

Computer Science 491/691

Malware Analysis

Homework 6

Assigned: April 22, 2019

Due: April 29, 2019

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How to turn this in for grading: You can edit your answers right into this file. Email it to the TAs as described in class. Make sure your name appears in the body of the document.

Download the OllyDumpEx plugin and ImpRec from the course website. Place OllyDumpEx\_Imm18.dll in C:\Program Files\Immunity Inc\Immunity Debugger\.

Download hw6.7z and extract it. The password is "infected". **Disconnect your VM from the network.** Take a snapshot of your VM so you can easily revert to a clean state.

Hint: Chapter 18 of PMA is a great reference for this homework!

Part 1: Unpacking hw6\_1.exe (25 pts)

- 1) Using one of the methods described in class, find the OEP of hw6\_1.exe. In a few sentences, describe how you did this. Provide a screenshot of your debugger with execution paused at the OEP.**

Once the executable is loaded in IDA we can notice where the function starts. On simple analysis we can see that there are only two functions, 417000 and 415820. Stepping into 417000 we can see that 415820 is being called after some pushes and pops. Stepping into 415820 we notice many loops and calls. Using flow chart option, we can see once jump that is very far, from 41596F to 40BE44. Using immunity debugger, we can see the unpacked code whose OEP is 40BE44.

