Project 13: Using Kernel Debugging Commands with WinDbg (15 pts.)

What You Need

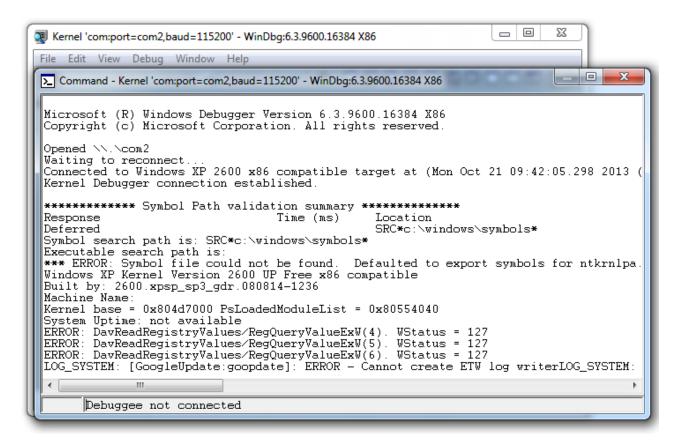
• A WINDBG machine with WinDbg installed, connected to a TARGET Windows XPSP3 virtual machine, as prepared in the previous project.

Purpose

Practice using simple WinDbg commands.

Starting Configuration

You should have a Windows XP SP3 TARGET machine running in debug mode, connected to a Windows WINDBG machine running WinDbg, showing the message "Connected to Windows XP, as shown below:



Notice the status bar at the bottom of the WinDbg window, saying "Debugee not connected".

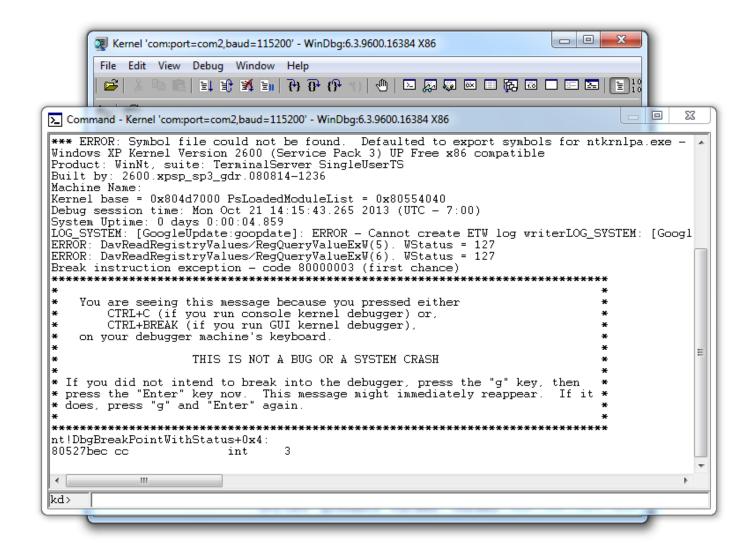
That means that even though the serial connection is working, the kernel on the target machine has not been interrupted by WinDbg yet.

To start executing WinDbg commands, you need to break in to the kernel.

Breaking In

From the WinDbg menu bar, click **Debug**, **Break**.

A message appears, saying you have broken in, ending with an "int 3" instruction, showing that you have hit a breakpoint, as shown below:



Press **Enter** to get a **kd>** prompt, as shown above.

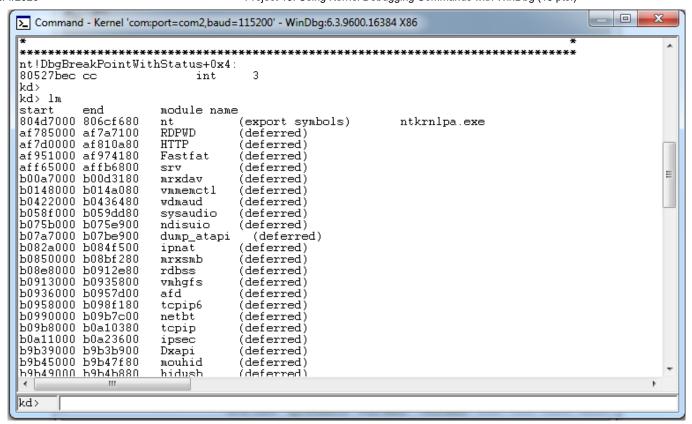
Listing Modules with Im

With the focus on WinDbg, type

lm

and then press the Enter key.

