## **CONTENTS IN DETAIL**

FOREWORD by HD Moore	xv
ACKNOWLEDGMENTS	xvii
INTRODUCTION	xix
Who This Book Is For  What This Book Isn't  Why Use Go for Hacking?  Why You Might Not Love Go  Chapter Overview	xx xxi xxi
1 GO FUNDAMENTALS	1
Setting Up a Development Environment.  Downloading and Installing Go. Setting GOROOT to Define the Go Binary Location. Setting GOPATH to Determine the Location of Your Go Workspace. Choosing an Integrated Development Environment Using Common Go Tool Commands. Understanding Go Syntax. Data Types. Control Structures Concurrency. Error Handling Handling Structured Data.	2 2 3 6 10 14 16 17 18
2	
TCP, SCANNERS, AND PROXIES  Understanding the TCP Handshake Bypassing Firewalls with Port Forwarding  Writing a TCP Scanner  Testing for Port Availability Performing Nonconcurrent Scanning Performing Concurrent Scanning.  Building a TCP Proxy Using io.Reader and io.Writer Creating the Echo Server Improving the Code by Creating a Buffered Listener Proxying a TCP Client Replicating Netcat for Command Execution  Summary	23 24 25 26 32 32 35 37 39
Junimary	44

3 HTTP CLIENTS AND REMOTE INTERACTION WITH TOOLS	45
HTTP Fundamentals with Go	46
Calling HTTP APIs	
Generating a Request	
Using Structured Response Parsing	
Building an HTTP Client That Interacts with Shodan	
Reviewing the Steps for Building an API Client	
Designing the Project Structure	52
Cleaning Up API Calls	53
Querying Your Shodan Subscription	54
Creating a Client	
Interacting with Metasploit	
Setting Up Your Environment	
Defining Your Objective	
Retrieving a Valid Token	
Defining Request and Response Methods	
Creating a Configuration Struct and an RPC Method	
Performing Remote Calls	64
Creating a Utility Program	
Parsing Document Metadata with Bing Scraping	68
Setting Up the Environment and Planning	
Defining the metadata Package	
Mapping the Data to Structs	72
Searching and Receiving Files with Bing	73
Summary	76
4 HTTP SERVERS, ROUTING, AND MIDDLEWARE	77
HTTP Server Basics	78
Building a Simple Server	
Building a Simple Router	
Building Simple Middleware	
Routing with the gorilla/mux Package	
Building Middleware with Negroni	
Adding Authentication with Negroni	
Using Templates to Produce HTML Responses	88
Credential Harvesting	
Keylogging with the WebSocket API	
Multiplexing Command-and-Control	
Summary	
5 EXPLOITING DNS	103
Writing DNS Clients	
Retrieving A Records	
Processing Answers from a Msg struct	
Enumerating Subdomains	107

Writing D	NS Servers	117
	Lab Setup and Server Introduction	
	Creating DNS Server and Proxy	
Summary	·	130
6		
INTERA	ACTING WITH SMB AND NTLM	131
The SMB	Package	132
Understar	nding SMB	
	Understanding SMB Security Tokens	
	Setting Up an SMB Session	
	Using Mixed Encoding of Struct Fields	
	Understanding Metadata and Referential Fields	
	Understanding the SMB Implementation	
	Passwords with SMB	
	Passwords with the Pass-the-Hash Technique	
Recoverin	ng NTLM Passwords	
	Calculating the Hash	
C	Recovering the NTLM Hash	
Summary		131
-		
7	NG DATABASES AND FILESYSTEMS	153
Setting Up	p Databases with Docker	
	Installing and Seeding MongoDB	
	Installing and Seeding PostgreSQL and MySQL Databases	
C !:	Installing and Seeding Microsoft SQL Server Databases	
Connectir	ng and Querying Databases in Go	
	Querying MongoDB	
م به منامان. D	Querying SQL Databases	
building (	Implementing a MongoDB Database Miner	
	Implementing a MySQL Database Miner	
Pillaging	a Filesystem	
	u i ilesysieiii	
Julillary		1/2
8		
•	ACKET PROCESSING	1 <i>7</i> 3
		_
	p Your Environment	
	g Devices by Using the pcap Subpackage	
Cn:#:na a	uring and Filtering Results	
	ining Through SYN-flood Protections	
i on ocum	Checking TCP Flags	
	Building the BPF Filter	181
	Writing the Port Scanner	
Summary	· · · · · · · · · · · · · · · · · · ·	

