

CS 255 Lab1 Reverse Engineering

Name: Vedant Deepak Borkute

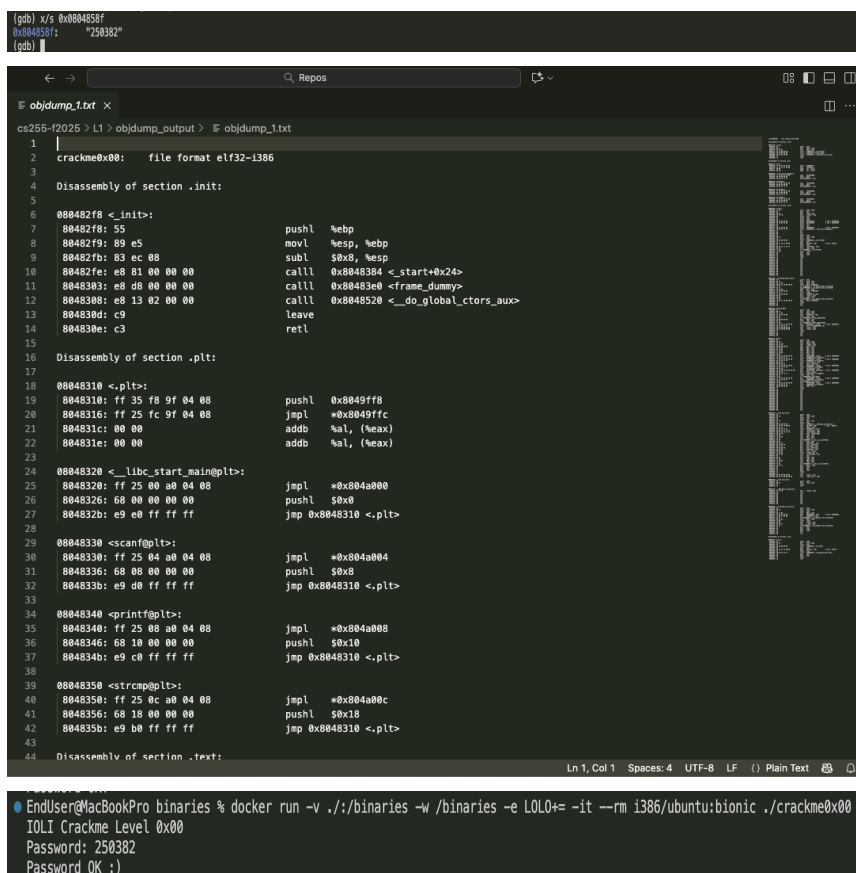
SID: 862552981

NetID: vbork001

1. crackme0x00

Running `objdump -d` on `crackme0x00`, going thru the resulting assembly code, in the `main()`, we are getting a string input (by checking the type of argument passed to it at `0x804858c` and later comparing that input with a value at address `0x0804858f` to determine whether the password was correct. When I ran `gdb` with the binary, I used `x/s 0x0804858f` to get the string in that address, which was **250382**.

```
(gdb) x/s 0x0804858f
0x0804858f: "250382"
(gdb)
```



```
crackme0x00: file format elf32-i386

Disassembly of section .init:

000482f8 <_init>:
  000482f8: 55                pushl %ebp
  000482f9: 89 e5            movl %esp, %ebp
  000482fa: 83 ec 00        subl $0x0, %esp
  000482fb: e8 01 00 00 00  calll 0x08048304 <start+0x24>
  00048303: e8 d0 00 00 00  calll 0x080483e0 <frame_dummy>
  00048308: e8 12 02 00 00  calll 0x08048520 <__do_global_ctors_aux>
  0004830d: c9              leave
  0004830e: c3              retl

Disassembly of section .plt:

00048310 <_plt>:
  00048310: ff 35 f8 9f 04 08  pushl 0x08049ff8
  00048316: ff 25 fc 9f 04 08  jmpl *0x08049ffc
  0004831c: 00 00          addb %al, (%eax)
  0004831e: 00 00          addb %al, (%eax)

00048320 <__libc_start_main@plt>:
  00048320: ff 25 00 a0 04 08  jmpl *0x004a0000
  00048326: 68 00 00 00 00 00  pushl $0x0
  0004832b: e9 00 ff ff ff  jmp 0x08048310 <_plt>

00048330 <scanf@plt>:
  00048330: ff 25 04 a0 04 08  jmpl *0x004a0004
  00048336: 68 00 00 00 00 00  pushl $0x0
  0004833b: e9 d0 ff ff ff  jmp 0x08048310 <_plt>

00048340 <printf@plt>:
  00048340: ff 25 08 a0 04 08  jmpl *0x004a0008
  00048346: 68 10 00 00 00 00  pushl $0x10