The characters you type appear in the status bar, at the bottom of the window, but when you press Enter they move into the main window and show the output, as shown below:



Scroll back to see the **Im** command you entered, and the first few loaded kernel modules.

You should see the module named **nt** at the top, as shown above.

This is Ntoskrnl, the main kernel module.

Viewing Memory

In WinDbg, execute this command:

dd nt

You see the first several bytes of Ntoskrnl.exe, as shown below.

This may be more familiar in ASCII.

In WinDbg, execute this command:

da nt

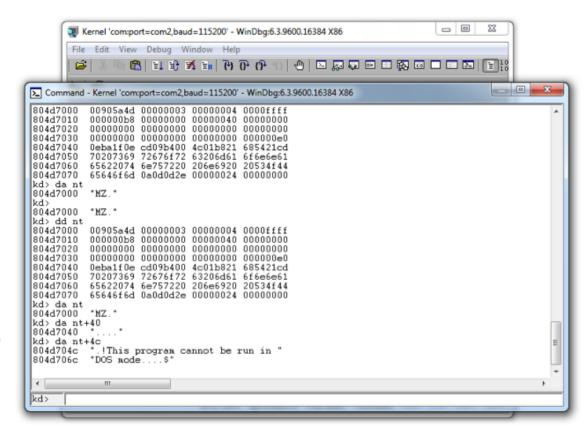
You see the characters "MZ" --they are at the start of every EXE file.

```
kd> dd nt
804d7000
          00905a4d 00000003 00000004 0000ffff
804d7010
          000000Ъ8
                   00000000 00000040
                                      00000000
804d7020
          00000000
                   00000000 00000000 00000000
          00000000 00000000 00000000 000000e0
804d7030
                    cd09b400
804d7040
          0eba1f0e
                             4c01b821
                                      685421cd
804d7050
          70207369
                    72676f72
                             63206d61
                                      6f6e6e61
804d7060
          65622074
                   6e757220
                             206e6920
                                      20534f44
804d7070
          65646f6d 0a0d0d2e 00000024 00000000
kd> da nt
          "MZ."
804d7000
```

In WinDbg, execute this command:

da nt+4c

You see the message "This program cannot be run in DOS mode", as shown below:





Saving a Screen Image

Make sure you can see the message "This program cannot be run in DOS mode", as shown above.

On your keyboard, press the PrntScrn key.

Click Start, type in PAINT, and open Paint.

Press Ctrl+V to paste in the image of your desktop.

YOU MUST SUBMIT WHOLE-DESKTOP IMAGES TO GET FULL CREDIT.

Save the image with a filename of "Proj 13a from YOUR NAME".

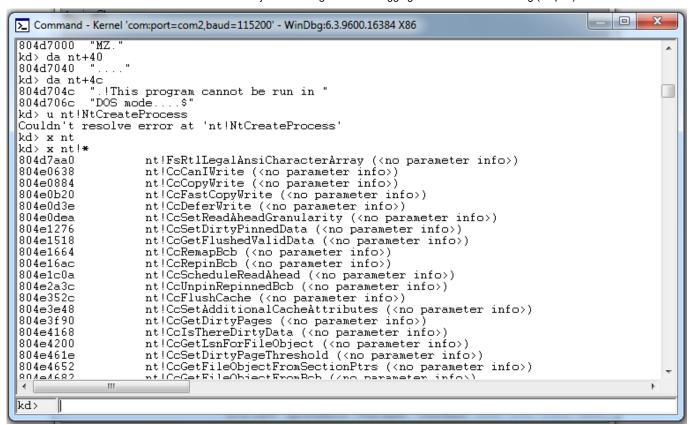
Searching for Functions

In WinDbg, execute this command:

x nt!*

This finds all the functions in Ntoskrnl.

