

# TryHackMe Room Write-up

Title: Compiled

Description: Strings can help you so far.

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Description: Download the task file and get started. The binary can also be found in the AttackBox inside the /root/Rooms/Compiled/ directory.

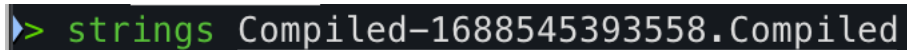
Note: The binary will not execute if using the AttackBox. However, you can still solve the challenge.

Objective: What is the password?

Tools: Ghidra, macOS, downloaded files (.Compiled).

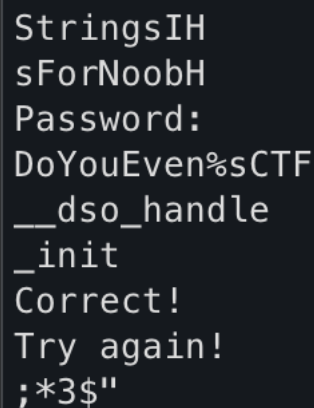
.Compiled file contains binary code which is understandable for machines. When we try to open it in Visual Code or text editor we see weird symbols, that's because the program translates these binary values to ASCII, where various values can output various symbols, signals etc.

Following our first instinct we want to see if the flag isn't in any strings hidden within the file. We use *strings* command to output any readable text which the file contains.



```
> strings Compiled-1688545393558.Compiled
```

Picture 1: Usage of strings command.



```
StringsIH  
sForNoobH  
Password:  
DoYouEven%sCTF  
__dso_handle  
_init  
Correct!  
Try again!  
;*3$"
```

Picture 2: Selected output of strings command.

As noticed, these are just baits and taunts – not real flags. Our next step should be finding a program to reverse engineer compiled code into a readable instruction written in programming language. After research, we find Ghidra tool. I clone the repository from github, install gradle and tools with it.

In my case the gradle buildGhidra didn't work. I had to use command in main directory:

```
./gradlew buildGhidra
```

On my Macbook Air M1 it took 14 minutes to build Ghidra project.

```
<=====--> 99% EXECUTING [13m 56s] for details.  
  
[Incubating] Problems report is available at: file:///Users/igorrob/ghidra/build  
/reports/problems/problems-report.html  
  
BUILD SUCCESSFUL in 16m 19s  
701 actionable tasks: 701 executed  
v2_41Mac_x86_64Executable  
Consider enabling configuration cache to speed up this build: https://docs.gradle.org/9.3.1/userguide/configuration\_cache\_enabling.html
```

Picture 3: Finished output of `./gradlew buildGhidra`.

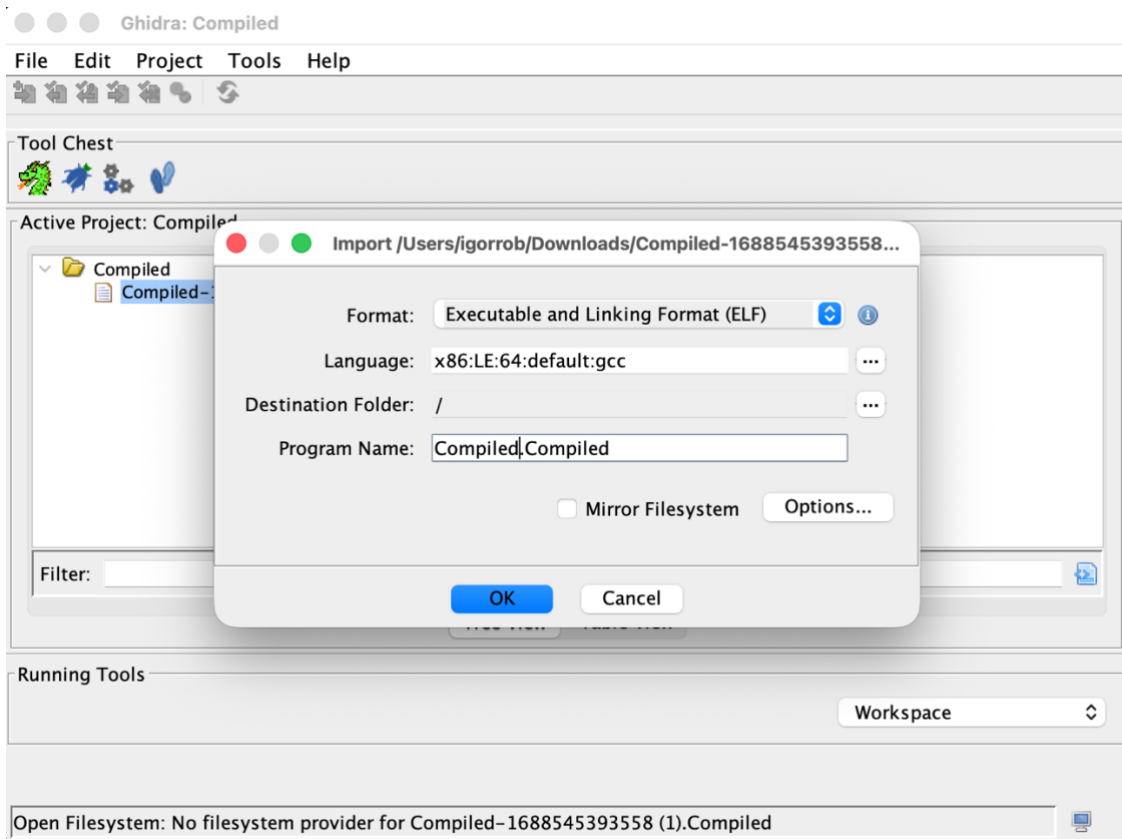
After building, we need to unzip the file which was created in `/build/dist/`

```
~/ghidra/b/dist master > unzip ghidra_12.1_DEV_20260205_mac_arm_64.zip
```