  0004834b: e9 c0 ff ff ff  jmp 0x08048310 <_plt>

00048350 <strcmp@plt>:
  00048350: ff 25 0c a0 04 08  jmpl *0x004a000c
  00048356: 68 18 00 00 00 00  pushl $0x18
  0004835b: e9 b0 ff ff ff  jmp 0x08048310 <_plt>

Disassembly of section .text:

Ln 1, Col 1 Spaces: 4 UTF-8 LF Plain Text
```

```
EndUser@MacBookPro binaries % docker run -v ./binaries -w /binaries -e LOL0+= -it --rm i386/ubuntu:bionic ./crackme0x00
LOLI Crackme Level 0x00
Password: 250382
Password OK :)
```

2. crackme0x01

Using the decompiled code from Ghidra, we see that the input (integer) is being compared to the hex number `0x149a` which is **5274**, if it matches, it prints "Password OK".

```

1  undefined4 main(void)
2  {
3
4  {
5      int iVar1;
6      char local_1c [24];
7
8      printf("IOLI Crackme Level 0x00\n");
9      printf("Password: ");
10     scanf("%s",local_1c);
11     iVar1 = strcmp(local_1c,"250382");
12     if (iVar1 == 0) {
13         printf("Password OK :\n");
14     }
15     else {
16         printf("Invalid Password!\n");
17     }
18     return 0;
19 }
20

```

```

EndUser@MacBookPro binaries % docker run -v ./binaries -w /binaries -e LOL0+= -it --rm i386/ubuntu:bionic ./crackme0x01
IOLI Crackme Level 0x01
Password: 5274
Password OK :)

```

3. crackme0x02

In the decompiled code, the integer input variable is compared with the hex number 0x52b24 which is equivalent to **338724**, which is the password.

```

1  undefined4 main(void)
2  {
3
4  {
5      int local_1c;
6
7      printf("IOLI Crackme Level 0x02\n");
8      printf("Password: ");
9      scanf("%d",&local_1c);
10     if (local_1c == 0x52b24) {
11         printf("Password OK :\n");
12     }
13     else {
14         printf("Invalid Password!\n");
15     }
16     return 0;
17 }
18

