

《软件安全》第五章实验

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实验名称：shellcode编码解码及提取shellcode代码

一、实验要求

复现第五章实验三，并将产生的编码后的shellcode在示例5-4中进行验证，阐述shellcode编码的原理、shellcode提取的思想。

二、实验过程

1、提取

1.1先写C程序，打断点

```
#include <windows.h>
#include <stdio.h>
void main()
{
    MessageBox(NULL, NULL, NULL, 0);

    return;
}
```

1.2反汇编获取代码

regus

[Globals] [All global members] main

0040101C mov ecx,10h

00401021 mov eax,0CCCCCCC

00401026 rep stos dword ptr [edi]

00401028 mov esi,esp

0040102A push 0

0040102C push 0

0040102E push 0

00401030 push 0

00401032 call dword ptr [__imp__MessageBox@16 (0042a2ac)]

00401038 cmp esi,esp

0040103A call __chkexp (00401070)

0040103F pop edi

00401040 pop esi

00401041 pop ebx

00401042 add esp,40h

00401045 cmp ebp,esp

00401047 call __chkexp (00401070)

0040104C mov esp,ebp

0040104E pop ebp

0040104F ret

00401050 int 3

00401051 int 3

00401052 int 3

00401053 int 3

00401054 int 3

00401055 int 3

Memory

地址: 0x00000000

00000000 ?? ?? ?? ?? ?? ?? ?? ????????

00000007 ?? ?? ?? ?? ?? ?? ?? ????????

0000000E ?? ?? ?? ?? ?? ?? ?? ????????

00000015 ?? ?? ?? ?? ?? ?? ?? ????????

0000001C ?? ?? ?? ?? ?? ?? ?? ????????

00000023 ?? ?? ?? ?? ?? ?? ?? ????????

0000002A ?? ?? ?? ?? ?? ?? ?? ????????

Registers

EAX = CCCCCCCC EBX = 7FFDB000

ECX = 00000000 EDX = 003B0DC8

ESI = 00000000 EDI = 0012FF80

EIP = 00401028 ESP = 0012FF34

EBP = 0012FF80 EFL = 00000202

MM0 = 0000000000000000

MM1 = 0000000000000000

MM2 = 0000000000000000

MM3 = 0000000000000000

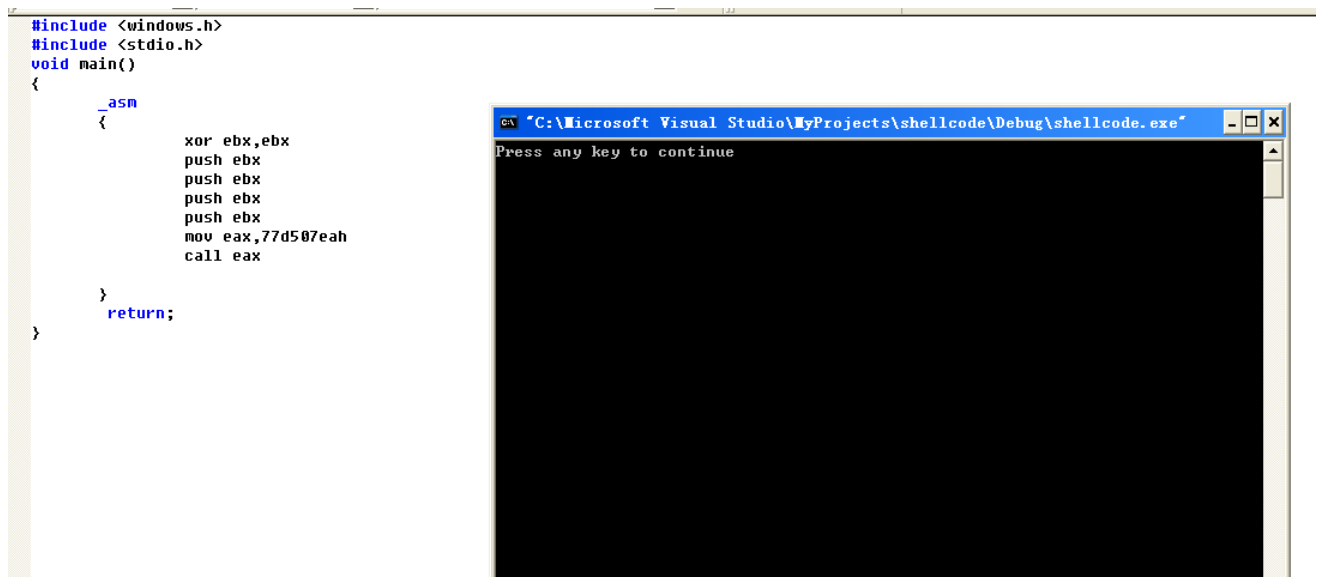
1.3通过_asm写汇编代码

```

#include <windows.h>
#include <stdio.h>
void main()
{
    MessageBox(NULL, NULL, NULL, 0);
    _asm
    {
        xor ebx, ebx
        push ebx
        push ebx
        push ebx
        push ebx
        mov eax, 77d507eah
        call eax
    }
    return;
}

