

IE4012 Offensive Hacking Tactical and Strategic

4th Year, 1st Semester

BigBangTheory Sheldon1 Phase_1

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Declaration

I certify that this report does not incorporate without acknowledgement, any material

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knowledge and belief it does not contain any material previously published or written by

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BigBangTheory Sheldon1 Phase_1

When running the program "sheldon1", it mentions that we have 6 phases to defuse a bomb. The program will continue only when we input a string. When entering "111111" as shown in Figure 1 below, the program terminates after displaying a message saying that the bomb has blown up.

```
root@kali:~/Documents/bigbangtheory-master# ./sheldon1
Welcome to my fiendish little bomb. You have 6 phases with
which to blow yourself up. Have a nice day!
111111

BOOM!!!
The bomb has blown up.
root@kali:~/Documents/bigbangtheory-master#
```

Figure 1: Running sheldon1 for the first time

To understand what we must do, let us first disassemble the main function using gdb.

```
0X08048a4T <+159>:
                     add
0x08048a52 <+162>:
                     call
                             0x80491fc <read line>
                             esp,0xfffffff4
0x08048a57 <+167>:
                     add
0x08048a5a <+170>:
                     push
                             eax
0x08048a5b <+171>:
                     call
                            0x8048b20 <phase_1>
0x08048a60 <+176>:
                     call
                             0x804952c <phase defused>
0x08048a65 <+181>:
                     add
                            esp,0xfffffff4
0x08048a68 <+184>:
                     push
                             0x80496e0
0x08048a6d <+189>:
                     call
                             0x8048810 <printf@plt>
0x08048a72 <+194>:
                     add
                             esp,0x20
0x08048a75 <+197>:
                     call
                             0x80491fc <read line>
                             esp,0xfffffff4
0x08048a7a <+202>:
                     add
0x08048a7d <+205>:
                     push
                             eax
```

Figure 2 : Disassembling the Main function

As shown in Figure 2 above, the first function called after the bomb is initialized is called "phase_1". By disassembling phase_1 we can see what it contains as shown in Figure 3 below.

```
(gdb) disassemble phase 1
Dump of assembler code for function phase 1:
   0x08048b20 <+0>:
                        push
                                ebp
   0x08048b21 <+1>:
                         mov
                                ebp, esp
                                esp,0x8
   0x08048b23 <+3>:
                        sub
                                eax, DWORD PTR [ebp+0x8]
   0x08048b26 <+6>:
                         mov
                                esp,0xfffffff8
   0x08048b29 <+9>:
                         add
   0x08048b2c <+12>:
                         push
                                0x80497c0
   0x08048b31 <+17>:
                         push
                                eax
   0x08048b32 <+18>:
                         call
                                0x8049030 <strings not equal>
   0x08048b37 <+23>:
                         add
                                esp,0x10
   0x08048b3a <+26>:
                         test
                                eax,eax
   0x08048b3c <+28>:
                                0x8048b43 <phase 1+35>
                         jе
                         call
   0x08048b3e <+30>:
                                0x80494fc <explode bomb>
   0x08048b43 <+35>:
                         mov
                                esp,ebp
   0x08048b45 <+37>:
                         pop
                                ebp
   0x08048b46 <+38>:
                         ret
End of assembler dump.
(gdb)
```

Figure 3 : Disassembling Phase_1

By analyzing the assembly code of phase_1 we can see that two things are being pushed into the stack: a memory location 0x80497c0 and register eax. Directly after that a function called "strings_not_equal" is called. We can assume that the strings in the memory location and the register are being compared in some way.

Let us set a breakpoint at phase_1 and run the program for further tests. This time, when entering a random string "abcdefg", the program is halted by the breakpoint before the bomb explodes as shown in Figure 4.

```
(gdb) break phase_1
Breakpoint 1 at 0x8048b26
(gdb) run
Starting program: /root/Documents/bigbangtheory-master/sheldon1
Welcome to my fiendish little bomb. You have 6 phases with
which to blow yourself up. Have a nice day!
abcdefg

Breakpoint 1, 0x08048b26 in phase_1 ()
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```

Figure 4: Inserting a breakpoint at phase_1 and running the program

Now that we have halted the program, we can see what are the strings that are stored at the pushed memory location and register. We can use the command "x /20c \$eax" to display the first 20 characters after the memory address of register \$eax (Figure 5).

```
(gdb) x /20c $eax
0x804b680 <input_strings>: 97 'a' 98 'b' 99 'c' 100 'd' 101 'e' 102 'f' 103 'g' 0 '\000'
0x804b688 <input_strings+8>: 0 '\000' 0 '\000' 0 '\000' 0 '\000' 0 '\000'
0x804b690 <input_strings+16>: 0 '\000' 0 '\000' 0 '\000' 0 '\000'
(gdb)
```

Figure 5: Displaying the string stored in register eax

As shown in the above figure, we can see that register eax contains the string "abcdefg" that we entered. With this we can conclude that this phase must want us to enter the correct string, which must be stored in the other pushed memory location 0x80497c0. Let us see what the first 20 characters after it contains using "x /20c 0x80497c0".

```
(gdb) x /20c 0x80497c0
0x80497c0:
                80 'P'
                        117 'u' 98 'b'
                                         108 'l' 105 'i' 99 'c'
                                                                  32 ' '
                                                                          115 's'
                                         107 'k'
0x80497c8:
                112 'p'
                        101 'e' 97 'a'
                                                 105 'i' 110 'n' 103 'g' 32 '
                                         118 'v'
0x80497d0:
                        115
(gdb)
```

Figure 6: Displaying the string stored in the fixed memory location

As shown in figure 6 above, we can see that the first 20 characters of this memory location contains "Public speaking is v". This means there are more characters to this string, we can use the same command but with more characters to display the entire string, but we can extract this string directly using the strings command combined with grep to search for the string using the keywords "Public speaking".

```
root@kali:~/Documents/bigbangtheory-master# strings sheldon1 | grep "Public speaking"
Public speaking is very easy.
root@kali:~/Documents/bigbangtheory-master#
```

Figure 7: Using the Strings command to display the string

As shown in Figure 7 above, sheldon1 contains only one such string, which is "Public speaking is very easy.". This must be the string we must enter to pass phase_1. Running the program and entering this string will successfully pass us through phase1 as shown in Figure 8 below.

```
root@kali:~/Documents/bigbangtheory-master# ./sheldon1
Welcome to my fiendish little bomb. You have 6 phases with
which to blow yourself up. Have a nice day!
Public speaking is very easy.
Phase 1 defused. How about the next one?
```

Figure 8: Passing the first phase