

### General terminal commands:

Disable ASLR on your system until next reboot:

```
echo 0 | sudo tee /proc/sys/kernel/randomize_va_space
```

Enable ASLR on your system again:

```
echo 2 | sudo tee /proc/sys/kernel/randomize_va_space
```

gives information about the file, e.g. 32 bit vs. 64 bit

```
file <binary>
```

### Basic Steps

STEP 1	How many Bytes to overwrite the Buffer until RIP? gdb -> pattern create
STEP 2	Base address of libc: gdb <binary> gdb-peda\$ run ctrl+c (stop execution) gdb-peda\$ vmmap  Offset system: readelf -s /path/to/libc   grep system Offset /bin/sh: strings -tx /path/to/libc   grep /bin/sh
STEP 3	Find ROP gadget "pop rdi": ROPgadget --binary <binary>   grep "pop rdi"
STEP 4	Calculate absolute address of system Calculate absolute address of /bin/sh
STEP 5	Assemble payload: - Fill up the buffer (write number of bytes of STEP 1) - addresses of gadgets you want to jump to - addresses with p64()
STEP 6	Test your exploit locally: ./create-payload.py > payload.bin cat payload.bin -   ./02_demo  if it does not work, debug it! Set the breakpoint on return! gdb <binary> gdb-peda\$ break *main+xx (set breakpoint on return (disas main)) gdb-peda\$ run < payload.bin
STEP 7	Test your exploit remote: cat payload.bin -   ncat <ip-addr> <port>

### pwntools:

from pwn import *	to use pwntools in python	
p64(<integer>)	convert 64 bit integer to little endian bytestring	p64(0x7fab)

### ROPgadget:

```
ROPgadget --binary <binary>
```

**Command line tricks:** store a payload that spawns a shell into a file, and provide it as input to the vulnerable binary and keep stdin open so the shell does not exit:

```
./exploitscript.py > payload.bin  
cat payload.bin - | ./01_exercise
```



## **gdb / peda**

<b>disas &lt;function&gt;</b>	Disassembles code	<code>disas main</code>
<b>break</b> <b>b</b>	Sets a breakpoint - when debugging your exploit, set the breakpoint on return!	<code>break *main+117</code> <code>b *main+117</code>
<b>run</b> <b>run &lt; &lt;input-file&gt;</b>	runs the binary	<code>run</code> <code>run &lt; payload.bin</code>
<b>ctrl+c</b>	Stops the execution	
<b>c</b>	continue execution until next stop	
<b>ni</b>	"next instruction", next instruction line (steps over function calls)	
<b>si</b>	"step into", next instruction, but steps into function calls	
<b>checksec</b>	Shows which security features are turned on/turned off	
<b>vmmap</b>	Shows memory mapping (during execution)	<code>run</code> <code>break with ctrl+c</code> <code>vmmap</code>
<b>aslr on</b>	Turns aslr in gdb on	
<b>pattern create &lt;number&gt;</b>		<code>pattern create 70</code>
<b>pattern offset &lt;pattern&gt;</b>	Take the pattern you find in RSP (64 bit: RIP does not load the overflown pattern, take RSP)	<code>pattern offset AA(A</code>

## **Important addresses and offsets inside a binary or the libc:**

Libc Base	<code>gdb-peda</code>	<code>⇒ run</code> <code>⇒ ctrl + c</code> <code>⇒ vmmap</code>
Offset system	Command line	<code>readelf -s /path/to/libc   grep system</code>
Offset "/bin/sh"	Command line	<code>strings -tx /path/to/libc   grep /bin/sh</code>

## **Ghidra:**

<b>File → New Project → Non-shared Project → Project Name &lt;Your Project&gt; → Finish</b>	New Project
<b>File → Import File → &lt;Your File&gt;</b>	Add binary to project
<b>DoubleClick on imported File</b>	Open imported binary
<b>Find Functions (like e.g. main function): Symbol Tree (left sidebar) → Functions → main</b>	