```

1.4 删掉MessageBox,再调试



1.5 打断点。进入反汇编

1.6复制地址跳转00401028

The screenshot shows a Windows Memory Viewer window titled "Memory". The address field displays "0x00401028". Below it, several rows of memory data are visible:

Address	Hex Data	ASCII Representation
00401028	33 DB 53 53 53 53 B8	3 修 SSS.
0040102F	EA 07 D5 77 FF D0 5F	-- 站 . 峪
00401036	5E 5B 83 C4 40 3B EC	^ [陷 @; .
0040103D	E8 2E 00 00 00 8B E5 耀
00401044	5D C3 CC CC CC CC CC] 猛 烫 烫
0040104B	CC CC CC CC CC CC CC	汤 汤 汤 .
00401052	CC CC CC CC CC CC CC	汤 汤 汤 .
00401059	CC CC CC CC CC CC CC	汤 汤 汤 .

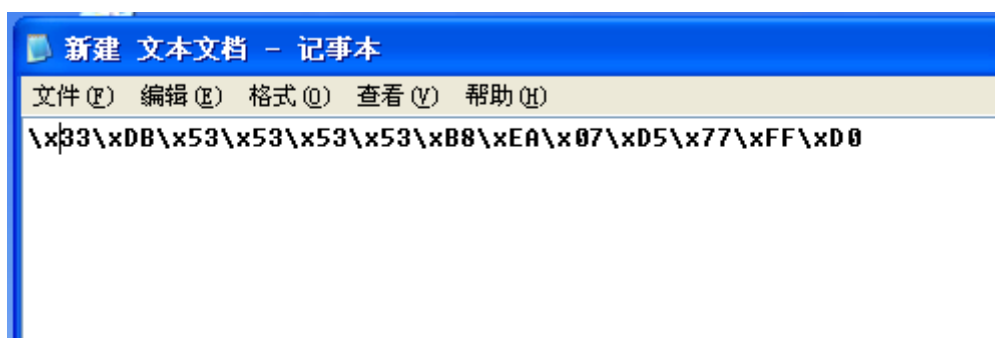
1.7找到所需代码

Memory																		
地址:		0x00401028																
00401028	33 DB 53 53 53 53 B8 EA 07 D5 77 FF D0 5F	3隆SSS戈.諧.略																
00401036	5E 5B 83 C4 40 3B EC E8 2E 00 00 00 8B E5	^[題@;慮...燭																
00401044	5D C3 CC CC CC CC CC CC CC CC CC CC CC CC]猛烫烫烫烫烫.																
00401052	CC CC CC CC CC CC CC CC CC CC CC CC CC CC	烫烫烫烫烫烫烫																
00401060	FF 25 AC A2 42 00 CC CC CC CC CC CC CC CC	.% B.烫烫烫烫																
0040106E	CC CC 75 01 C3 55 8B EC 83 EC 00 50 52 53	烫u.胱嬰拔.PRS																
0040107C	56 57 68 30 20 42 00 68 2C 20 42 00 6A 2A	UWh0 B.h, B.j*																

