Курс:

Практическая работа к уроку № Lesson_5

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Реверс-инжиниринг с помощью OllyDbg

Задание:

Дана программа task-3. Необходимо выполнить реверс-инжиниринг программы и написать ее псевдокод.

Пример запуска программы:

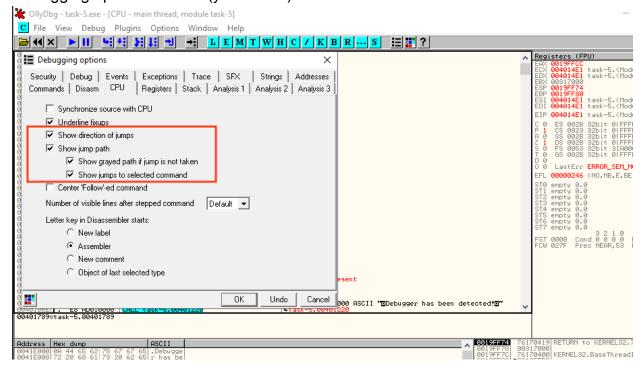
task-3.exe

Insert name: Sergey

License key: TlfKsMhOfQzShUiW

Настройки OllyDbg:

- Подсветка: Appearance -> Highlighting -> Jumps n' calls (правая кнопка мыши)
- Debugging options -> CPU (указатели)



Commands:

- F2 точка останова
- F8 одновременное выполнение вызовов функций
- F9 продолжает программу заполнения
- Ctrl + F2 перезапустим программу
- Ctrl + G Enter expression to follow in Dump

Отладочные символы:

 Debug -> Select path for symbols копируем prog-3.3.pdb в папку

```
// Исходный код программы prog-3.1.c
#include <windows.h>
#pragma comment(lib, "user32.lib")
int main(int argc, char* argv[]) {
int tmp = 2;
char title[] = "Prog-3.1";
goto metka;
        MessageBox(NULL, "Always Skipped", title, 0);
metka:
if (TRUE) { MessageBox(NULL, "Always TRUE", title, 0); }
if (FALSE) { MessageBox(NULL, "Always FALSE", title, 0); }
if (tmp < 5) { MessageBox(NULL, "tmp < 5", title, 0); }</pre>
if (tmp > 5) {
        MessageBox(NULL, "tmp > 5", title, 0);
} else {
        MessageBox(NULL, "tmp <= 5", title, 0);</pre>
if (tmp == 2) { MessageBox(NULL, "tmp == 2", title, 0); }
switch (tmp)
{
        case 1:
                MessageBox(NULL, "Case: 1", title, 0);
                break:
        case 2:
                MessageBox(NULL, "Case: 2", title, 0);
                break;
        default:
                MessageBox(NULL, "Case: default", title, 0);
                break;
}
```

```
Компиляция:
> cl prog-3.1.c -Od /Gs- /GS- /link /DYNAMICBASE:NO /NXCOMPAT:NO
Запуск:
> prog-3.1.exe
```

return 0;

```
C:\Users\Aдминистратор\Documents\GB cl prog-3.1.c -Od /Gs- /GS- /link /DYNAMICBASE:NO /NXCOMPAT:NO
Microsoft (R) C/C++ Optimizing Compiler Version 19.35.32217.1 for x86
Copyright (C) Microsoft Corporation. All rights reserved.

prog-3.1.c
Microsoft (R) Incremental Linker Version 14.35.32217.1
Copyright (C) Microsoft Corporation. All rights reserved.

/out:prog-3.1.exe
/DYNAMICBASE:NO
/NXCOMPAT:NO
prog-3.1.obj
```

```
//prog-3.2.c
#include <stdio.h>
#pragma comment(lib, "user32.lib")
int sum ascii(char *);
int main(int argc, char* argv[]) {
int result = 0;
char title[] = "Prog-3.3";
if (argc < 2) {
printf("\nUsage: prog-3.3.exe <license key>\n");
return 0;
result = sum_ascii(argv[1]);
if (result == 1000) {
printf("\nCongrats! Key is correct!\n");
} else {
printf("\n0ops! Key is incorrect!\n");
return 0;
}
int sum_ascii(char *str) {
int sum = 0;
int len = strlen(str);
for(int i = 0; i < len; i++) {
sum += str[i];
}
return sum;
```

