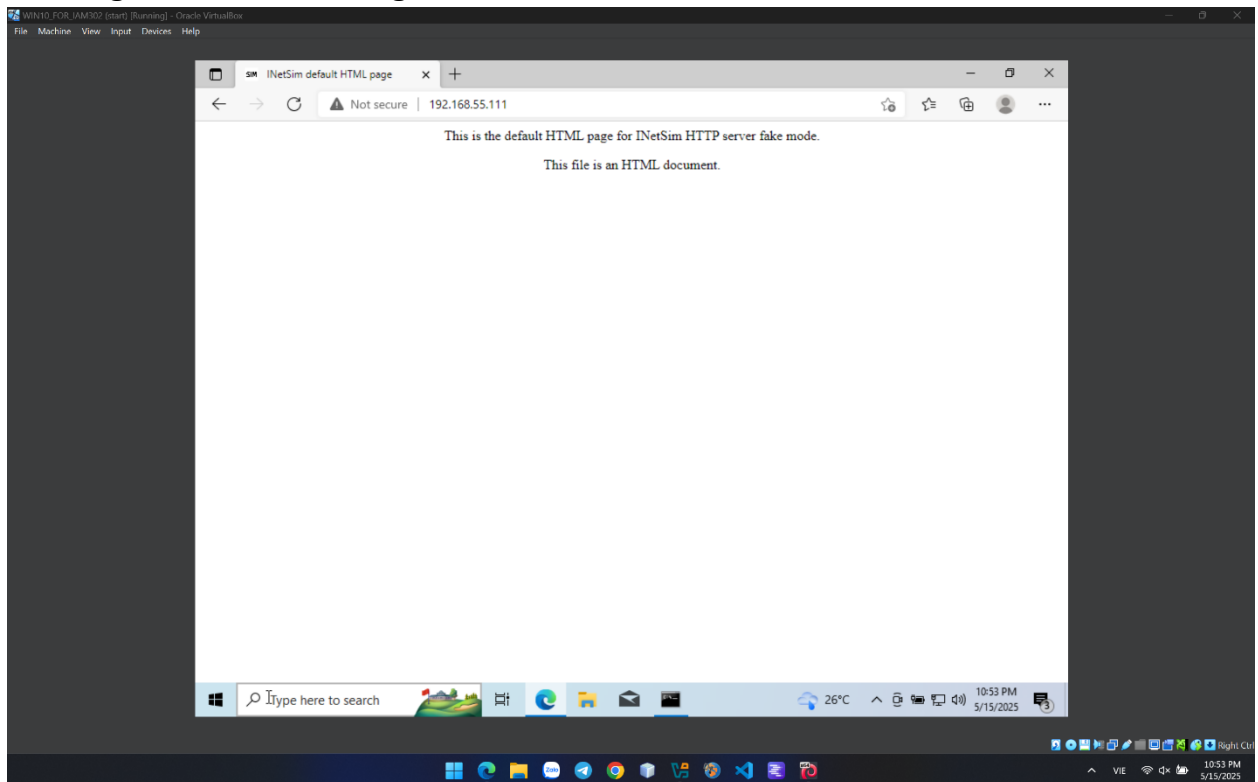
#####
# dns_default_ip
#
# Default IP address to return with DNS replies
#
# Syntax: dns_default_ip <IP address>
#
# Default: 127.0.0.1
#
dns_default_ip 192.168.55.111

#####
# dns_default_hostname
#
# Default hostname to return with DNS replies
#
# Syntax: dns_default_hostname <hostname>
#
# Default: www
#
dns_default_hostname somehost

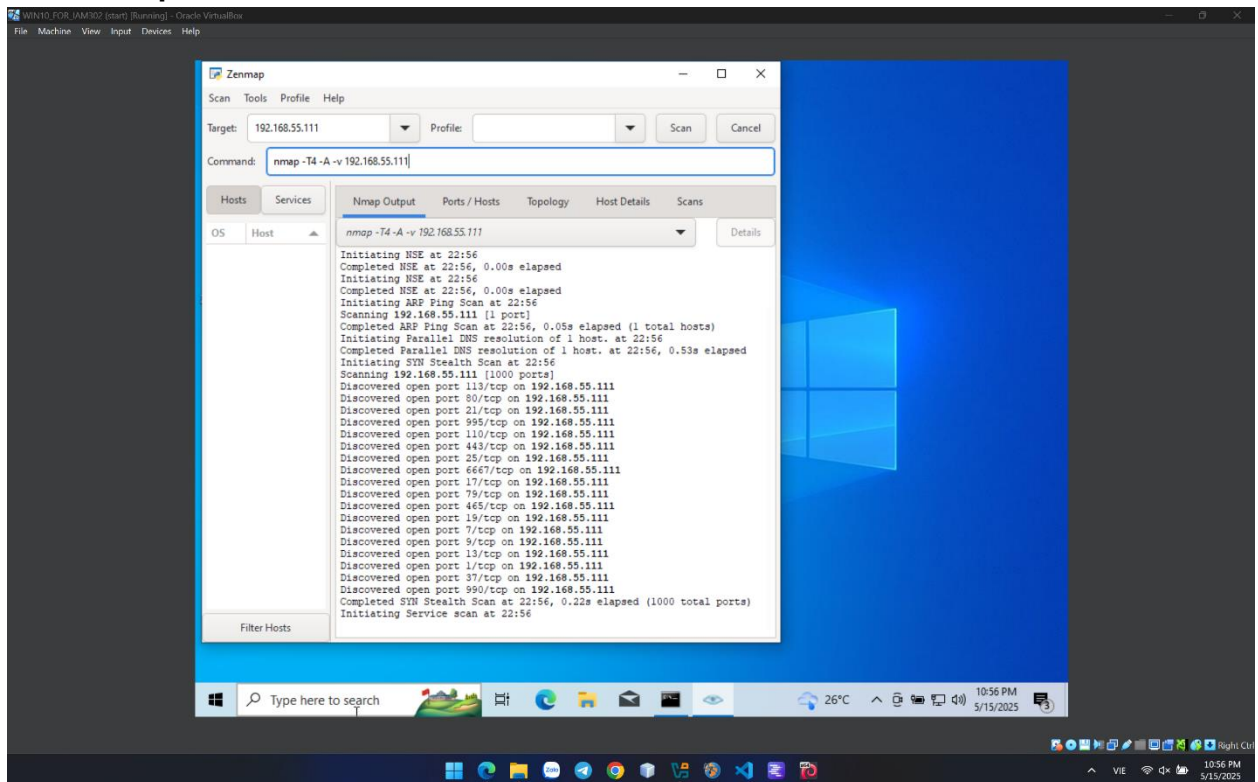
