

# Reverse Engineering and Malware Analysis Fundamentals

## Exercises

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# Always Use a Virtualized OS

- Do NOT analyze executables on your host operating system
  - Setup and secure a virtual machine (see resources)
  - Also, **REMnux** (“Kali” for malware): <https://remnux.org>
- The provided binaries were written and compiled by myself
  - They are **NOT** malicious
  - Endpoint/antivirus software may display false-positive alerts

# Tools Used In Demo

- [PE-bear](#) - PE file format viewer/editor (by @hasherezade)
- [IDA](#) - Industry standard disassembler (\$\$\$, freeware version)
  - Alternatives: Cutter/Radare2, BinaryNinja (\$), Hopper (\$)
- [PEiD](#) - PE and packer identification
- [ResourceHacker](#) - View and edit PE resources
- [SysinternalsSuite](#) - Windows troubleshooting tools
- [x32dbg/x64dbg](#) - Great assembly-level debugger for Windows

# empty.exe - Part 1, Example 1

- Source File: part1\_intro/empty.c
- Objectives:
  - **View source:** Valid C program? Can it compile? Can it link?
  - **PE-bear:** entry point? sections?
  - **IDA:** entry function?
  - **x32dbg:** loaded/mapped modules?

# hello.exe - Part 1, Example 2

- Source File: part1\_intro/hello.c
- Objectives:
  - **PE-bear**: find entry point
  - **IDA**:
    - So many functions from a single-line program?
    - Find entry point and compare with written code

# hello\_msgbox.exe - Part 1, Example 3

- Source File: `part1_intro/hello_msgbox.c`
- Objectives:
  - **View source:** *WinMain()* instead of *main()*?
  - **PE-bear:** compare subsystem value with `hello.exe`
  - Review subsystems: Console, Windows, (older, POSIX)

# hello\_winapi\_nocrt.exe - Part 1, Example 4

- Source File: part1\_intro/hello\_winapi\_nocrt.c
- Objectives:
  - View source:
    - WinAPI functions instead of standard C functions?
    - *EntryPoint()* instead of *main()* function?
  - **PE-bear**: find entry point
  - **IDA**: a lot fewer functions without C runtime library

# greeting.dll - Part 2, Example 1

- Source File: `part2_dll/greeting.{c,h,def}`
- Objectives:
  - View source: *DllMain()* instead of *main()* function?
  - **PE-bear**: exported functions



## nullpad.exe - Part 2, Example 2

- Source File: part2\_dll/nullpad.{c,h,rc}
- Objectives:
  - View source: dynamically resolves functions from greeting.dll using *LoadLibrary* and *GetProcAddress*
  - **PE-bear**: imported functions, resources
  - **ResourceHacker**: view resources
  - Vulnerable to DLL hijacking?

## annoying.dll - Part 2, Example 3

- Source File: part2\_dll/greeting.{c,h}
- Objectives:
  - View source: greeting.c compiled with *-DANNOYING*
  - Review *Dynamic-Link Library Search Order*
  - How could this DLL be used in a hijacking attempt against the Notepad application

# hello\_getproc.exe - Part 3, Example 1

- Source File: `part3_obfus/hello_getproc.c`
- Objectives:
  - **PE-bear**: imports
    - *GetModuleHandle*, *LoadLibrary*, and *GetProcAddress*?
  - **IDA**: identify functions, cross-reference strings

# hello\_modenum.exe - Part 3, Example 2

- Source File: part3\_obfus/hello\_modenum.c
- Objectives:
  - **PE-bear**: imports
  - **IDA**: identify functions, cross-reference strings helps
  - **x32dbg**: set breakpoint on *GetProcAddress*
    - Debugging can greatly speed up reversing

# hello\_stealth.exe - Part 3, Example 3

- Source File: part3\_obfus/{hello\_stealth.c, nt\_internal.h}
- Objectives:
  - **PE-bear**: entry point, imports, section names
  - **PEiD KANAL**: any signatures?
  - **IDA**: several functions, no imports nor strings for clues
  - **x32dbg**: debugging can save time, e.g. return values
  - Bonus: zero out TLS directory, still executes - how?

# hello\_zeros.exe - Part 3, Example 4

- Source File: `part3_obfus/hello_stealth.c`
- Objectives:
  - Identify entry point, imports, sections
  - Identify any strings or cryptographic signatures
  - Fully reverse engineer the executable in IDA
    - How are imported functions resolved?
    - Debugging can save reversing time
  - Bonus: zero out TLS directory, still executes - how?

# infector.exe - Part 4

- Source File: `part4_infect/infector.c`
- Infection process:
  - Locate a code cavity in target executable
  - Write target's OEP into stub code
    - After stub executes, returns to OEP
  - Write stub into code cavity, adjust section headers if needed
  - Set PE's new entry point to the inserted stub

# crackme1.exe - Take Home Project!

- Objective: reverse engineer the program and determine the algorithm required to generate the secret code
- Console-based crackme, run from command prompt
- Hints:
  - Code validation is base on the entered name
  - Locate validation function by debugging or following references to strings



# crackme2.exe - Take Home Project!

- Objective: reverse engineer the program and determine the algorithm required to generate the secret code
- Also, it plays chiptunes while you're busy reversing :-)
- Hints:
  - Identify cryptographic signatures (e.g. *findcrypt*, *PEiD KANAL*)
  - Code validation is based on strings from certain WinAPI calls
  - *User32!GetDlgItemTextA* retrieves text from an edit control