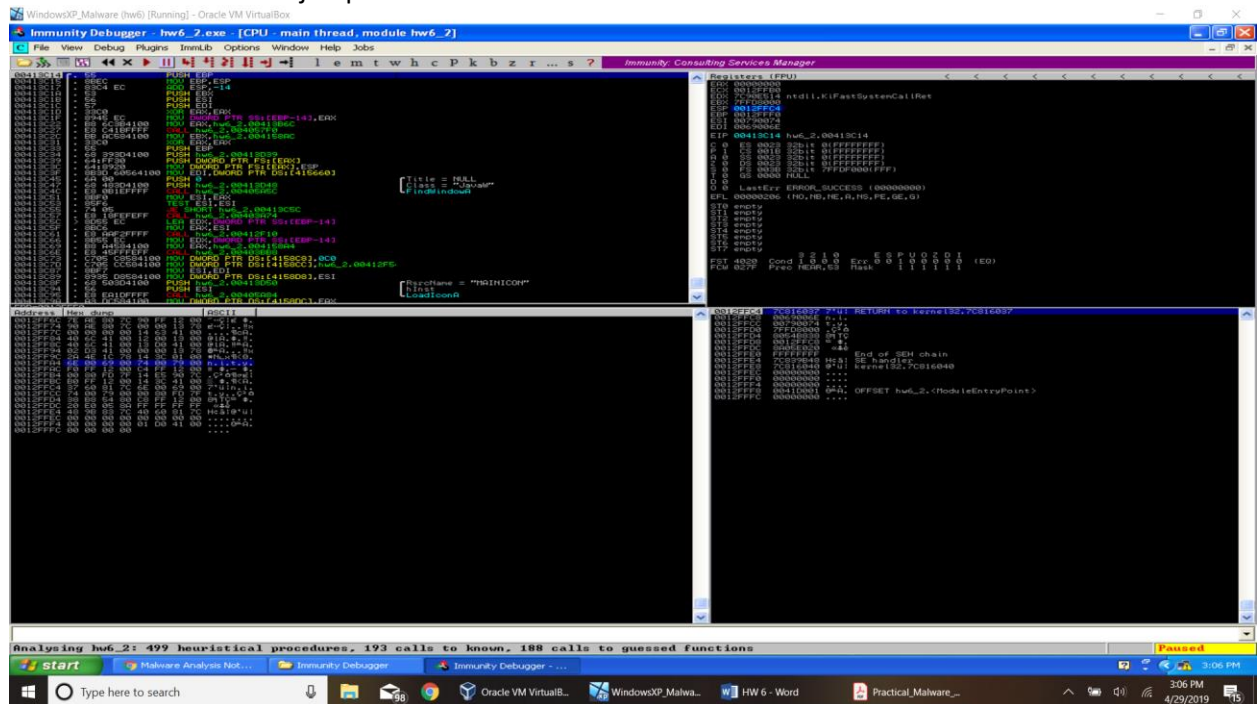




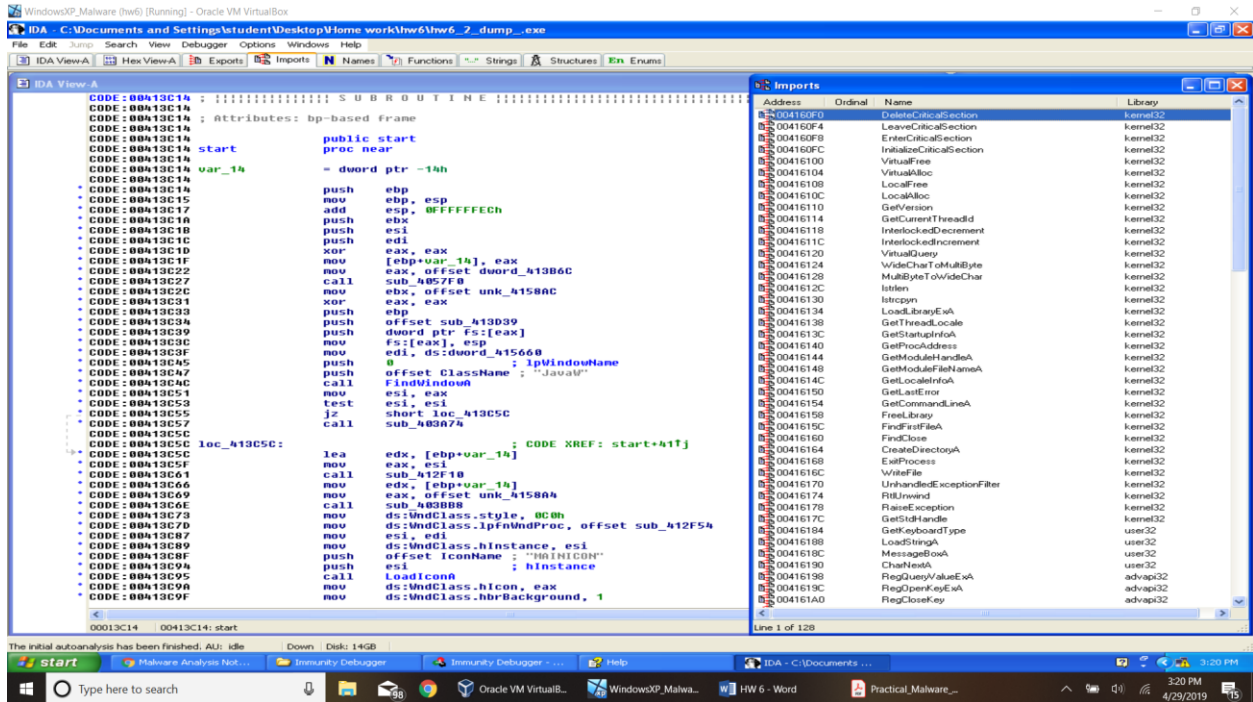
## Part 2: Unpacking hw6\_2.exe (25 pts)

- 3) Using one of the methods described in class, find the OEP of hw6\_2.exe. In a few sentences, describe how you did this. Provide a screenshot of your debugger with execution paused at the OEP.

Once the executable is loaded into Immunity Debugger and IDA. We can notice that the packer used is ASPack, this a self-modifying code. So setting software breakpoints has no use. We can notice that the execution starts with pusha (for the packed exe), we set a hardware breakpoint on the stack address to check when that address is being accessed which leads us to the address where the data is being popped. This in turn will lead us to the tail jump because once the exe is unpacked it must load the data. To be precise we can see that the data is being popped at 41D3B0 and just few steps later we can see the tail jump to OEP which is at 413C14.