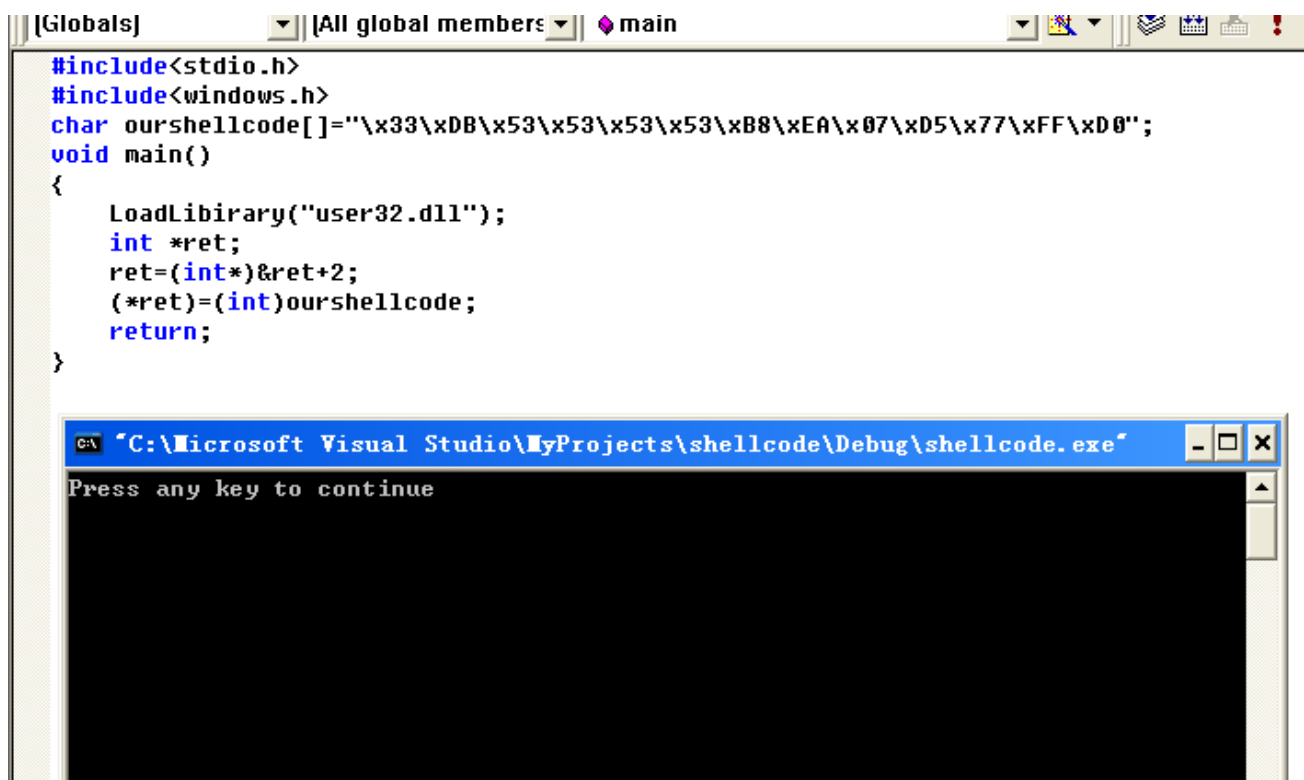
1.8新建文本储存



1.9空格替换为\x



1.10在示例5-4验证



2.编写

2.1编写hello world

```
#include <stdio.h>
#include <windows.h>
void main()
{
    LoadLibrary("user32.dll");
    _asm
    {
        xor ebx,ebx
        push ebx
        push 20646C72h
        push 6F77206Fh
        push 6C6C6568h
        mov eax, esp
        push ebx
        push eax
        push eax
        push ebx
        mov eax, 77d507eah
        call eax
    }
    return;
}
```

2.2进入反汇编

0040103C xor ebx,ebx

0040103E push ebx

0040103F push 20646C72h

00401044 push 6F77206Fh

00401049 push 6C6C6568h

0040104E mov eax,esp

00401050 push ebx

00401051 push eax

00401052 push eax

00401053 push ebx

00401054 mov eax,77D507EAh

00401059 call eax

0040105B pop edi

0040105C pop esi

0040105D pop ebx

0040105E add esp,40h

00401061 cmp ebp,esp

00401063 call __chkesp (00401090)

