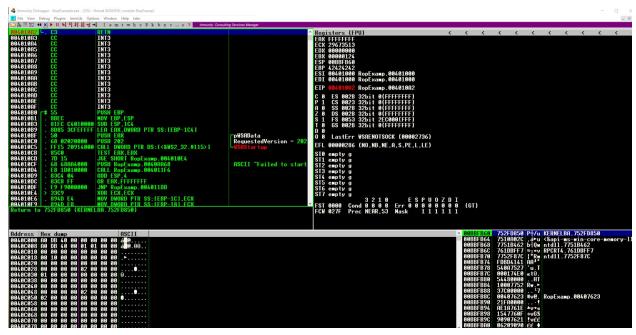
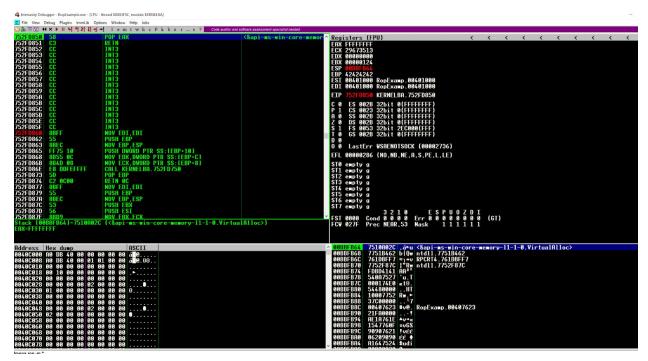
## Module 10 Assignment 695.744 T. McGuire Johns Hopkins University

## **Submission:**

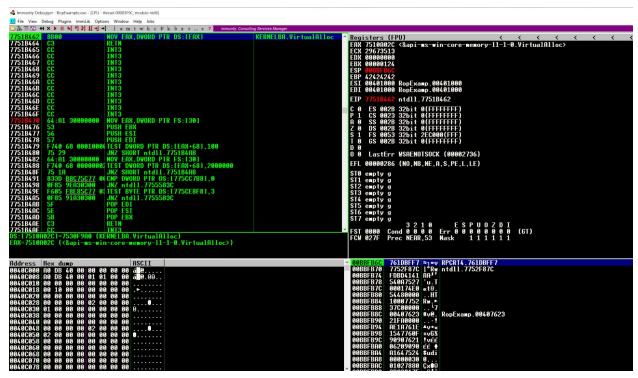
- Modified shellcode\_DEP.asm, shellcode\_DEP, client\_dep.py files
- One PDF that contains the following
  - Explanation of the changes that you made to these files
  - o Answer to Question #2
- 1. Using the supplied material from class (RopExample, shellcode\_DEP.asm and client\_dep.py), modify the client file such that when exploiting the vulnerability, you execute the program *mspaint.exe* as minimized, cause the system to Beep (See MSDN Beep() for an example) for 10 seconds with a frequency equal to the average of the min and max supported frequencies. Finally, exit with an exit code of 0x3737. [70 pts]



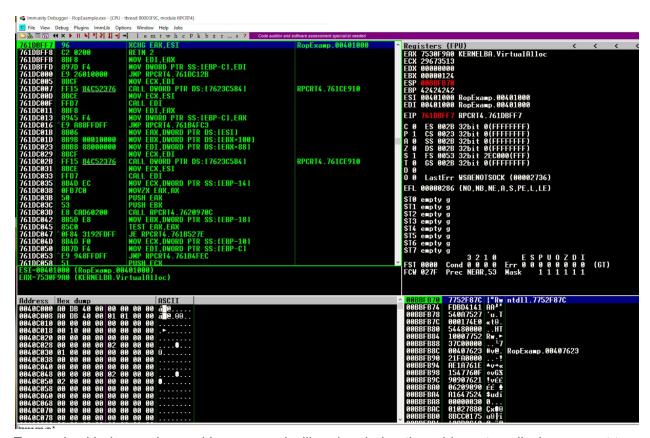
When the first breakpoint got hit with the supplied python virtual alloc integrated in the client\_dep.py file.



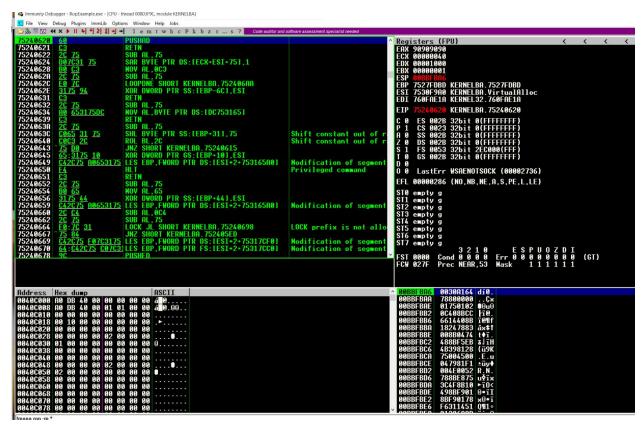
continuing to the first gadget with pop eax this gadget will set eax to an arbitrary value and return to eventually get to an executable segment with DEP enabled.



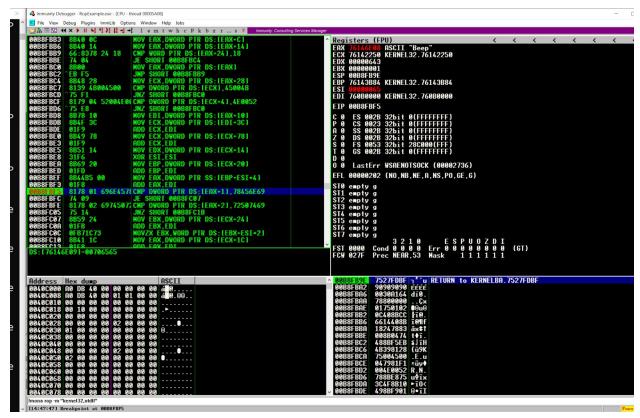
continuing after the pop eax return with virtual alloc in eax.



