Verify file in directory Testing file

Then open file in GDB

After opening the file in GDB, execute the command <u>layout next</u>. This command sets up the GDB interface to display the assembly output, registers.

Then Type run into the new window to run the program while gdb in analyzing it

```
endbr64
    0x5555555551c9 <main>
    0x55555555551cd <main+4>
                                   push
                                         %rbp
    0x55555555551ce <main+5>
                                   mov
                                          %rsp,%rbp
                                          $0x50,%rsp
    0x55555555551d1 <main+8>
                                  sub
    0x555555555551d5 <main+12>
                                         %fs:0x28,%rax
                                 mov
    0x5555555551de <main+21>
                                         %rax,-0x8(%rbp)
                                 mov
    0x5555555551e2 <main+25>
                                 xor
                                         %eax,%eax
    0x5555555551e4 <main+27>
                                lea
                                         0xeld(%rip),%rax
                                                                # 0x55555556008
    0x5555555551eb <main+34>
                                         %rax,%rdi
                                  mov
    0x55555555551ee <main+37>
                                         $0x0, %eax
                                  mov
                                call
lea
                                         0x5555555550b0 <printf@plt>
    0x555555555551f3 <main+42>
    0x5555555551f8 <main+47>
                                         0xe41(%rip), %rax # 0x55555556040
    0x555555555551ff <main+54>
                                         %rax,%rdi
                                 mov
    0x5555555555202 <main+57>
                                         $0x0,%eax
                                 mov
                                 call
                                         0x555555550b0 <printf@plt>
0xe65(%rip),%rax # 0x55555556078
    0x5555555555207 <main+62>
    0x555555555520c <main+67>
                                  lea
mov
    0x5555555555213 <main+74>
                                         %rax,%rdi
                                         0x5555555555090 <puts@plt>
    0x55555555555216 <main+77>
                                  call
                                         0xe8e(%rip),%rax # 0x555555560b0
    0x5555555555521b <main+82>
                                  lea
    0x5555555555222 <main+89>
                                  mov
                                         %rax,%rdi
    0x5555555555225 <main+92>
                                          $0x0,%eax
                                   mov
    0x555555555522a <main+97>
                                   call
                                         0x55555555550b0 <printf@plt>
    0x555555555522f <main+102>
                                          -0x40(%rbp),%rax
                                   lea
    0x5555555555233 <main+106>
                                          %rax,%rsi
                                   mov
exec No process In:
Starting program: /root/reverseCtf/loginKey/chal/CTFChallenge
[Thread debugging using libthread_db enabled]
Using host libthread_db library "/lib/x86_64-linux-gnu/libthread_db.so.1".
       **************
               Welcome to OxDoc Sharing Server
       *************
0x999 ~ Please enter in your Login Key:
```

Enter in random input

Notice that something was lea from a external module named users.

```
0x5555555555275 <main+172>
                                           $0x2,%rax
    0x5555555555279 <main+176>
                                                                   # 0x5555555558020 <users>
                                    lea
                                           0x2da0(%rip),%rdx
    0x5555555555280 <main+183>
                                    add
                                           %rax,%rdx
    0x5555555555283 <main+186>
                                           -0x40(%rbp),%rax
                                    lea
                                    mov
    0x5555555555287 <main+190>
                                           %rdx,%rsi
    %rax,%rdi
                                    mov
                                    call
                                           0x5555555550c0 <strcmp@plt>
                                   test %eax,%eax
                                           0x555555555529f <main+214>
    0x5555555555294 <main+203>
                                    jne
    0x555555555296 <main+205>
0x55555555529d <main+212>
0x555555555529f <main+214>
                                   movl $0x1,-0x48(%rbp)
                                    jmp
                                                       ae <main+229>
                                    addl $0x1,-0x44(%rbp)
    0x55555555552a3 <main+218>
0x55555555552a9 <main+224>
                                           0x2ddb(%rip),%eax
                                    mov
cmp
                                                                  # 0x5555555558084 <num users>
                                           %eax,-0x44(%rbp)
    0x5555555552ac <main+227>
                                    jl
                                           0x5555555555525a <main+145>
    0x5555555552ae <main+229>
                                    cmpl $0x0,-0x48(%rbp)
exec No process In:
multi-thre No process In:
Starting program: /root/reverseCtf/loginKey/chal/CTFChallenge
[Thread debugging using libthread_db enabled]
Using host libthread_db library "/lib/x86_64-linux-gnu/libthread_db.so.1".
       **************
(gdb) 2 * Welcome to 0xDoc Sharing Server
```

Using the memory address in hex 0x555555555555020 from module users You can display what is in that memory address by using command : x/s 0x5555555555020

```
(gdb) x/s 0x555555558020
0x555555558020 <users>: "0x426162792058"
(gdb)
```

Now you have the login key which is my discord user name...

^{**}Now you can copy and paste this into the code running in a netcat server to get the flag