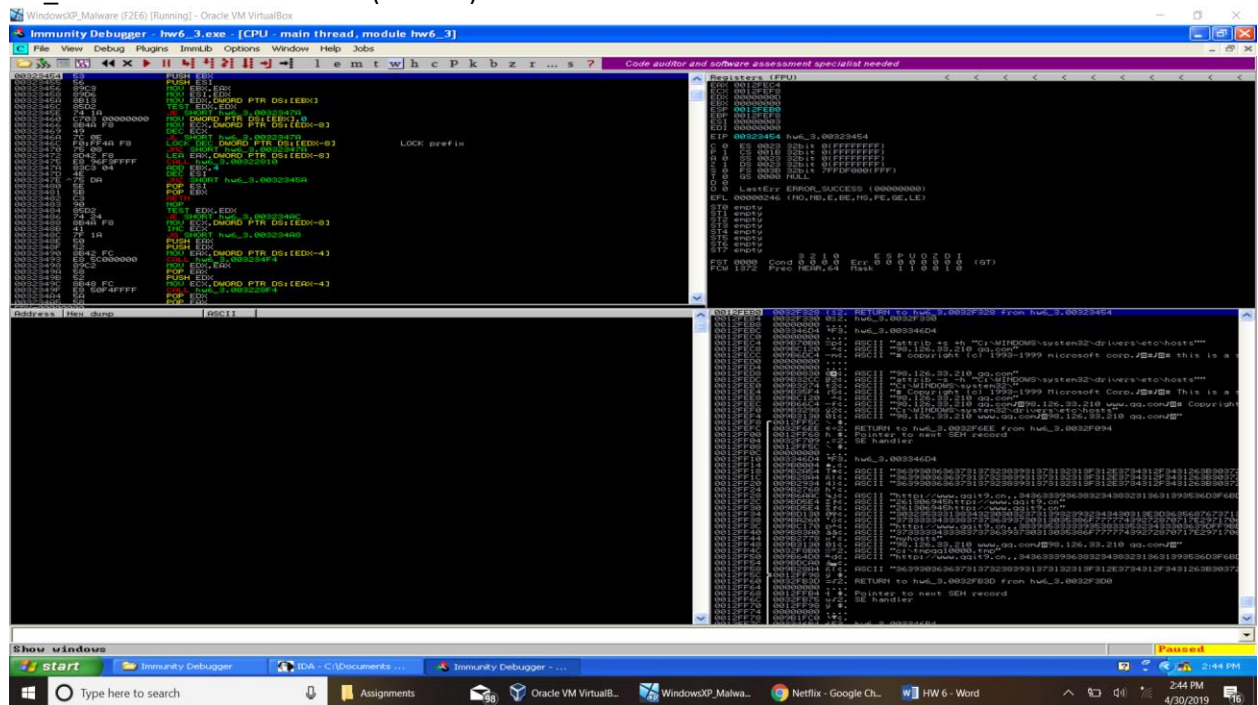
- 4) Use OllyDumpEx to dump the unpacked hw6\_2.exe and then fix its IAT using ImpRec. Open the unpacked malware in IDA Pro and provide screenshots showing that it has been unpacked and that its IAT has been fixed.



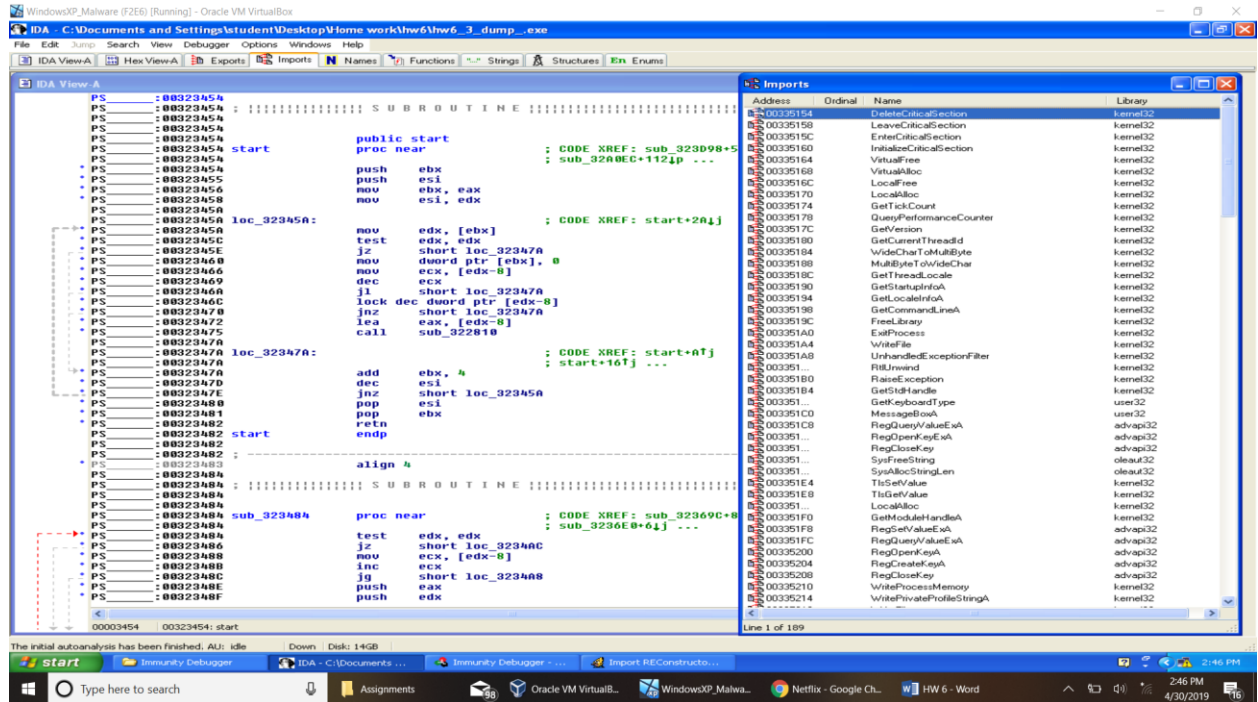
### Part 3: Unpacking hw6\_3.exe (25 pts)

- 5) Using one of the methods described in class, find the OEP of hw6\_3.exe. In a few sentences, describe how you did this. Provide a screenshot of your debugger with execution paused at the OEP.