9 WRITIN	IG AND PORTING EXPLOIT CODE	187
Creating	a Fuzzer	. 188
•	Buffer Overflow Fuzzing	. 188
	SQL Injection Fuzzing	
Porting Ex	xploits to Go	
	Porting an Exploit from Python	. 197
<b>.</b>	Porting an Exploit from C	
Creating	Shellcode in Go	
	C Transform	
	Hex Transform	
	Raw Transform	
	Base64 Encoding	
	A Note on Assembly	
Summary		
10		
	JGINS AND EXTENDABLE TOOLS	217
Using Go	's Native Plug-in System	
	Creating the Main Program	
	Building a Password-Guessing Plug-in	
D 1111 F	Running the Scanner	
Building F	Plug-ins in Lua	
	Creating the head() HTTP Function	
	Registering the Functions with the Lua VM	
	Writing Your Main Function	
	Creating Your Plug-in Script	
	Testing the Lua Plug-in	
Summary		
11		
	NENTING AND ATTACKING CRYPTOGRAPHY	233
Reviewing	g Basic Cryptography Concepts	. 234
Understar	nding the Standard Crypto Library	. 235
Exploring	Hashing	. 235
	Cracking an MD5 or SHA-256 Hash	
A .I	Implementing bcrypt	
	ating Messages	
Encrypting	g Data	
	Symmetric-Key Encryption	
Brute-Foro	ing RC2	
PI 016-1 01C	Getting Started	
	Producing Work	
	Performing Work and Decrypting Data	
	Writing the Main Function	. 258
	Running the Program	
^		~