00401068 mov esp,ebp

0040106A pop ebp

0040106B ret

0040106C int 3

0040106D int 3

0040106E int 3

Memory

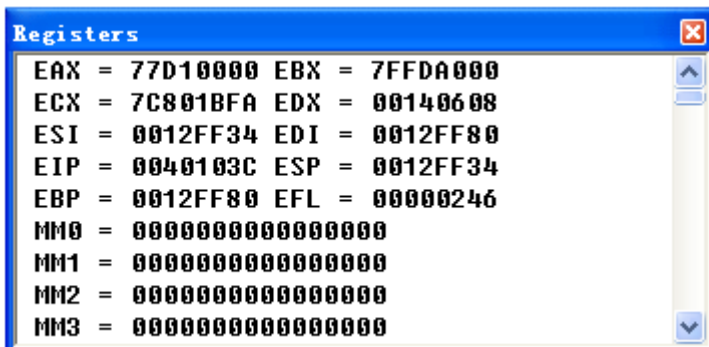
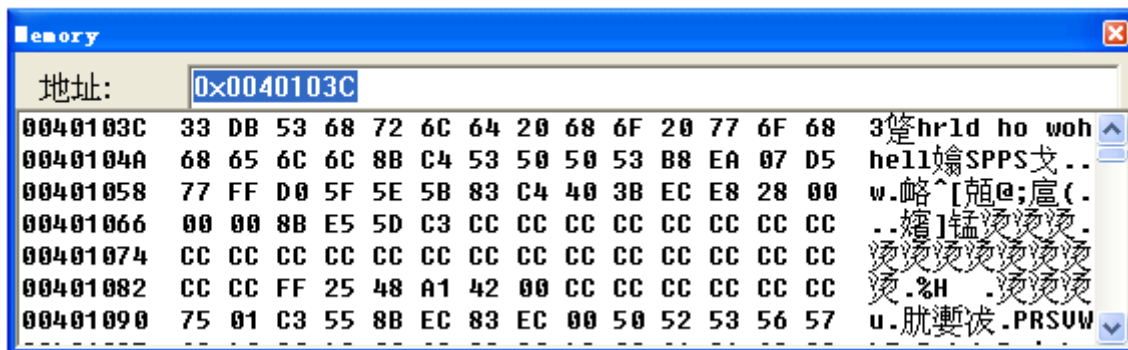
地址: 0x00401028

00401028	8B F4 68 1C 20 42 00 FF 15 48 A1 42 00 3B	h. B...H .;
00401036	F4 E8 54 00 00 00 33 DB 53 68 72 6C 64 20	...3...hrld
00401044	68 6F 20 77 6F 68 68 65 6C 6C 8B C4 53 50	ho wohheil...SP
00401052	50 53 88 EA 07 D5 77 FF D0 5F 5E 5B 83 C4	PS戈...踏...[施
00401060	40 3B EC E8 28 00 00 00 8B E5 5D C3 CC CC	0;...[...]
0040106E	CC CC CC CC CC CC CC CC CC CC CC CC CC CC
0040107C	CC CC CC CC CC CC CC CC CC CC CC CC CC CC

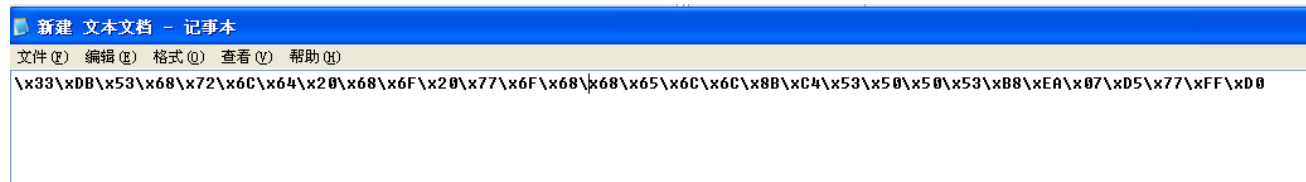
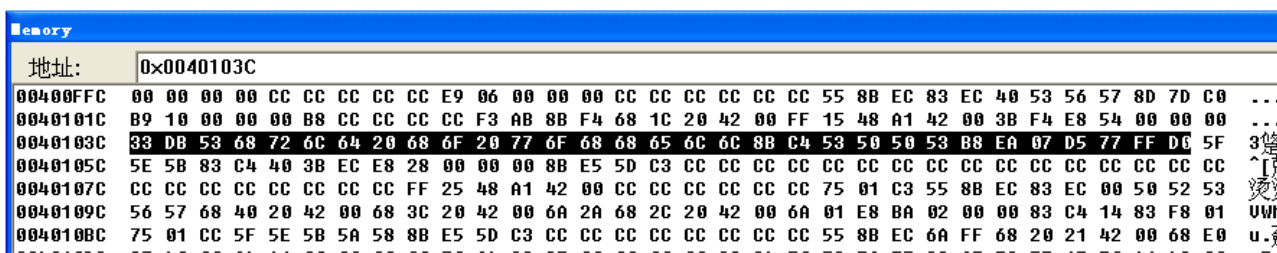
Registers

EAX	=	77D10000	EBX	=	7FFDA000
ECX	=	7C801BFA	EDX	=	00140608
ESI	=	0012FF34	EDI	=	0012FF80
EIP	=	0040103C	ESP	=	0012FF34
EBP	=	0012FF80	EFL	=	00000246
MM0	=	00000000	MM1	=	00000000
MM2	=	00000000	MM3	=	00000000