#####
# dns_default_domainname
#
# Default domain name to return with DNS replies
#
# Syntax: dns_default_domainname <domain name>
#
# Default: inetsim.org
#
dns_default_domainname khanhNNHE191159.com

#####
# dns_static
#
199, 1 9%
```

Viewing an HTTP Web Page

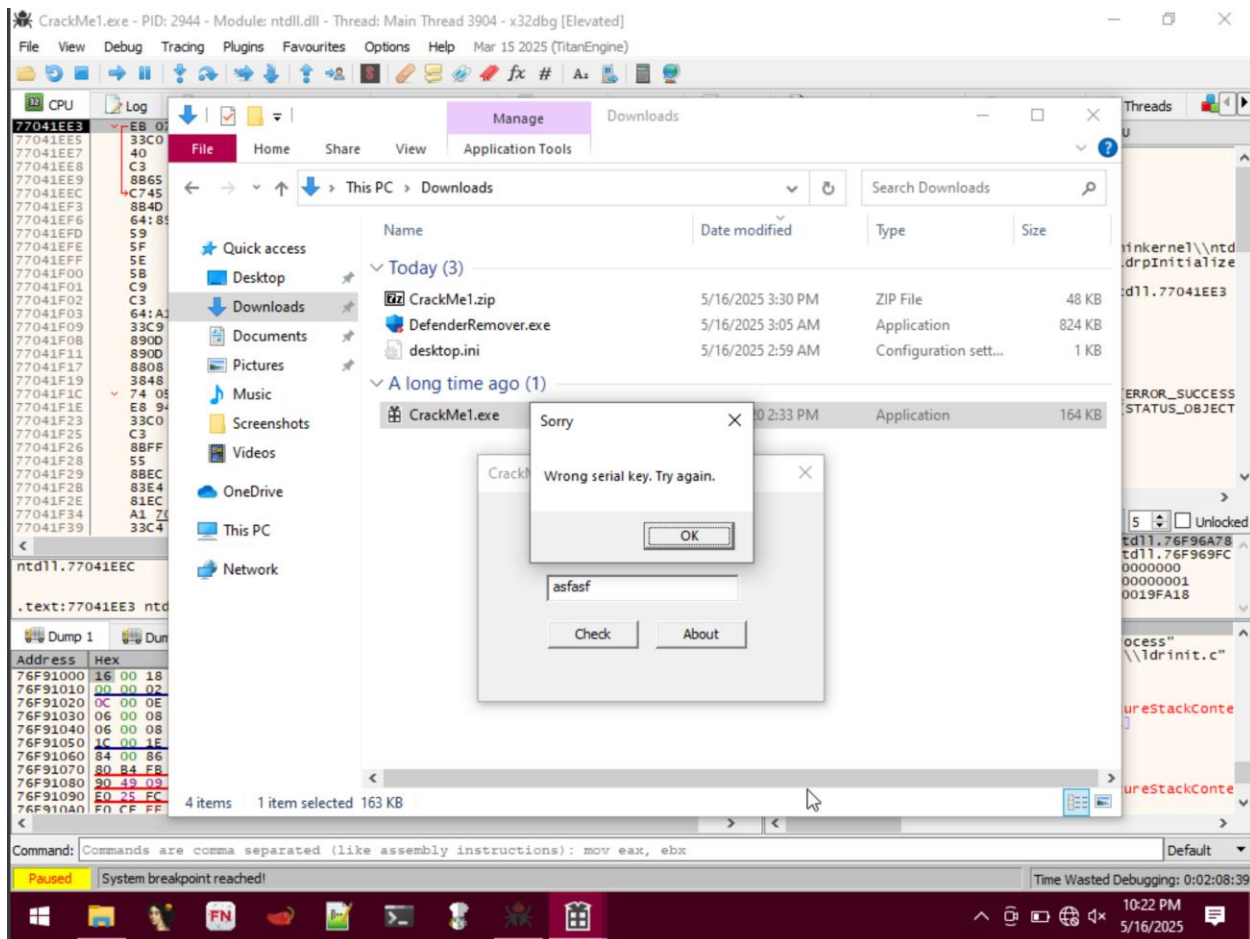


Start Nmap



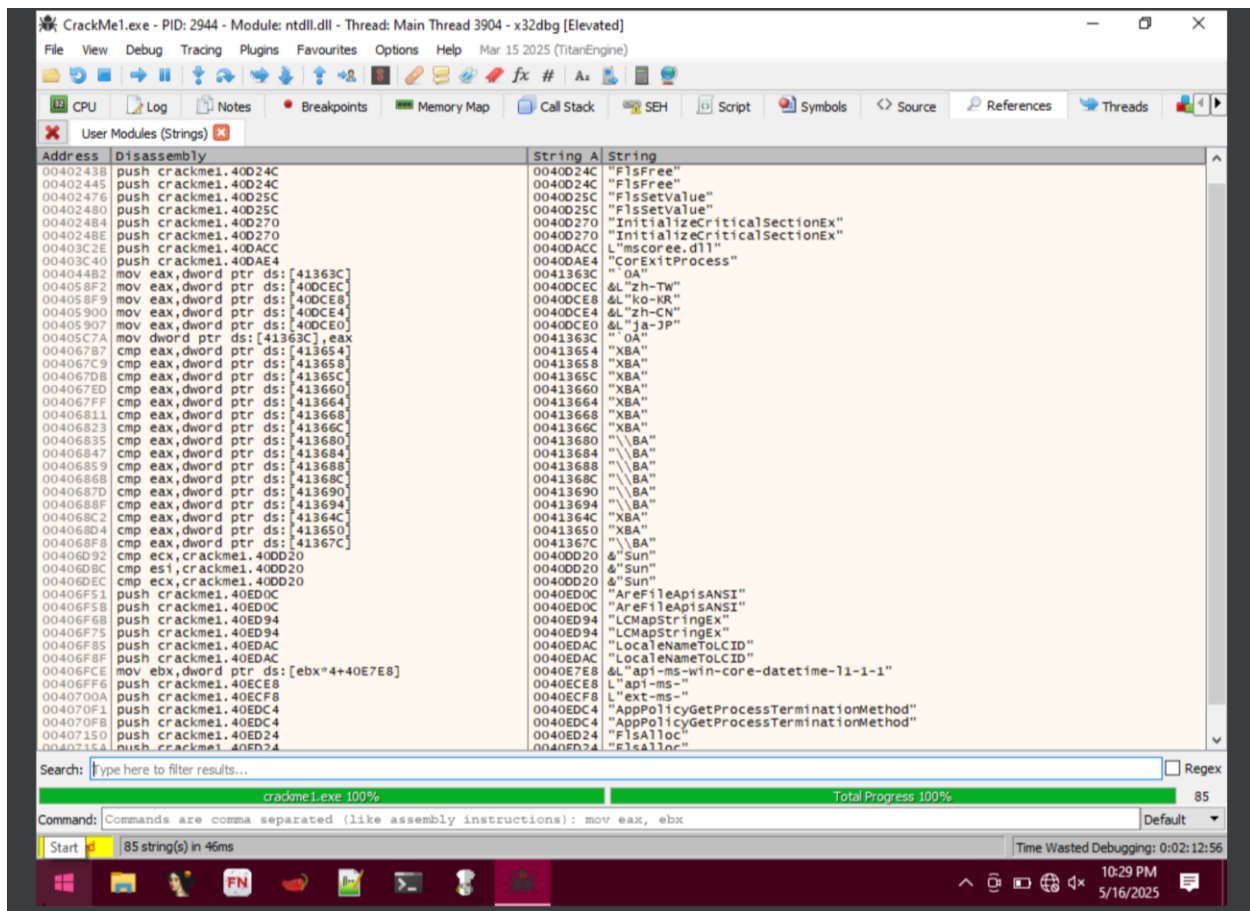
BÀI CRACKME 1

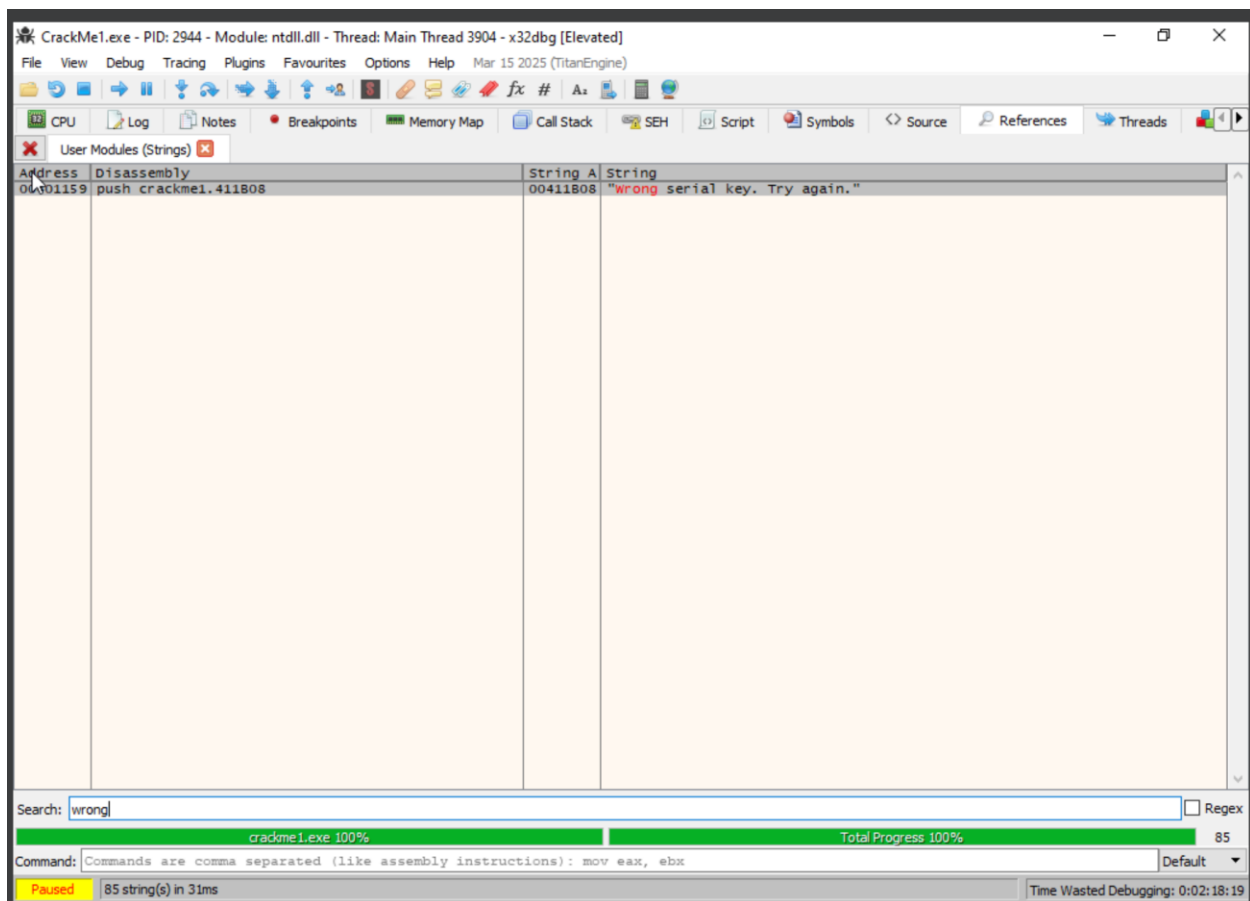