Компиляция:

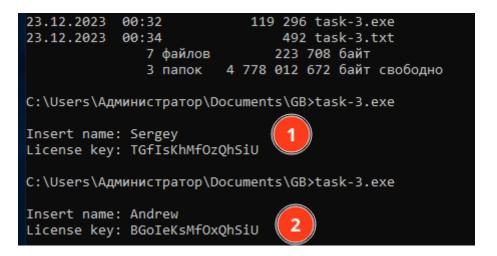
> cl prog-3.2.c -Od /Gs- /GS- /link /DYNAMICBASE:NO /NXCOMPAT:NO

1. Запускаем в CMD task-3.exe

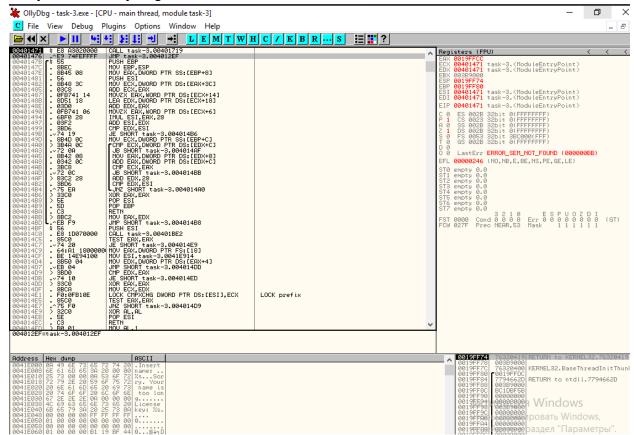
Insert name: Sergey

License key: TlfKsMhOfQzShUiW

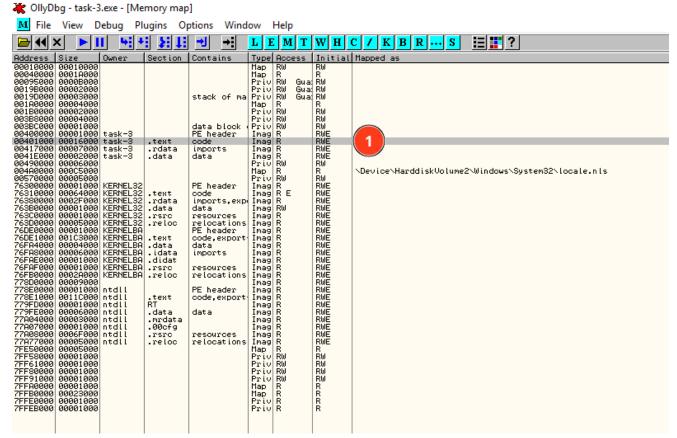
Пробуем ввести другое имя (2)



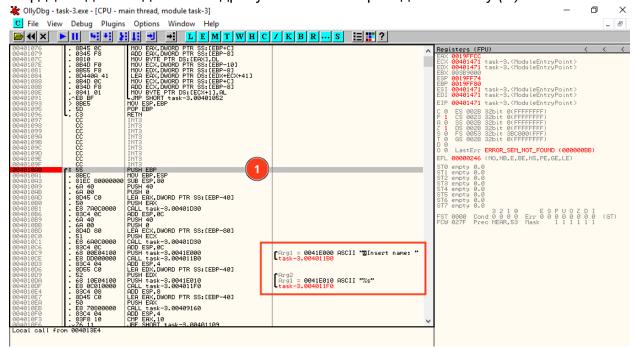
2. Запускаем в OllyDbg task-3.exe



Далее переходим в раздел (M)emory



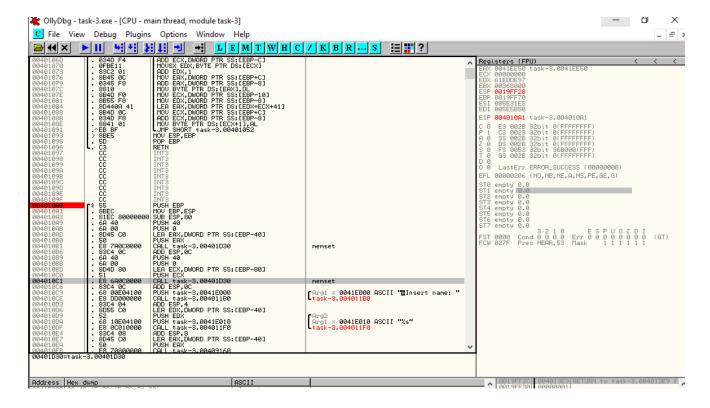
4. Сердце кода находится по адресу 00401000 и переходим по нему (C)