2.3跳转至0040103C

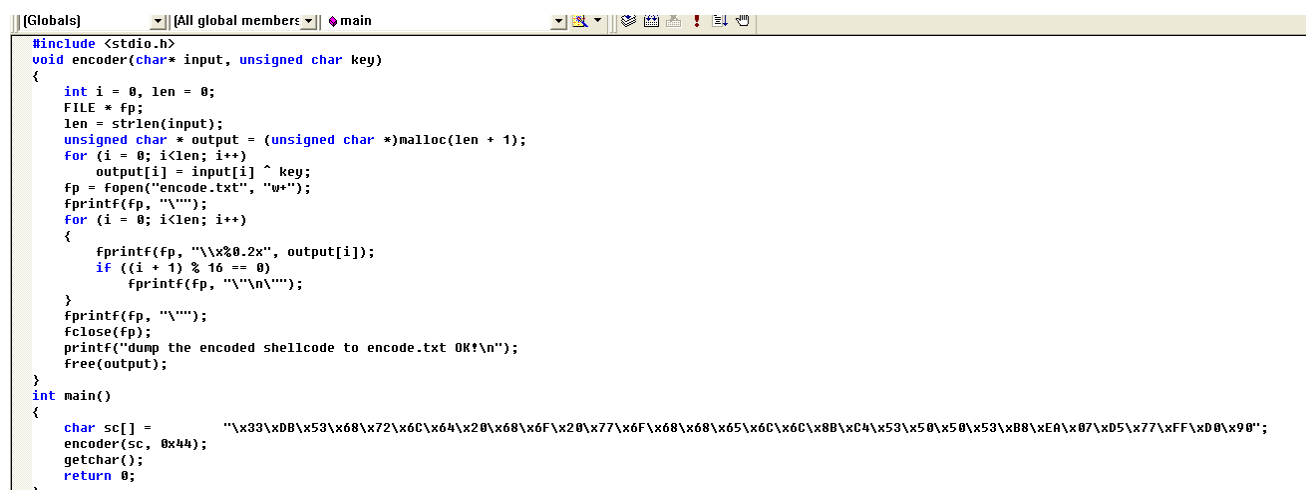


2.4得到机器码



3.编码

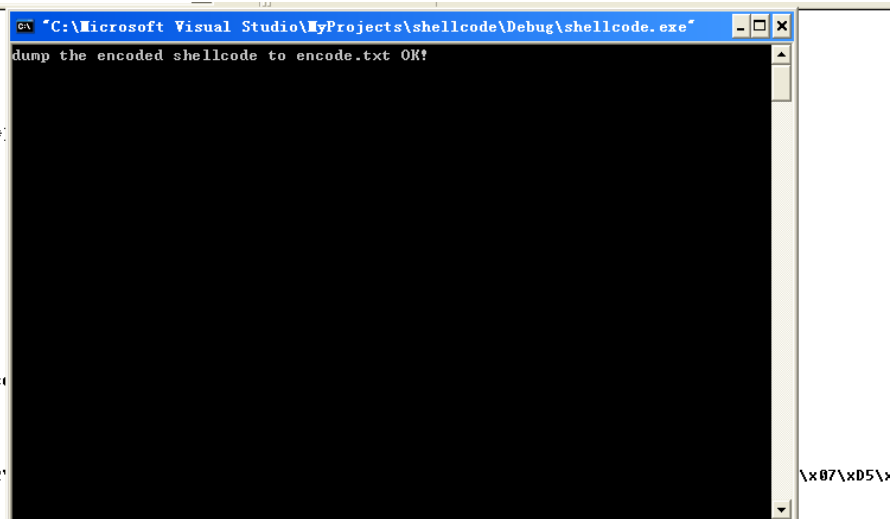
3.1用xor编码



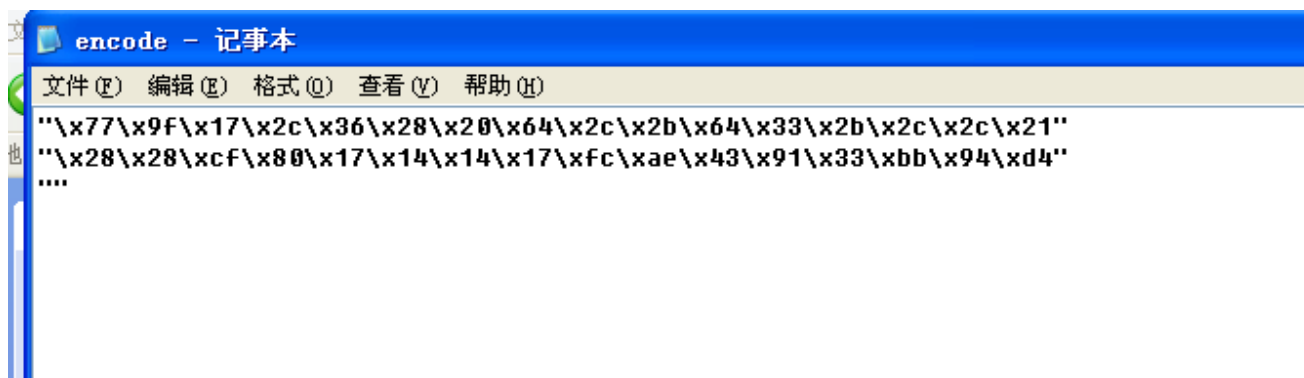
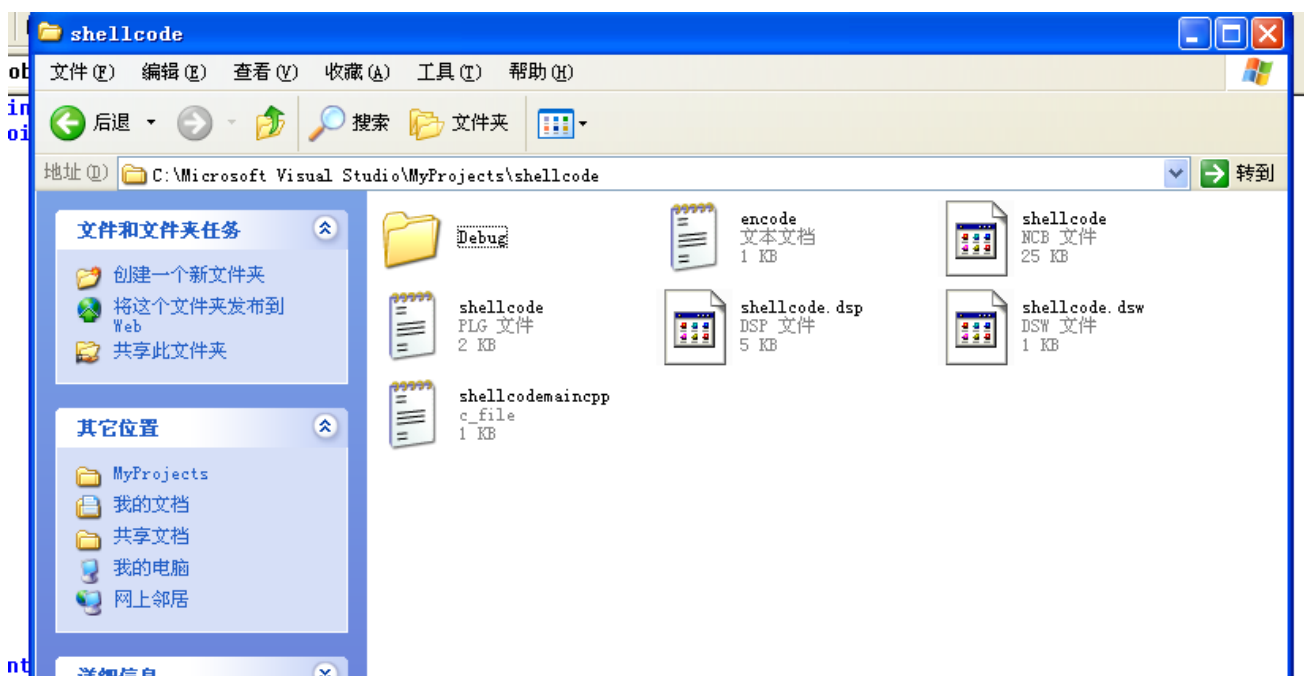
3.2运行后输出

```
#include <stdio.h>
void encoder(char* input, unsigned char key)
{
    int i = 0, len = 0;
    FILE * fp;
    len = strlen(input);
    unsigned char * output = (unsigned char *)
    for (i = 0; i < len; i++)
        output[i] = input[i] ^ key;
    fp = fopen("encode.txt", "w+");
    fprintf(fp, "\n");
    for (i = 0; i < len; i++)
    {
        fprintf(fp, "\\x%0.2x", output[i]);
        if ((i + 1) % 16 == 0)
            fprintf(fp, "\\n\\n");
    }
    fprintf(fp, "\n");
    fclose(fp);
    printf("dump the encoded shellcode to encode.txt OK!");
    free(output);
}

int main()
{
    char sc[] = "\x33\xDB\x53\x68\x72"
    encoder(sc, 0x44);
    getchar();
    return 0;
}
```