Open the CrackMe1.exe file and test it with a random serial key, resulting in the message "Wrong serial key. Try again." This is a critical indicator, as it will guide us to locate the correct serial key in subsequent steps by analyzing the related code.



Open the CrackMe1.exe file in x32dbg to start the analysis.

Note: x32dbg is a debugger used to analyze the program's machine code (assembly). The CPU tab displays the assembly instructions we will examine.





Double-click the string "Wrong serial key. Try again" to jump to its location in the assembly code (address 00401159).

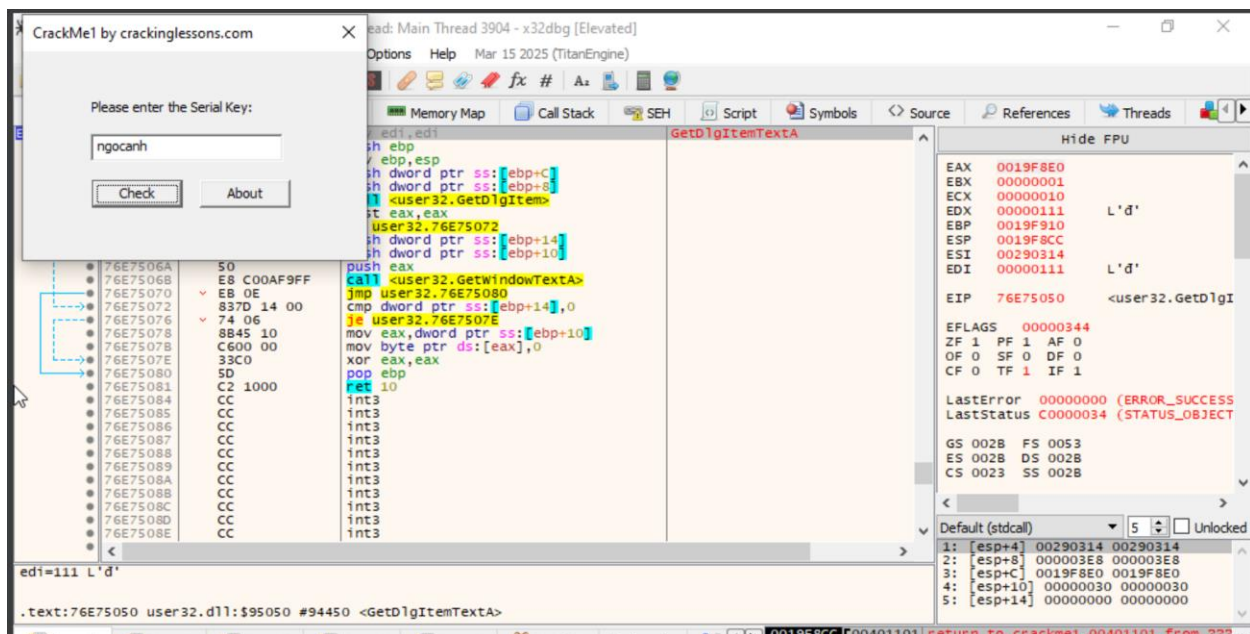


Note: This string is the message shown when the serial key is incorrect. Locating this string helps identify the code section that checks the serial key, typically just before the string is called.