There are a lot of them, as shown below:

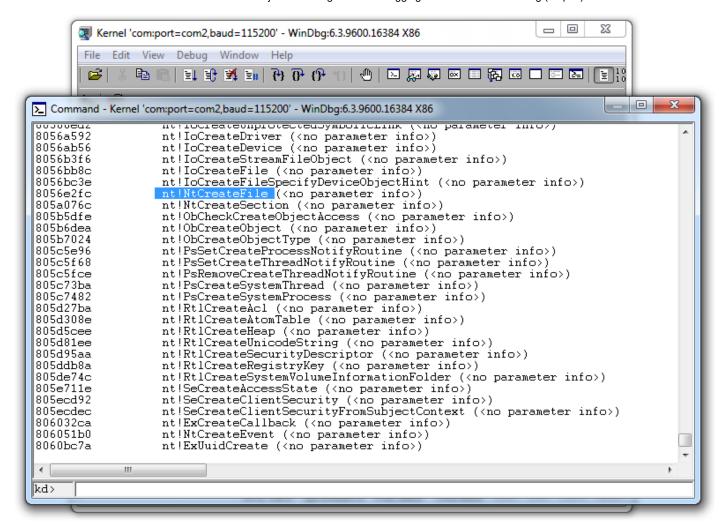


In WinDbg, execute this command:

x nt!*Create*

This finds all the functions in Ntoskrnl that contain the word "Create".

There are a lot of them, including "nt!NtCreateFile", as highlighted below:



Unassembling a Function

In WinDbg, execute this command:

u nt!NtCreateFile

This shows the first few bytes of the function, disassembled, as shown below:

```
kd> u nt!NtCreateFile
nt!NtCreateFile:
8056e2fc 8bff
                           mov
                                    edi.edi
8056e2fe 55
                           push
                                    ebp
8056e2ff 8bec
                           MOV
                                    ebp,esp
8056e301 33c0
                           xor
                                    eax.eax
8056e303 50
                           push
                                    eax
8056e304
         50
                           push
                                    eax
8056e305 50
                           push
                                    eax
8056e306 ff7530
                                    dword ptr [ebp+30h]
                           push
```

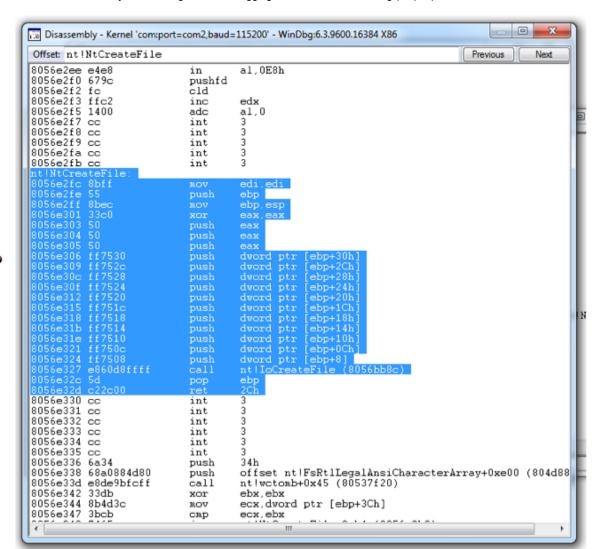
To see more of this function, it helps to use the WinDbg Disassembly window.

From the WinDbg menu bar, click View, Disassembly.

In the Offset bar at the top, enter

nt!NtCreateFile

Resize this window to make the entire function visible, as highlighted below:



Saving a Screen Image

Make sure you have highlighted the entire function, as shown above.

On your keyboard, press the PrntScrn key.

Click Start, type in PAINT, and open Paint.

Press Ctrl+V to paste in the image of your desktop.

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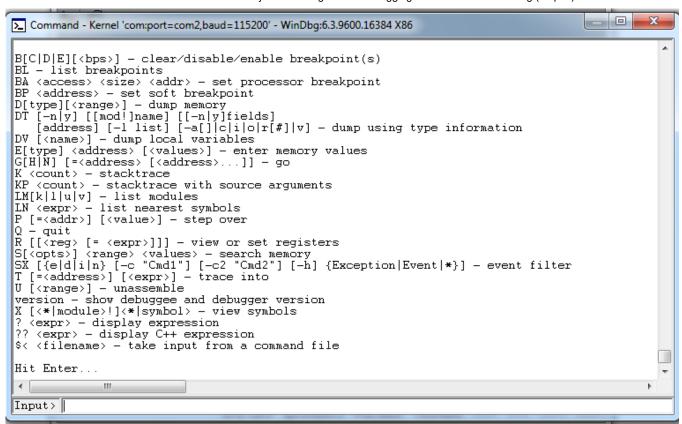
Save the image with a filename of "Proj 13b from YOUR NAME".