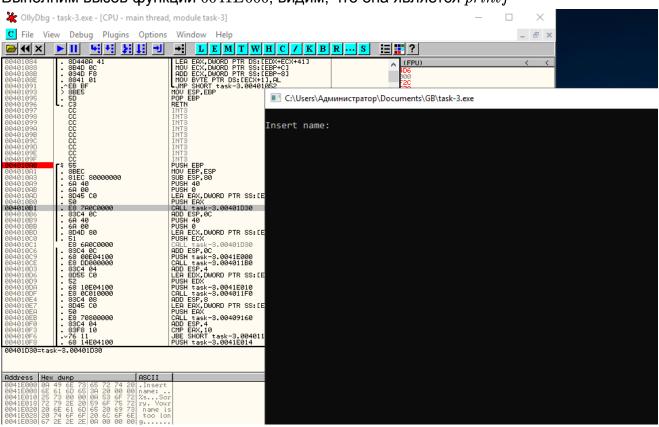
Находим блок и устанавливаем точку остановки (break point), где начинается функция PUSH и блок, как в нашем случае, с $Arg1...\ Arg2$

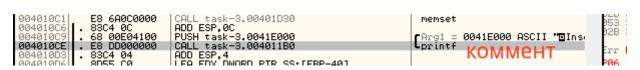
Отмеченный блок напоминает функцию main

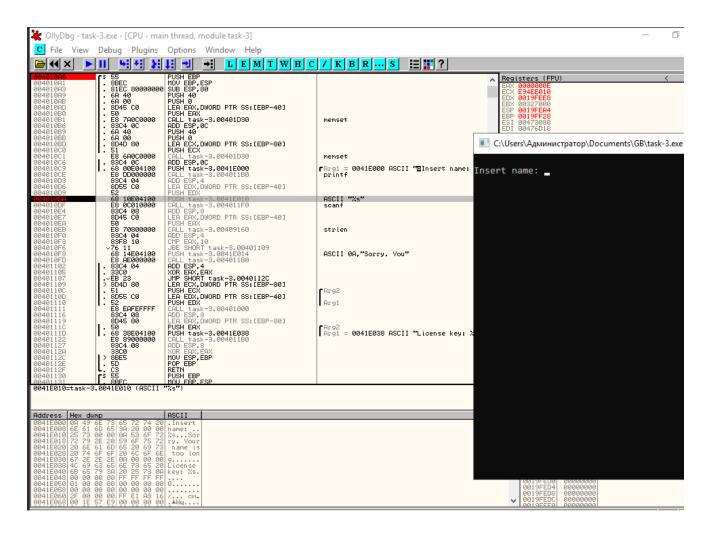
- 5. Запускаем программу
- 6. Начинаем изучать код для подготовки псевдокода функции похожи на *memset*, комментируем в коде...