Picture 4: Unzipping ghidra file.

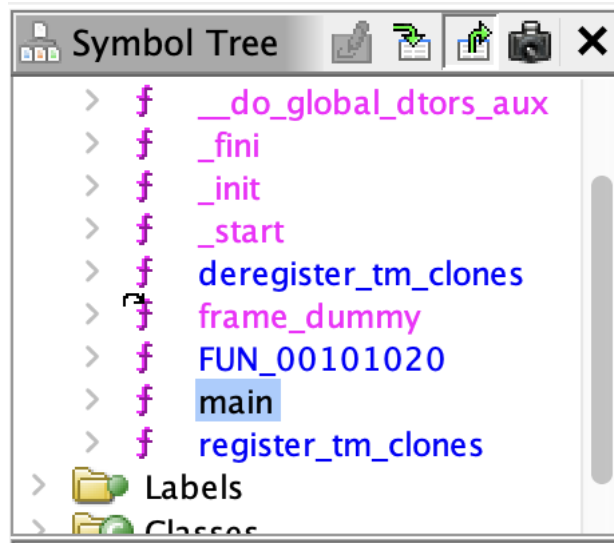
Change directory to `ghidra_12.1_DEV` file and enter `./ghidraRun` command.

Let's import our `.Compiled` file into Ghidra.



Picture 5: Importing `.Compiled` file into Ghidra.

The middle window shows the Assembler code, the right one shows the code in C. Let's turn our focus to main() function in this code – you can see every function in the little right window.



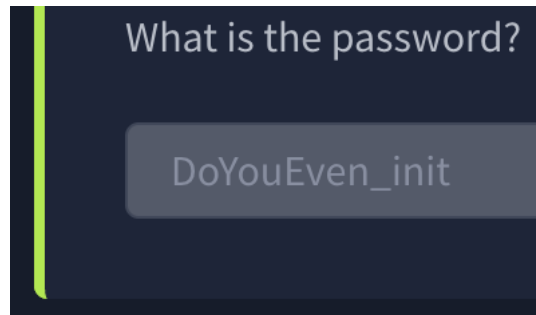
Picture 6: Functions in retrieved code.

We are greeted with the functionality of the code. We need to enter the password which is later compared with strcmp with specific string. The password is correct if we type in *DoYouEven[missing string]CTF* – looking at the answer format in tryhackme room, we can omit the CTF part.

```
Decompile: main - (Compiled.Compiled)
1
2 undefined8 main(void)
3
4 {
5     int iVar1;
6     char local_28 [32];
7
8     fwrite("Password: ",1,10,stdout);
9     __isoc99_scanf("DoYouEven%sCTF",local_28);
10    iVar1 = strcmp(local_28,"_dso_handle");
11    if ((-1 < iVar1) && (iVar1 = strcmp(local_28,"_dso_handle"), iVar1 < 1)) {
12        printf("Try again!");
13        return 0;
14    }
15    iVar1 = strcmp(local_28,"_init");
16    if (iVar1 == 0) {
17        printf("Correct!");
18    }
19    else {
20        printf("Try again!");
21    }
22    return 0;
23 }
24
```

Picture 7: main function of retrieved code.

iVar1 compares local\_28 (which is our guess) with „\_init”. If they’re the same, the value is 0 (no differences” and the message printed is „Correct!” – therefore that’s our password.



*Picture 8: The password we were looking for.*