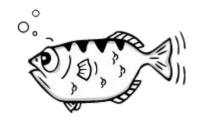
GDB Basics



A walkthrough with example

WHAT IS GDB?

- The "GNU Debugger"
- Supports several languages like C/C++, Go, Rust, Assembly
- Useful in dynamic analysis
- Can be useful is following situations
 - Start your program, specifying anything that might affect its behavior
 - Make your program stop on specified conditions
 - Examine what has happened, when your program has stopped
 - Change things in your program, so you can experiment with correcting the effects of one bug and go on to learn about another

GDB COMMANDS

- help <command>

Displays help page for different command

- [b]reak <function name or *memory address>

Sets a breakpoint on either a function or the instruction located at a particular addr

- [d]elete <breakpoint>

Removes a breakpoint. Use **i b** for breakpoint info

```
[i]nfo (about)about can be:[f]rame - Lis
```

- [f]rame List info about current stack frame
- [s]tack List the stack backtrace, function calls that have been made
- [r]egisters List the contents of each register
- [b]reak List the breakpoints
 [fu]netions List all functions with addresses
- [fu]nctions List all functions with addresses[p]roc Shows additional info about process
- [map]pings List memory regions mapped by the specified process

- [disas]semble <function name>

Disassemble a specified section of memory

```
- [r]un (arg1 arg2 .... argn)
```

Runs the executable with arguments

- [c]ontinue

Resumes program execution until next breakpoint

- [s]tep

Step program until it reaches a different source line

- [s]tep[i]

Steps through a single x86 instruction

- [n]ext

Unlike "step", if the current source line calls a subroutine,

this command does not enter the subroutine, but instead steps over

the call, in effect treating it as a single source line

- [n]ext[i]

Steps through a single x86 instruction

Loads the specified file into gdb

- [file] <filename of executable>

```
- [p]rint <$register or function>
```

Print value of register or function

- [x]/(number)(format) <address>

Examines the data located in memory at address

DYNAMIC ANALYSIS OF A CRACKME