Online Help

In WinDbg, execute this command:

?

You see the first page of the online help, as shown below:



Press Enter to see the other page.

Examining the tcpip Module

In WinDbg, execute this command:

u tcpip

This shows the first few bytes of the tcpip module, disassembled, as shown below:

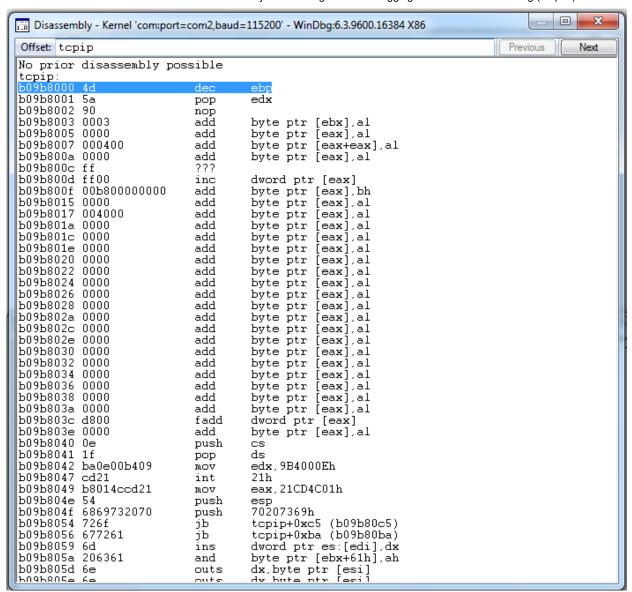
```
kd> u topip
tcpip
ь09ь8000 4д
                          dec
                                   ebp
Ъ09Ъ8001
         5a
                          pop
Ъ09Ъ8002 90
                          nop
ь09ь8003 0003
                          add
                                   byte ptr [ebx],al
ь09ь8005 0000
                          add
                                   byte ptr
                                             [eax],al
ь09ь8007 000400
                                             [eax+eax],al
                          add
                                   byte ptr
b09b800a 0000
                           add
                                   byte ptr [eax],al
|b09b800c ff
```

From the WinDbg menu bar, click View, Disassembly.

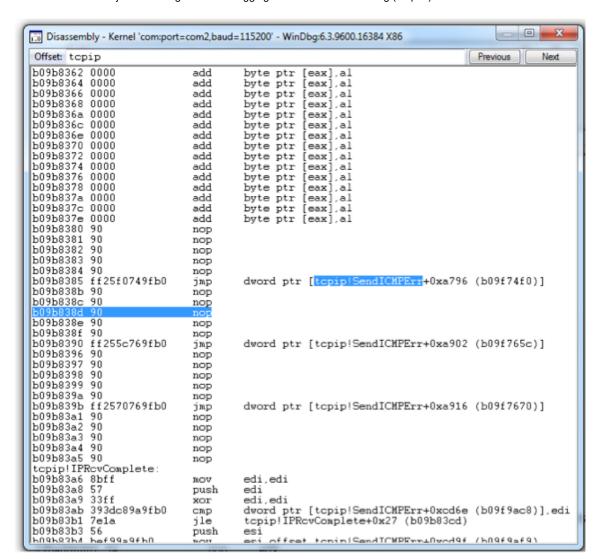
In the Offset bar, enter

tcpip

You should see the first portion of the tcpip module, as shown below (you may have to wait a few seconds for it to appear, or even close and re-open the Disassembly window):



Press the PageDown key about 14 times, depending on the size of your window, until you find a reference to **tcpip!SendICMPErr**, as highlighted below:





Saving a Screen Image

Make sure you have highlighted tcpip!SendICMPErr, as shown above.

On your keyboard, press the PrntScrn key.

Click Start, type in PAINT, and open Paint.

Press Ctrl+V to paste in the image of your desktop.

YOU MUST SUBMIT WHOLE-DESKTOP IMAGES TO GET FULL CREDIT.

Save the image with a filename of "Proj 13c from YOUR NAME".

Turning in Your Project

Email the images to: **cnit.126sam@gmail.com** with a subject line of **Proj 13 From Your Name**, replacing Your Name with your own first and last name. Send a Cc to yourself.

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