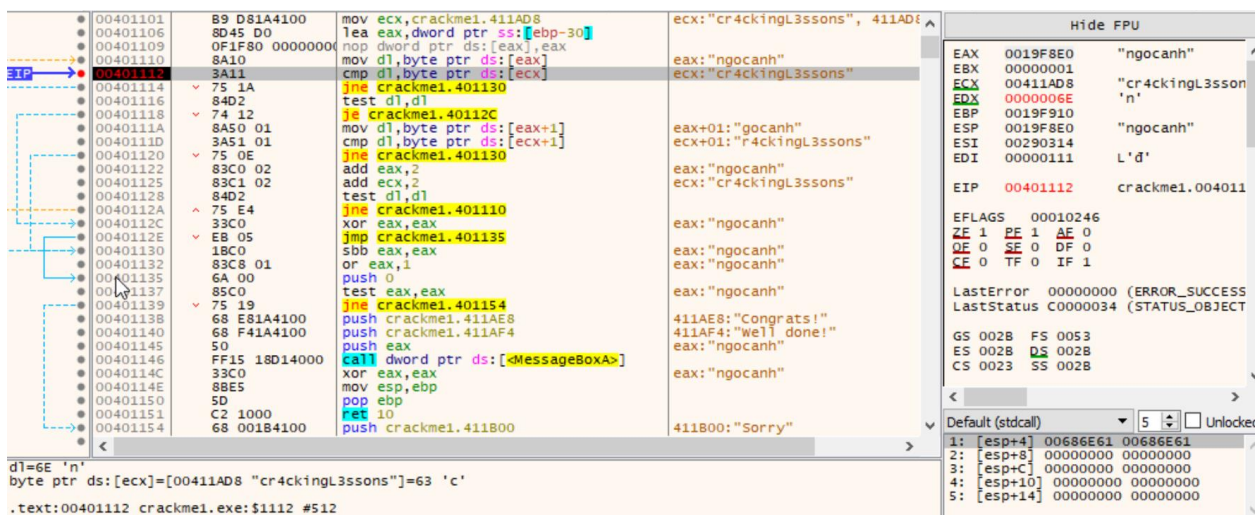
From the "Wrong serial key. Try again" string at address 00401159, scroll up to find the CMP instruction that performs the serial key comparison. The CMP instruction is found at 00401112, where "MOV ECX, crackme1.411AD8" assigns the value "cr4ckingL3ssons" to ECX. Then, CMP compares DL (each byte of input string) with ECX. If they don't match, the program jumps to the failure branch and displays "Wrong serial key. Try again".

| | | | |
|----------|-----------------|---------------------------------------|---------------------------------|
| 004010D1 | 68 281B4100 | push crackme1.411B28 | 411B28: "About" |
| 004010D6 | 68 301B4100 | push crackme1.411B30 | 411B30: "Coded by\n crackingle" |
| 004010DB | 50 | push eax | |
| 004010DC | FF15 18D14000 | call dword ptr ds:[<MessageBoxA>] | |
| 004010E2 | 33C0 | xor eax,eax | |
| 004010E4 | 8BE5 | mov esp,ebp | |
| 004010E6 | 5D | pop ebp | |
| 004010E7 | C2 1000 | ret 10 | |
| 004010EA | 6A 30 | push 30 | |
| 004010EC | 8D45 D0 | lea eax,dword ptr ss:[ebp-30] | |
| 004010EF | 50 | push eax | |
| 004010F0 | 68 E8030000 | push 3E8 | |
| 004010F5 | FF35 A0424100 | push dword ptr ds:[4142A0] | |
| 004010FB | FF15 10D14000 | call dword ptr ds:[<GetDlgItemTextA>] | |
| 00401101 | B9 D81A4100 | mov ecx,crackme1.411AD8 | 411AD8: "cr4ckingL3ssons" |
| 00401106 | 8D45 D0 | lea eax,dword ptr ss:[ebp-30] | |
| 00401109 | 0F1F80 00000000 | nop dword ptr ds:[eax],eax | |
| 00401110 | 8A10 | mov dl,byte ptr ds:[eax] | |
| 00401112 | 3A11 | cmp dl,byte ptr ds:[ecx] | |
| 00401114 | 75 1A | jne crackme1.401130 | |
| 00401116 | 84D2 | test dl,dl | |
| 00401118 | 74 12 | je crackme1.40112C | |
| 0040111A | 8A50 01 | mov dl,byte ptr ds:[eax+1] | |
| 0040111D | 3A51 01 | cmp dl,byte ptr ds:[ecx+1] | |
| 00401120 | 75 0E | jne crackme1.401130 | |
| 00401122 | 83C0 02 | add eax,2 | |
| 00401125 | 83C1 02 | add ecx,2 | |
| 00401128 | 84D2 | test dl,dl | |
| 0040112A | 75 E4 | jne crackme1.401110 | |
| 0040112C | 33C0 | xor eax,eax | |
| 0040112E | EB 05 | jmp crackme1.401135 | |

Set a breakpoint at address 00401112 to inspect the values of registers (such as DL and ECX) during the serial key comparison, aiming to identify the correct value. Press F9 to execute the program, enter a random key ("ngocanh"), and the program will pause at the breakpoint for analysis.