Выполним вызов функции 0041E000, видим, что она является printf

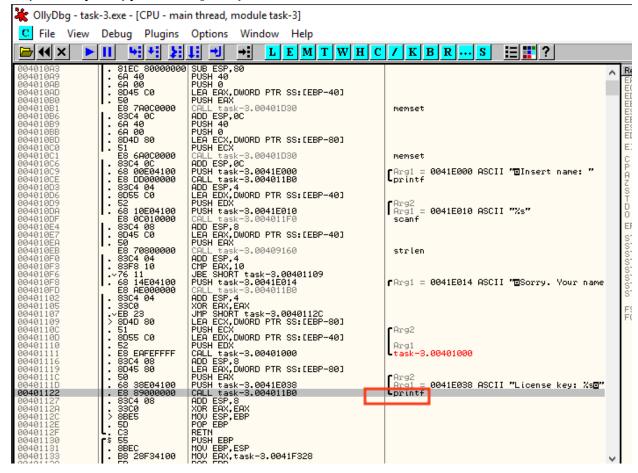






Analyse code

• переименуем функцию в printf



```
//pseudo-3.3.c
// Pseudocode
char buff0[64]
memset{buff0,0,64}
char buff1[64]
memset{buff1,0,64}
printf("Insert name: ")
scanf("%s", buff0)
if (streln(nuff) <=16)</pre>
        some_func(buff0, buff1)
        printf("key is %s", buff1)
        return 0
else {
        printf("Sorry")
        return 0;
}
void some_func(buff0, buff1) {
        int i = streln(buff0)
                 for(i; i < 8; i++) {
                 buff0[i]= 0 \times 61 + i;
        }
        for (int i = 0; j = 0; i \le 16; i++)
                 buff1[i] = buff1[j] + 1;
                 buff1[i] = 0x41 + i + first_leght;
}
```

Компиляция:

```
cl pseudo-3.3.c -Od /Gs- /GS- /link /DYNAMICBASE:NO /NXCOMPAT:NO
```

Запуск:

```
pseudo-3.3.exe ... (выполняется с ошибками, так как псевдо-код)
```

```
C:\Users\Agmunucrparop\Documents\GB vcl pseudo-3.4.c -0d /Gs- /GS- /link /DYNAMICBASE:NO /NXCOMPAT:NO

Microsoft (R) C/C++ Optimizing Compiler Version 19.35.32217.1 for x86

Copyright (C) Microsoft Corporation. All rights reserved.

Dseudo-3.4.c

Dseudo-3.4.c(2): error C2061: syntax error: identifier 'memset'

Dseudo-3.4.c(2): error C2059: syntax error: ';'

Dseudo-3.4.c(2): error C2059: syntax error: '}

Dseudo-3.4.c(2): error C2059: syntax error: '}

Dseudo-3.4.c(7): error C2143: syntax error: missing ')' before 'string'

Dseudo-3.4.c(7): error C2143: syntax error: missing '{' before 'string'}

Dseudo-3.4.c(7): error C2059: syntax error: ')'

Dseudo-3.4.c(21): error C2143: syntax error: missing ';' before 'if'

Dseudo-3.4.c(21): error C2143: syntax error: missing ';' before 'if'

Dseudo-3.4.c(21): error C2109: subscript requires array or pointer type

Dseudo-3.4.c(27): warning C4552: '=': result of expression not used

Dseudo-3.4.c(27): error C2143: syntax error: missing ')' before ';'

Dseudo-3.4.c(27): error C2143: syntax error: missing ')' before ';'

Dseudo-3.4.c(27): error C2143: syntax error: missing ';' before '{

Dseudo-3.4.c(27): error C2143: syntax error: missing ';' before '{

Dseudo-3.4.c(27): error C2169: subscript requires array or pointer type

Dseudo-3.4.c(28): error C2109: subscript requires array or pointer type

Dseudo-3.4.c(29): error C2165: 'j': undeclared identifier

Dseudo-3.4.c(29): error C2165: 'j': undeclared identifier

Dseudo-3.4.c(29): error C2165: 'first_leght': undeclared identifier
```

OllyDbg - version 1.10

Quick start - version 1.10

Pop-up menus display only items that apply. Frequently used menu functions:

Function	Window	Menu command	Shortcut
Edit memory as binary, ASCII or UNICODE string	Disassembler, Stack Dump	Binary Edit	Ctrl+E
Undo changes	Disassembler, Dump Registers	Undo selection Undo	Alt+BkSp
Run application	Main	Debug Run	F9
Run to selection	Disassembler	Breakpoint Run to selection	F4
Execute till return	Main	Debug Execute till return	Ctrl+F9
Execute till user code	Main	Debug Execute till user code	Alt+F9
Set/reset INT3 breakpoint	Disassembler Names, Source	Breakpoint Toggle Toggle breakpoint	F2
Set/edit conditional INT3 breakpoint	Disassembler Names, Source	Breakpoint Conditional Conditional breakpoint	Shift+F2
Set/edit conditional logging breakpoint (logs into the Log window)	Disassembler Names, Source	Breakpoint Conditional log Conditional log breakpoint	Shift+F4