3.3生成encode文件



4.解码

4.1解码程序

```
[Globals] [All global members] encoder
#include <stdlib.h>
#include <string.h>
#include <stdio.h>

int main()
{
    __asm
    {
        call lable;
        lable: pop eax;
        add eax, 0x15           ;越过decoder记录shellcode起始地址
        xor ecx, ecx
        decode_loop:
        mov bl, [eax + ecx]
        xor bl, 0x44           ;用0x44作为key
        mov [eax + ecx], bl
        inc ecx
        cmp bl, 0x90           ;末尾放一个0x90作为结束符
        jne decode_loop
    }

    return 0;
}
```

4.2反汇编看call lable

```
[Globals] [All global members] main
00401038 call lable (0040103d)
lable:
0040103D pop eax
0040103E add eax,15h
00401041 xor ecx,ecx
decode_loop:
00401043 mov bl,byte ptr [eax+ecx]
00401046 xor bl,44h
00401049 mov byte ptr [eax+ecx],bl
0040104C inc ecx
0040104D cmp bl,90h
00401050 jne decode_loop (00401043)
00401052 xor eax,eax
00401054 pop edi
00401055 pop esi
00401056 pop ebx
00401057 add esp,40h
0040105A cmp ebp,esp
0040105C call __chkesp (004035a0)
00401061 mov esp,ebp
00401063 pop ebp
00401064 ret
00401065 int 3
```


4.3运行lable得到地址

```

00401038 call    table: (0040103d)
0040103D pop     eax
0040103E add     eax,15h
00401041 xor     ecx,ecx

decode_loop:
00401043 mov     bl,byte ptr [eax+ecx]
00401046 xor     bl,44h
00401049 mov     byte ptr [eax+ecx],bl
0040104C inc     ecx
0040104D cmp     bl,90h
00401050 jne     decode_loop (00401043)
00401052 xor     eax,eax
00401054 pop     edi
00401055 pop     esi
00401056 pop     ebx
00401057 add     esp,40h
0040105A cmp     ebp,esp
0040105C call    __chkesp (004035a0)
00401061 mov     esp,ebp
00401063 pop     ebp
00401064 ret
00401065 int     3
00401066 int     3


```

4.4提取机器码

Memory	
Address:	0x00401028
00401008	00 00 CC CC CC CC CC CC 55 8B EC 83 EC 40 53 56 57 8D 7D C0 B9 10 00 00 00 B8 CC CC CC CC F3 AB
00401028	E8 00 00 00 00 58 83 C0 15 33 C9 8A 1C 08 80 F3 44 88 1C 08 41 80 FB 90 75 F1 33 C0 5F 5E 5B 83
00401048	C4 40 3B EC E8 1F 00 00 00 8B E5 5D C3 CC CC CC CC CC CC CC CC CC CC CC CC CC CC CC CC
00401068	CC CC CC CC CC CC CC CC 75 01 C3 55 8B EC 83 EC 00 50 52 53 56 57 68 30 20 42 00 68 2C 20 42 00
00401088	6A 2A 68 1C 20 42 00 6A 01 E8 BA 02 00 80 83 C4 14 83 F8 01 75 01 CC 5F 5E 5B 5A 58 8B E5 5D C3
004010A8	CC CC CC CC CC CC CC CC 55 8B EC 6A FF 68 10 21 42 00 68 C0 2E 40 00 64 A1 00 00 00 50 64 89
004010C8	25 00 00 00 00 83 C4 F0 53 56 57 89 65 E8 FF 15 4C A1 42 00 A3 6C 7C 42 00 A1 6C 7C 42 00 C1 E8