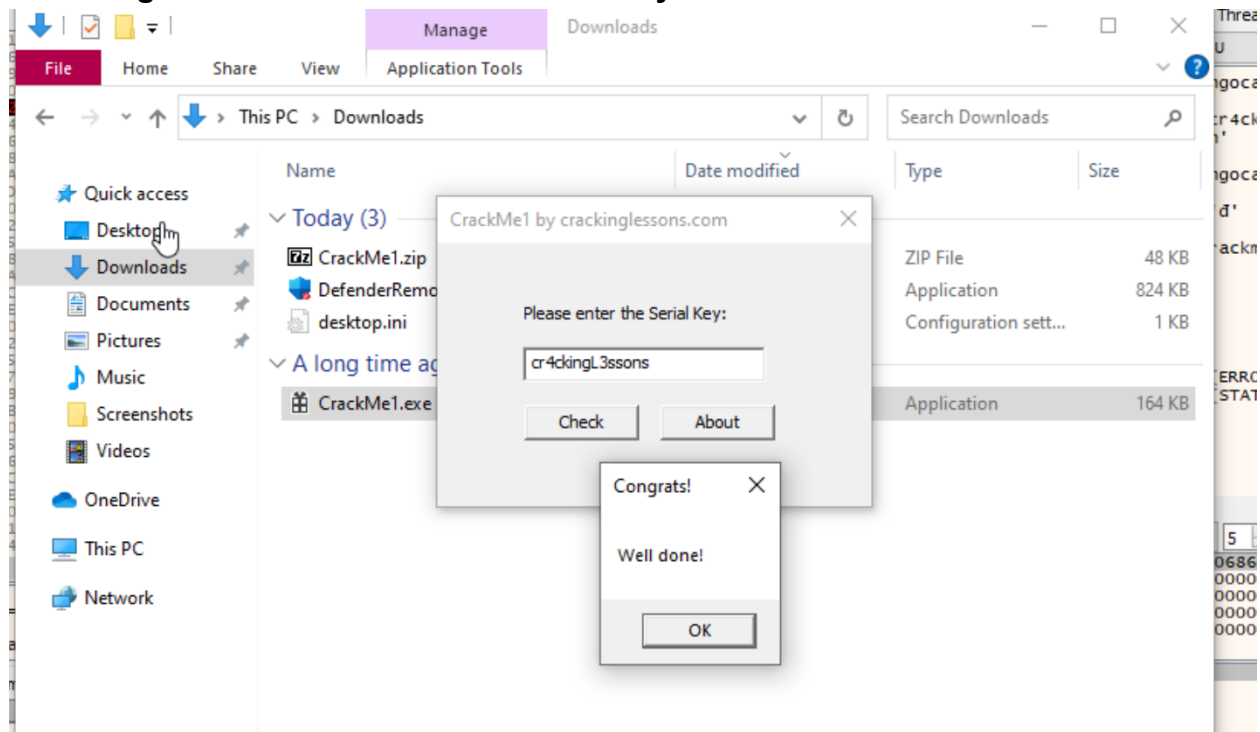


Press F8 to step through the code until the breakpoint, focusing on the register window with variables EAX, ECX, and ESP. Observe their changes after each code step.



At the breakpoint, we observe that the first byte of EAX (stored in DL) is 'n', while the ECX string starts with 'c'. This raises doubts about the accuracy of

"cr4ckingL3ssons" as the correct serial key.



Test the CrackMe1.exe file, resulting in the message "Well done!"

Conclusion: The serial key is "cr4ckingL3ssons".