On loading the executable in IDA and conducting simple analysis we notice there is no proper tail jump and no pusha. We cannot use the methods we used for part 1 and 2. This time we wait for the unpacking stub to finish its job and then look for the tail jump. So we set breakpoints on LoadLibraryA and LoadLibraryW, and look for the last LoadLibrary call then set a breakpoint on GetProcAddress. On trial and error basis we find the last LoadLibrary call is advapi32.dll and there is only one GetProcAddress. After this is done select Debug > Execute till user code, this will lead us to (32F2E6) a place which is very close to the tail jump. On examining we can notice a "call loc\_323454" which is the OEP (323454).



- 6) Use OllyDumpEx to dump the unpacked hw6\_3.exe. Open the unpacked malware in IDA Pro and provide screenshots showing that it has been unpacked. You do not need to use ImpRec to fix its IAT.



#### Part 4: Additional analysis (25 pts)

- 7) Identify a malicious behavior performed by any of the unpacked malware samples. In at least a paragraph, describe what this malicious behavior is and how the malware performs it. Your answer must be supported by some form of advanced analysis (i.e use of a disassembler or a debugger).

AntiDebugging: ways for a program to detect if it runs under control of a **debugger**. They are used by commercial executable protectors, packers and malicious software, to prevent or slow-down the process of reverse-engineering.

- *QueryPerformanceCounter* – Called twice, difference between processor's performance counter at each call is calculated
- *GetTickCount* – Called twice, difference between number of milliseconds since computer boot is calculated

Keylogger: a keylogger is a function which records or keystrokes on a computer. Taken at this basic level, a keylogger looks harmless. In the hands of a hacker or a cybercriminal, a keylogger is a potent tool to steal away your information.

- *GetForegroundWindow* – Gets a handle to a specific window / the window in the foreground
- *GetKeyboardState* – Gets whether a key is being pressed
- *SetWindowsHook* – Creates a Windows hook that gets notified when a keyboard event happens.
- *GetMessage* – Called in a loop to retrieve keyboard event messages

RuntimeLinking: call to *LoadLibrary* specifies a DLL whose code is already mapped into the virtual address space of the calling process, the function simply returns a handle to the DLL and increments the DLL reference count.

- *LoadLibrary* - Load a DLL into a process' memory
- *GetProcAddress* – Gets the address of a function from a DLL in memory

SendingFilesThroughInternet: Checks for internet connection and if there is a working network, it sends data/files through internet using various network APIs.

- *HttpOpenRequest*: Creates an HTTP request handle.
- *HttpSendRequest*: Sends the specified request to the HTTP server, allowing callers to send extra data beyond what is normally passed to it.
- *GetHostByName*: the *gethostbyname* function retrieves host information corresponding to a host name from a host database. Used to perform a DNS lookup on a hostname prior to making an IP connection to a remote host.
- *WSAStartup*: The *WSAStartup* function initiates use of the Winsock DLL by a process.

Windows API functions used to perform malicious activity:

1. *SetWindowsHook*: Installs an application-defined hook procedure into a hook chain. Helps monitor the system for certain types of events. These events are associated either with a specific thread or with all threads in the same desktop.
2. *UnhookWindowsHook*: Removes a hook procedure installed in a hook chain by the *SetWindowsHook* function.
3. *GetKeyboardState*: Copies the status of the 256 virtual keys to the specified buffer.



4. CallNextHook: Passes the hook information to the next hook procedure in the current hook chain. It can call the function either before or after processing the hook information.
5. Socket: Creates sockets which is bound to specific service provider.
6. Send: Sends data on a connected socket.
7. Revc: Receives data from a remote machine. Malware often uses this function to receive data from a remote command-and-control server.
8. WSASStartup: Used to initialize low-level network functionality probably to connect to something. Maybe open a socket.
9. Gethostbyname: Used to perform a DNS lookup on a hostname prior to making an IP connection to a remote host.

This malware install itself as by a service which goes by the name NTdhcp.exe. This basically is a keylogger/trojan which steals information. Later at a defined time it tries to send this information over internet to a website. This malware hides itself steals information, so in a way it act as a spyware.