Registers

4.5加encode组成完整shellcode



encode - 记事本

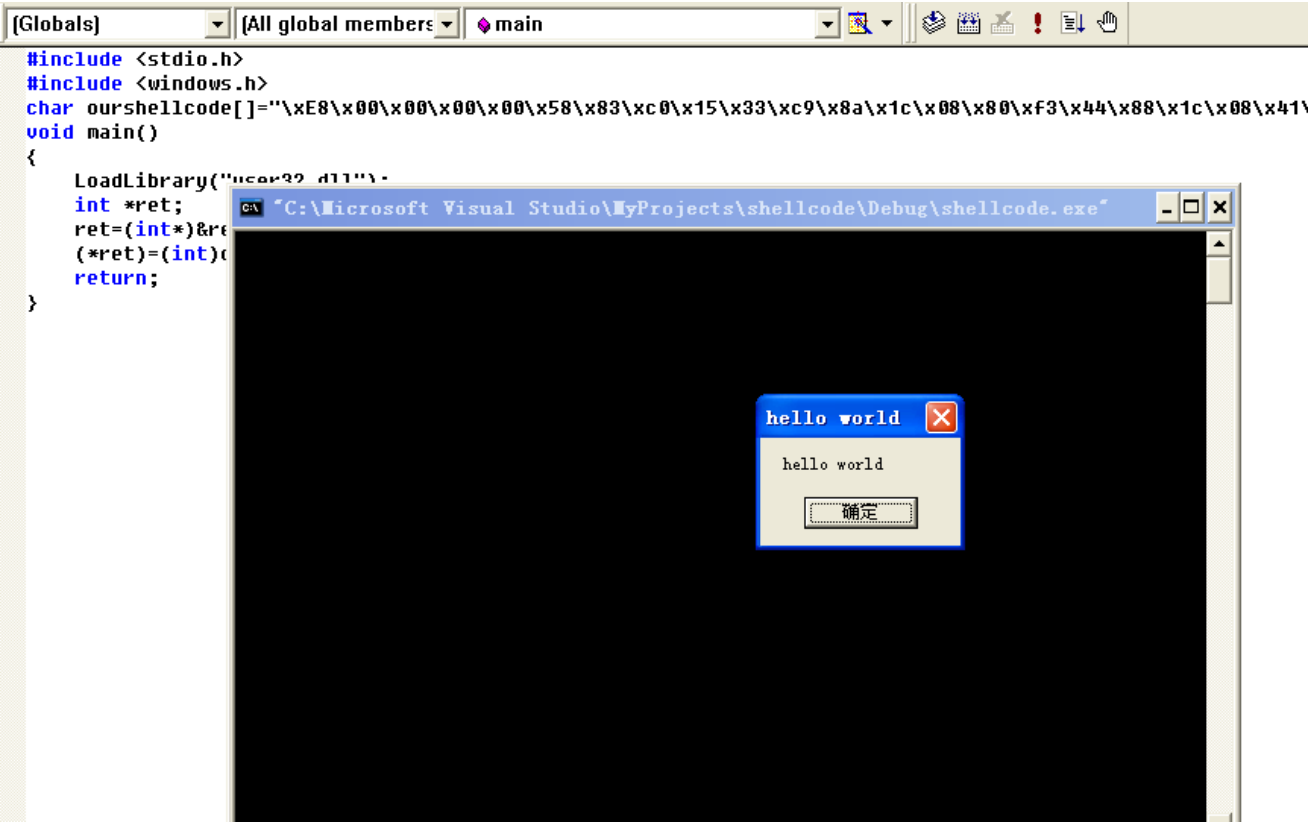
文件(F) 编辑(E) 格式(O) 查看(V) 帮助(H)

"\\x77\\x9f\\x17\\x2c\\x36\\x28\\x20\\x64\\x2c\\x2b\\x64\\x33\\x2b\\x2c\\x2c\\x21"
 "\\x28\\x28\\xcf\\x80\\x17\\x14\\x14\\x17\\xfc\\xae\\x43\\x91\\x33\\xbb\\x94\\xd4"
|

4.6放入万能验证程序验证

```
#include <stdio.h>
#include <windows.h>
char ourshellcode[] = "\xE8\x00\x00\x00\x00\x58\x83\xc0\x15\x33\xc9\x8a\x1c\x08\x80\xf3\x44\x88\x1c\x08\x41\x80\xfb\x90\x75\xf1\x77\x9f\xfa\x00\x00\x00\x00";
void main()
{
    LoadLibrary("user32.dll");
    int *ret;
    ret=(int*)&ret+2;
    (*ret)=(int)ourshellcode;
    return;
}
```

4.6验证成功



三、心得体会

1.Shellcode编码原理

Shellcode编码是一种将恶意代码转换成另一种形式以规避安全机制的技术。其原理是通过改变代码的字节序列，使其在功能不变的情况下，外观与原始代码不同，从而绕过入侵检测系统。常见的编码技术包括十六进制、八进制、Base64编码，或利用特殊字符和转义序列。

2.Shellcode提取的思想

Shellcode提取是从编码数据中恢复原始shellcode的过程。这通常涉及字符串解析、模式匹配和解码算法，需要识别并解码编码技术，将shellcode还原成可读形式。在网络安全领域，Shellcode编码和提取技术使攻击者能更隐蔽地执行恶意操作，但也推动了安全社区开发更先进的检测和防御技术。