CrackMe1.exe - PID: 2944 - Module: crackme1.exe - Thread: Main Thread 3904 - x32dbg [Elevated]

File View Debug Tracing Plugins Favourites Options Help Mar 15 2025 (TitanEngine)

CPU Log Notes Breakpoints Memory Map Call Stack SEH Script Symbols Source References Threads

00401101 89 D81A4100 mov ecx,crackme1.411AD8
00401106 8D45 D0 lea eax,dword ptr ss:[ebp-30]
00401109 0F1F80 00000000 nopl dword ptr ds:[eax],eax
00401110 8A10 mov dl,byte ptr ds:[eax]
00401112 3A11 cmp dl,byte ptr ds:[ecx]
00401114 jne crackme1.401130
00401116 84D2 test dl,dl
00401118 74 12 je crackme1.40112C
0040111A 8A50 01 mov dl,byte ptr ds:[eax+1]
0040111D 3A51 01 cmp dl,byte ptr ds:[ecx+1]
00401120 75 0E jne crackme1.401130
00401122 83C0 02 add eax,2
00401125 83C1 02 add ecx,2
00401128 84D2 test dl,dl
0040112A 75 E4 jne crackme1.401130
0040112C 33C0 xor eax,eax
0040112E 3B05 jmp crackme1.401135
00401130 sbb eax,eax
00401132 83C8 01
00401135 6A 00
00401137 85C0
00401139 75 19
0040113B 68 E81A4100
00401140 68 F41A4100
00401145 50
00401146 FF15 18D140
0040114C 33C0
0040114E 88E5
00401150 5D
00401151 C2 1000
00401154 68 00184100
push crackme1.411800
411800: "Sorry"

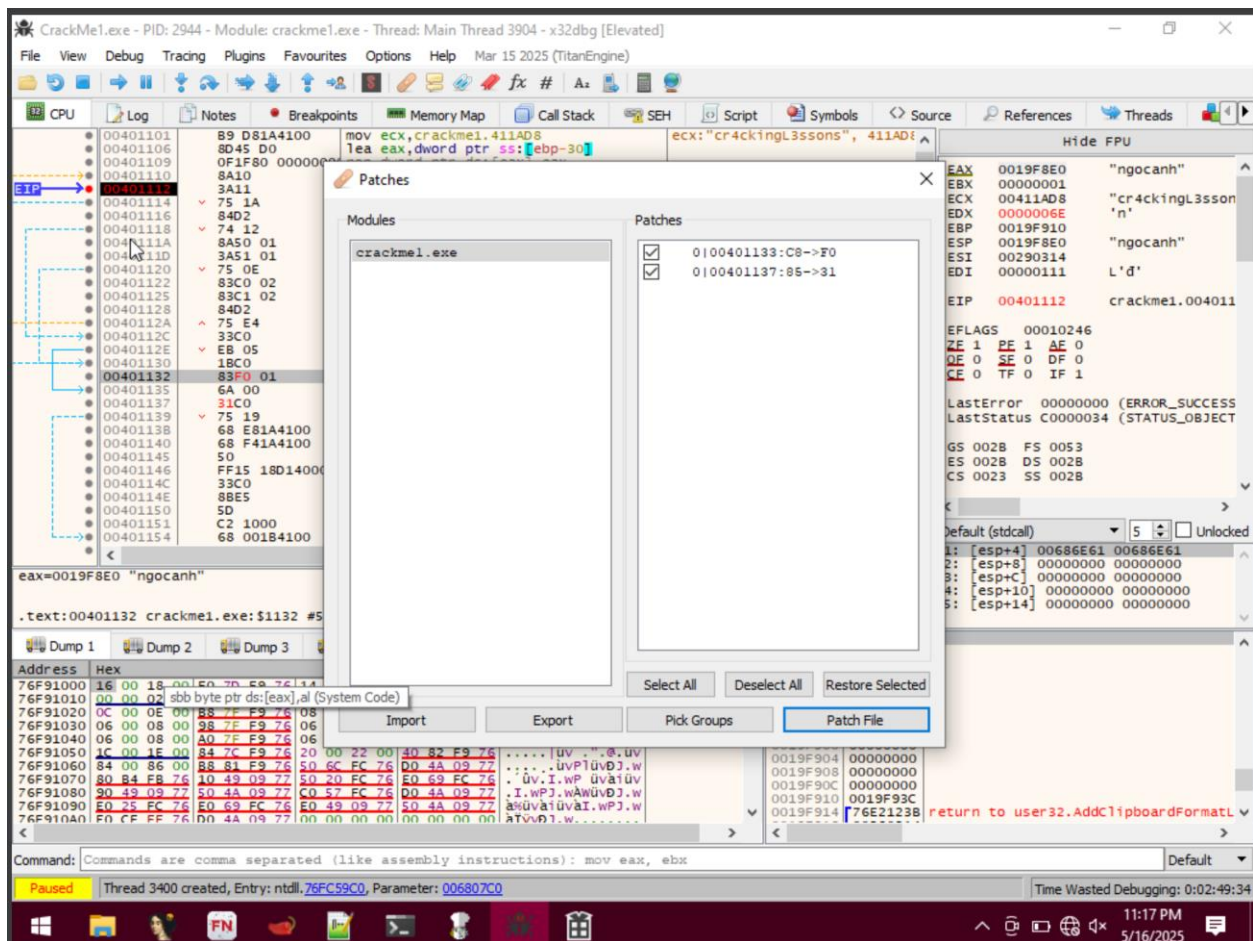
Assembly at 00401114
Inz 0x00401130
Keep Size Fill with NOP's XEDParse asmjit
Instruction encoded successfully! Bytes: 751A

Jump is not taken