Temporarily disable/restore INT3 breakpoint	Breakpoints	Disable Enable	Space
Set memory breakpoint (only one is allowed)	Disassembler, Dump	Breakpoint Memory, on access Breakpoint Memory, on write	
Remove memory breakpoint	Disassembler, Dump	Breakpoint Remove memory breakpoint	
Set hardware breakpoint (ME/NT/2000 only)	Disassembler, Dump	Breakpoint Hardware (select type and size!)	
Remove hardware breakpoint	Main	Debug Hardware breakpoints	
Set single-short break on access to memory block (NT/2000 only)	Memory	Set break-on-access	F2
Set break on module, thread, debug string	Options	Events	
Set new origin	Disassembler	New origin here	
Display list of all symbolic names	Disassembler, Dump Modules	Search for Name (label) View names	Ctrl+N
Context-sensitive help (requires external help file!)	Disassembler, Names	Help on symbolic name	Ctrl+F1
Find all references in code to selected address range	Disassembler Dump	Find references to Command Find references	Ctrl+R
Find all references in code to the constant	Disassembler	Find references to Constant Search for All constants	
Search whole allocated memory	Memory	Search Search next	Ctrl+L
Go to address or value of expression	Disassembler Dump	Go to Expression Go to expression	Ctrl+G
Go to previous address/run trace item	Disassembler	Go to Previous	Minus
Go to next address/run trace item	Disassembler	Go to Next	Plus
Go to previous procedure	Disassembler	Go to Previous procedure	Ctrl+Minus
Go to next procedure	Disassembler	Go to Next procedure	Ctrl+Plus

View executable file	Disassembler,	View Executable file	
	Dump, Modules		
Copy changes to executable file	Disassembler	Copy to executable file	
Analyse executable code	Disassembler	Analysis Analyse code	Ctrl+A
Scan object files and libraries	Disassembler	Scan object files	Ctrl+O
View resources	Modules, Memory	View all resources View resource strings	
Suspend/resume thread	Threads	Suspend Resume	
Display relative addresses	Disassembler, Dump, Stack	Doubleclick address	
Сору	Most of windows	Copy to clipboard	Ctrl+C

Frequently used global shortcuts:

| | |

|---|

|Ctrl+F2|Restart program|

|Alt+F2|Close program|

|F3|Open new program|

|F5|Maximize/restore active window|

|Alt+F5|Make OllyDbg topmost|

|F7|Step into (entering functions)|

|Ctrl+F7|Animate into (entering functions)|

|F8|Step over (executing function calls at once)|

|Ctrl+F8|Animate over (executing function calls at once)|

|**F9**|Run|

|Shift+F9|Pass exception to standard handler and run|

|Ctrl+F9|Execute till return|

|Alt+F9|Execute till user code|

|Ctrl+F11|Trace into|

|**F12**|Pause|

|Ctrl+F12|Trace over|

|Alt+B|Open Breakpoints window|

|Alt+C|Open CPU window|

|Alt+E|Open Modules window|

|Alt+L|Open Log window|

|Alt+M|Open Memory window|

|Alt+O|Open Options dialog|

|Ctrl+T|Set condition to pause Run trace| |Alt+X|Close OllyDbg|

Frequently used Disasembler shortcuts:

F2	Toggle breakpoint	
Shift+F2	Set conditional breakpoint	
F4	Run to selection	
Alt+F7	Go to previous reference	
Alt+F8	Go to next reference	
Ctrl+A	Analyse code	
Ctrl+B	Start binary search	
Ctrl+C	Copy selection to clipboard	
Ctrl+E	Edit selection in binary format	
Ctrl+F	Search for a command	
Ctrl+G	Follow expression	
Ctrl+J	Show list of jumps to selected line	
Ctrl+K	View call tree	
Ctrl+L	Repeat last search	
Ctrl+N	Open list of labels (names)	
Ctrl+O	Scan object files	
Ctrl+R	Find references to selected command	
Ctrl+S	Search for a sequence of commands	
Asterisk (*)	Origin	
Enter	Follow jump or call	
Plus (+)	Go to next location/next run trace item	
Minus (-)	Go to previous location/previous run trace item	
Space ()	Assemble	
Colon (:)	Add label	
Semicolon (;)	Add comment	

*Выполнил: AndreiM