Eax and esi being exchanged because esi will end up being the address to call when we get to the pushad instruction.



Eventually getting down the chain to PUSHAD



Above shows the beep function

## pop edi mov ebx, edi

pop edi

push 10000; This is how long it do, 999 seems to the duration threshold before it does not trigger any longer.

push 16402; This is how it wiggle (0x25+0x7fff)/2

call edi push ebx

The following code above was added to get the stack setup to call beep with the desired input parameters. I got the correct frequency working, but the duration seems to be capped at 999ms. The blue highlighted code moves the exit process into edx so beep can run before this command gets executed. The yellow highlighted code puts the exit process command back on the stack.

```
cmp dword [ eax + 0x1 ], 'inEx' ; compare the name looking for WinExec jz GETFUNC ; this is WinExec! cmp dword [ eax + 0x2 ], 'itPr'; compare the name looking for ExitProcess jz GETFUNC ; this is ExitProcess! cmp dword [ eax + 0x0 ], 'Beep' ; compare the name looking for Beep inz NOTAFUNC ; if it's not move to the next function name
```

The code above was added to put "beep" in the correct location on the stack.

call HERE HERE: pop esi

call edi

pop edi ; WinExec

mov ecx, esi add ecx, (paint-HERE) push 6 push ecx

The highlighted code above makes the ms paint open minimized.

pop edi push 0x3737 call edi ; ExitProcess

The code above exits the process with the code 0x3737.

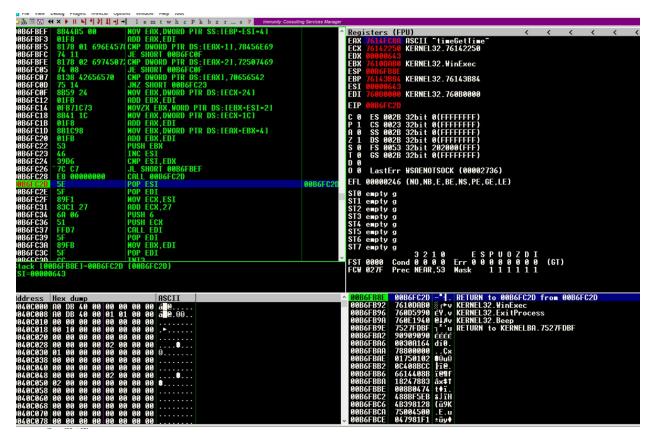


Image of all the processes on the stack.

2. How would the shellcode\_DEP file need to be changed in order to get the shellcode to work with the SEHExample executable? Why is this the case? [Hint: This is not asking about addresses changing, but rather a deeper issue related to how the SEHExample binary is exploited vs the RopExample binary] [ 30 pts ]

In order to achieve the same type of behavior we witnessed with the rop chain example we would need to exploit using SEH overwrite. In the ROP example DEP was enabled and in order to successfully execute shell code we needed to create a ROP chain to eventually make the stack executable, then once this has been achieved we can execute well placed shell code from the stack.

SEH is a microsoft specific exception handler that similarly follows try except blocks which contains a table of handlers to eventually follow down a path to the shellcode execution. SEH overwrite handlers may be overwritten during a stack based buffer overflow, which is what we have in our SEH example file and allows overflow even if the return address is protected

with a stack cookie. And code execution can be achieved before the cookie check even happens unlike the ROP example. SEH can overwrite an entire chain of SEH handlers to be faked on the stack which can lead down the remote code execution path once used in isolation once we obtain the address of ntdll.

Looking at the SEH binary below in IDA it can be determined the stack buffer overflow where the important thing to remember is a cookie is called and allocated before this function call and the stack cookie gets checked again at the end before the return.

```
.text:40401043
                                       [ebp+ms_exc.old_esp], esp
.text:40401046
                                       [ebp+ms exc.registration.TryLevel], 0
                               mov
.text:4040104D
                               lea
                                       edx, [ebp+var_24]
.text:40401050
.text:40401050 loc_40401050:
                                                       ; CODE XREF: sub_40401010+48↓j
.text:40401050
                                       al, [ecx]
                               mov
.text:40401052
                               mov
                                       [edx], al
.text:40401054
                               inc
                                       ecx
.text:40401055
                               inc
                                       edx
.text:40401056
                               test
                                       al, al
.text:40401058
                                       short loc_40401050
                               inz
.text:4040105A
                               xor
                                       eax, eax
                                       short loc_40401077
.text:4040105C
                               jmp
.text:4040105E ; ---
```

Another thing to notice "mov eax, large fs:0" is in the code which indicates to us that SEH is used throughout the code and the exception entry is noticed by eaxand an exception handler gets pushed on before this to verify the filter and executed based on the filter. Since the overflow occurs before the security cookie check a forced exception can happen with an operation like writing to the end of the stack which would need to be supplied in the buffer provided from the python client code which also needs to be NULL free and very large.

The shellcode file would need to provide the top of the stack to the SEH chain. With more analysis it can be determined that if the SE handler can be executed within the copy loop, and can count how many dwords need to proceed the chain followed by the handler, and this will eventually cause the overflow which will then proceed to write into the record as well as the handler, return address, etc which will cause an access violation. The handler ten can be executed after the stack to get the handler's address and the stack will be there when control will be transferred, so in the shellcode we can setup the stack to jmp short to hop over to NOP then code that follows can execute the same programs the ROP did.