crackme1.00401130
.text:00401114 crackme1.exe:\$1114 #514

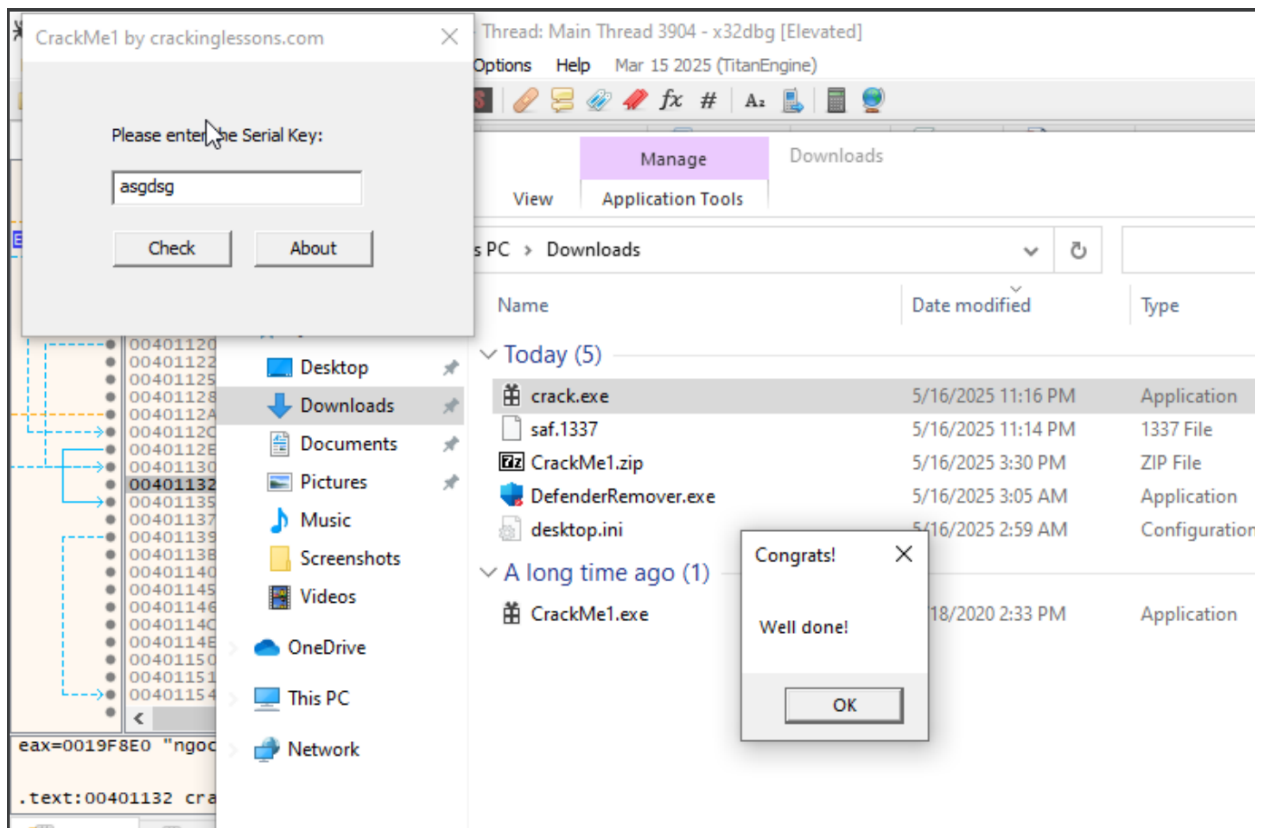
Address Hex
76F91000 16 00 18 00 E0 7D F9 76 14 00 16 00 50 7C F9 76
76F91010 00 00 02 00 0C 5E F9 76 0E 00 10 00 C8 7F F9 76
76F91020 0C 00 0E 00 88 7F F9 76 08 00 0A 00 88 7B F9 76
76F91030 06 00 08 00 98 7F F9 76 06 00 08 00 A8 7F F9 76
76F91040 06 00 08 00 A0 7F F9 76 06 00 08 00 80 7F F9 76
76F91050 1C 00 1E 00 84 7C F9 76 20 00 22 00 40 82 F9 76
76F91060 84 00 86 00 B8 81 F9 76 50 6C F9 76 00 4A 09 77
76F91070 80 84 F8 76 10 49 09 77 50 20 FC 76 E0 69 FC 76
76F91080 90 49 09 77 50 4A 09 77 C0 52 FC 76 00 4A 09 77
76F91090 E0 25 FC 76 E0 69 FC 76 00 49 09 77 50 4A 09 77
76F910A0 F0 CF FF 76 00 4A 09 77 00 00 00 00 00 00 00 00
ATVvD1.w.....

0019F8E0 636F676E
0019F8E4 00686E61
0019F8E8 00000000
0019F8EC 00000000
0019F8F0 00000000
0019F8F4 00000000
0019F8F8 00000000
0019F8FC 00000000
0019F900 00000000
0019F904 00000000
0019F908 00000000
0019F90C 00000000
0019F910 0019F93C
0019F914 76E21238
return to user32.AddClipboardFormatL

Command: Commands are comma separated (like assembly instructions): mov eax, ebx
Paused Thread 3400 created, Entry: ntdll.76F9C9C0, Parameter: 006807C0
Time Wasted Debugging: 0:02:42:27
11:09 PM
5/16/2025



Convert test eax,eax to xor eax eax and patch file



then check random key and bypass!