```

```

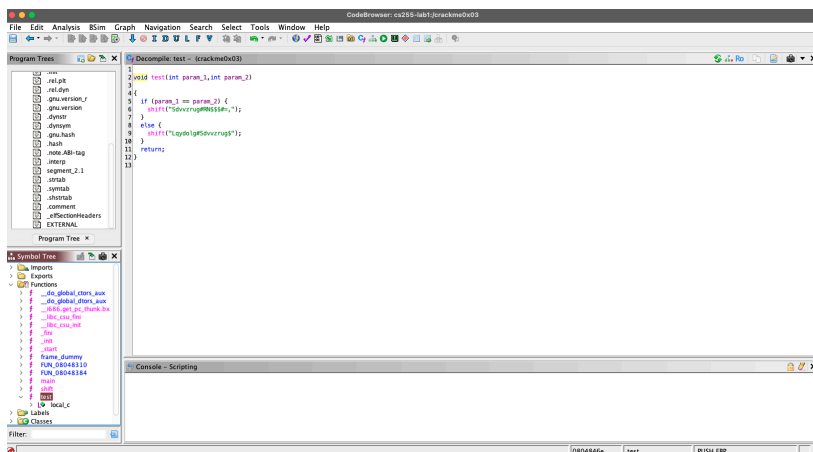
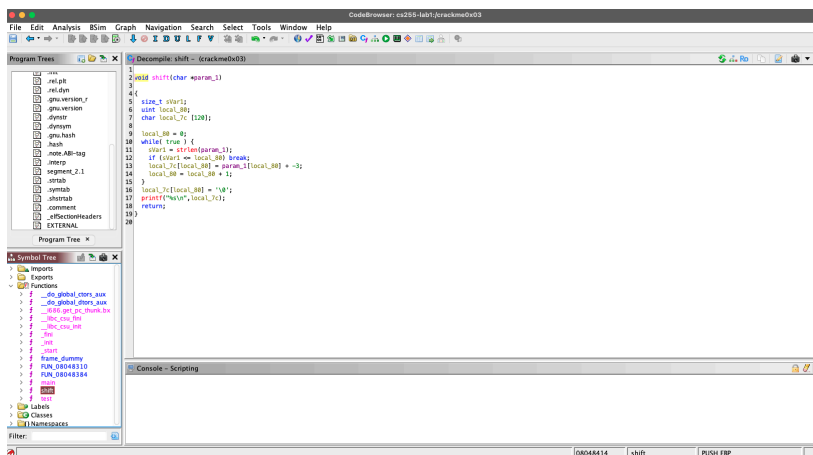
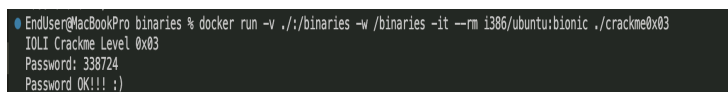
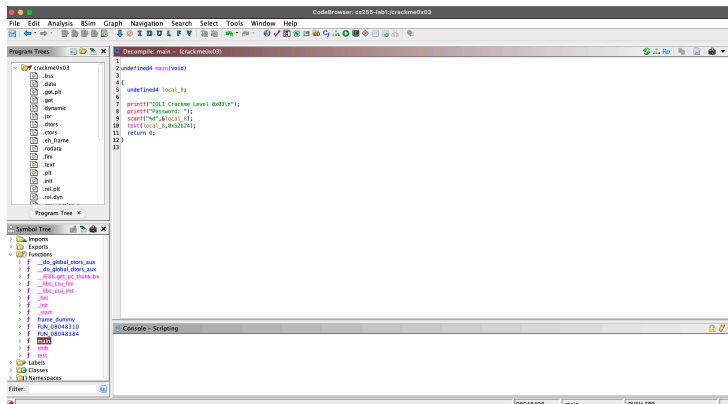
EndUser@MacBookPro binaries % docker run -v ./binaries -w /binaries -it --rm i386/ubuntu:bionic ./crackme0x02
IOLI Crackme Level 0x02
Password: 338724
Password OK :)

```

4. crackme0x03

In the decompiled code, an integer input is taken, then test() is called with two parameters, the input and the hex number 0x52b24 (338724). The test(), if the two params are same, calls shift() for the string Sdvzrug#RN\$\$\$#;, which then forms another string from this string, shifted by -3. If they aren't, the shift function is called for

“Lqydolg#Sdvvzrug\$”. Decoding these strings, I find that the first string refers to “Passwork OK case”. Therefore the password for this binary is still **338724**.



5. crackme0x04

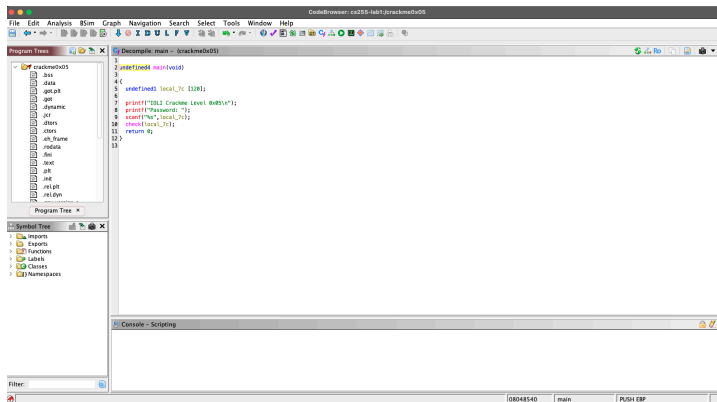
Using the decompiler, this time the code is looking for a string input and passing it to the check(), which then iteratively attempts to compute the running total of integers in the string. If the total reaches 0xf (15), the loop is broken. If the total is not yet reached and

[illegible]

```
EndUser@MacBookPro: ~ % docker run -v ./binaries -w /binaries -it --rm i386/ubuntu:bionic ./crackme0x04
IOLI Crackme Level 0x04
Password: 54321
Password OK!
```



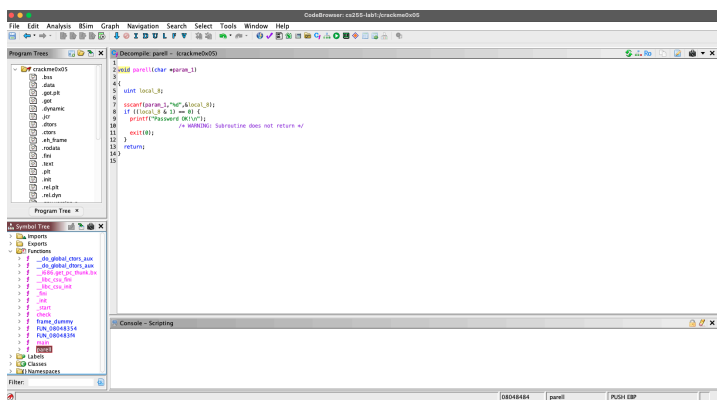
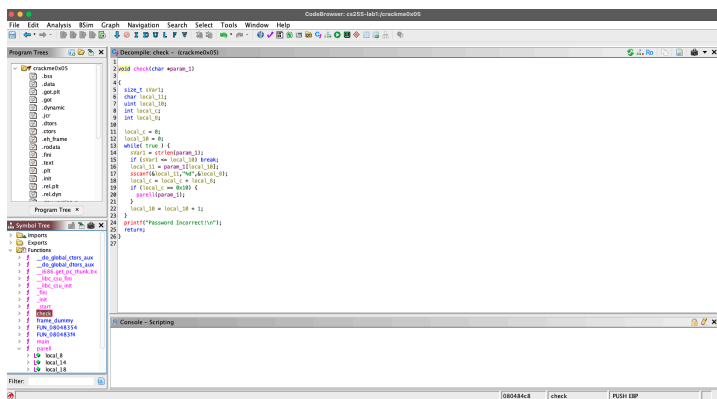
Again, using the decompiler, its taking an input string and passing it to check(), which is doing a similar thing as to last time, except that the total is supposed to reach 0x10 (16). If the total is that, parell() is called on the input, where a bitwise and operation to check if the number is even or odd is done. Only an even number summing to 16 is accepted. Therefore a valid password is **5434**.



```

EndUser@MacBookPro binaries % docker run -v ./binaries -w /binaries -it --rm i386/ubuntu:bionic ./crackme0x05
Password: 5434
Password OK!

```



8. crackme0x06

Similar to previous binaries, a string input is taken. Then check() is checking the running total of the integers in the string. If the total has reached 16, then parell() is called with the input as param_1 and param_2 (which are env vars). Here, the dummy function is called with the integer of the input and the param_2. It now loops through the list of strings in param_2 to find any starting with "LOL". If there are, dummy returns 1. Then, parell() finally checks if the integer formed from the input string is even, if yes, it prints Password OK.

[illegible]

```
EndUser@MacBookPro binaries % docker run -v ./binaries -w /binaries -e LOL0+= -it --rm i386/ubuntu:bionic ./crackme0x06
TOLI Crackme Level 0x06
Password: 5434
Password OK!
```