12 WINDOWS SYSTEM INTERACTION AND ANALYSIS	263
The Windows API's OpenProcess() Function	
The unsafe. Pointer and uintptr Types	
Performing Process Injection with the syscall Package	
Defining the Windows DLLs and Assigning Variables	
Obtaining a Process Token with the OpenProcess Windows API	
Manipulating Memory with the VirtualAllocEx Windows API	
Writing to Memory with the WriteProcessMemory Windows API	
Finding LoadLibraryA with the GetProcessAddress Windows API	
Executing the Malicious DLL Using the CreateRemoteThread	, 0
Windows API	. 275
Verifying Injection with the WaitforSingleObject Windows API	. 276
Cleaning Up with the VirtualFreeEx Windows API	
Additional Exercises	
The Portable Executable File	
Understanding the PE File Format	
Writing a PE Parser	
Additional Exercises	
Using C with Go	. 290
Installing a C Windows Toolchain	. 290
Creating a Message Box Using C and the Windows API	. 290
Building Go into C	. 291
Summary	. 293
13 HIDING DATA WITH STEGANOGRAPHY	295
HIDING DATA WITH STEGANOGRAPHY	
HIDING DATA WITH STEGANOGRAPHY Exploring the PNG Format	. 296
HIDING DATA WITH STEGANOGRAPHY  Exploring the PNG Format The Header	296 296
HIDING DATA WITH STEGANOGRAPHY  Exploring the PNG Format The Header The Chunk Sequence.	296 296 297
HIDING DATA WITH STEGANOGRAPHY  Exploring the PNG Format The Header	296 296 297
HIDING DATA WITH STEGANOGRAPHY  Exploring the PNG Format The Header The Chunk Sequence.  Reading Image Byte Data Reading the Header Data Reading the Chunk Sequence.	296 296 297 298 298
HIDING DATA WITH STEGANOGRAPHY  Exploring the PNG Format The Header The Chunk Sequence.  Reading Image Byte Data Reading the Header Data	296 296 297 298 298
HIDING DATA WITH STEGANOGRAPHY  Exploring the PNG Format The Header The Chunk Sequence.  Reading Image Byte Data Reading the Header Data Reading the Chunk Sequence.	296 296 297 298 299 302
HIDING DATA WITH STEGANOGRAPHY  Exploring the PNG Format The Header The Chunk Sequence.  Reading Image Byte Data Reading the Header Data Reading the Chunk Sequence.  Writing Image Byte Data to Implant a Payload Locating a Chunk Offset. Writing Bytes with the ProcessImage() Method	296 297 298 298 298 302 302 302
HIDING DATA WITH STEGANOGRAPHY  Exploring the PNG Format The Header The Chunk Sequence.  Reading Image Byte Data Reading the Header Data Reading the Chunk Sequence.  Writing Image Byte Data to Implant a Payload Locating a Chunk Offset. Writing Bytes with the ProcessImage() Method  Encoding and Decoding Image Byte Data by Using XOR	296 297 298 298 299 302 302 302
HIDING DATA WITH STEGANOGRAPHY  Exploring the PNG Format The Header The Chunk Sequence.  Reading Image Byte Data Reading the Header Data Reading the Chunk Sequence.  Writing Image Byte Data to Implant a Payload Locating a Chunk Offset. Writing Bytes with the ProcessImage() Method  Encoding and Decoding Image Byte Data by Using XOR  Summary	296 . 297 . 298 . 298 . 298 . 302 . 302 . 302 . 307 . 312
HIDING DATA WITH STEGANOGRAPHY  Exploring the PNG Format The Header The Chunk Sequence.  Reading Image Byte Data Reading the Header Data Reading the Chunk Sequence.  Writing Image Byte Data to Implant a Payload Locating a Chunk Offset. Writing Bytes with the ProcessImage() Method  Encoding and Decoding Image Byte Data by Using XOR	296 . 297 . 298 . 298 . 298 . 302 . 302 . 302 . 307 . 312
HIDING DATA WITH STEGANOGRAPHY  Exploring the PNG Format The Header The Chunk Sequence.  Reading Image Byte Data Reading the Header Data Reading the Chunk Sequence.  Writing Image Byte Data to Implant a Payload Locating a Chunk Offset. Writing Bytes with the ProcessImage() Method  Encoding and Decoding Image Byte Data by Using XOR  Summary	296 . 297 . 298 . 298 . 298 . 302 . 302 . 302 . 307 . 312
HIDING DATA WITH STEGANOGRAPHY  Exploring the PNG Format The Header The Chunk Sequence.  Reading Image Byte Data Reading the Header Data Reading the Chunk Sequence.  Writing Image Byte Data to Implant a Payload Locating a Chunk Offset. Writing Bytes with the ProcessImage() Method  Encoding and Decoding Image Byte Data by Using XOR  Summary	296 . 297 . 298 . 298 . 298 . 302 . 302 . 302 . 307 . 312
HIDING DATA WITH STEGANOGRAPHY  Exploring the PNG Format The Header The Chunk Sequence.  Reading Image Byte Data Reading the Header Data Reading the Chunk Sequence.  Writing Image Byte Data to Implant a Payload Locating a Chunk Offset. Writing Bytes with the ProcessImage() Method  Encoding and Decoding Image Byte Data by Using XOR  Summary Additional Exercises	296 . 297 . 298 . 298 . 298 . 302 . 302 . 302 . 307 . 312
HIDING DATA WITH STEGANOGRAPHY  Exploring the PNG Format The Header The Chunk Sequence.  Reading Image Byte Data Reading the Header Data Reading the Chunk Sequence.  Writing Image Byte Data to Implant a Payload Locating a Chunk Offset. Writing Bytes with the ProcessImage() Method  Encoding and Decoding Image Byte Data by Using XOR  Summary Additional Exercises.	296 297 298 298 298 302 302 302 307 312
HIDING DATA WITH STEGANOGRAPHY  Exploring the PNG Format The Header The Chunk Sequence.  Reading Image Byte Data Reading the Header Data Reading the Chunk Sequence.  Writing Image Byte Data to Implant a Payload Locating a Chunk Offset. Writing Bytes with the ProcessImage() Method  Encoding and Decoding Image Byte Data by Using XOR Summary Additional Exercises.	296 297 298 298 298 299 302 302 302 312 315
HIDING DATA WITH STEGANOGRAPHY  Exploring the PNG Format The Header The Chunk Sequence.  Reading Image Byte Data Reading the Header Data Reading the Chunk Sequence.  Writing Image Byte Data to Implant a Payload Locating a Chunk Offset. Writing Bytes with the ProcessImage() Method  Encoding and Decoding Image Byte Data by Using XOR  Summary Additional Exercises.  14  BUILDING A COMMAND-AND-CONTROL RAT  Getting Started Installing Protocol Buffers for Defining a gRPC API.	296 297 298 298 298 299 302 302 302 307 315 315
HIDING DATA WITH STEGANOGRAPHY  Exploring the PNG Format The Header The Chunk Sequence.  Reading Image Byte Data Reading the Header Data Reading the Chunk Sequence.  Writing Image Byte Data to Implant a Payload Locating a Chunk Offset. Writing Bytes with the ProcessImage() Method  Encoding and Decoding Image Byte Data by Using XOR  Summary Additional Exercises.  14  BUILDING A COMMAND-AND-CONTROL RAT  Getting Started Installing Protocol Buffers for Defining a gRPC API. Creating the Project Workspace	296 297 298 298 298 299 302 302 302 307 315 316 316
Exploring the PNG Format The Header The Chunk Sequence.  Reading Image Byte Data Reading the Header Data Reading the Chunk Sequence.  Writing Image Byte Data to Implant a Payload Locating a Chunk Offset. Writing Bytes with the ProcessImage() Method  Encoding and Decoding Image Byte Data by Using XOR Summary Additional Exercises.  14 BUILDING A COMMAND-AND-CONTROL RAT  Getting Started Installing Protocol Buffers for Defining a gRPC API. Creating the Project Workspace  Defining and Building the gRPC API.	296 297 298 298 298 299 302 302 302 315 315 316 316 317
HIDING DATA WITH STEGANOGRAPHY  Exploring the PNG Format The Header The Chunk Sequence.  Reading Image Byte Data Reading the Header Data Reading the Chunk Sequence.  Writing Image Byte Data to Implant a Payload Locating a Chunk Offset. Writing Bytes with the ProcessImage() Method  Encoding and Decoding Image Byte Data by Using XOR Summary Additional Exercises.  14  BUILDING A COMMAND-AND-CONTROL RAT  Getting Started Installing Protocol Buffers for Defining a gRPC API. Creating the Project Workspace.  Defining and Building the gRPC API. Creating the Server	296 297 298 298 298 299 302 302 302 315 315 316 316 317 317
Exploring the PNG Format The Header The Chunk Sequence.  Reading Image Byte Data Reading the Header Data Reading the Chunk Sequence.  Writing Image Byte Data to Implant a Payload Locating a Chunk Offset. Writing Bytes with the ProcessImage() Method  Encoding and Decoding Image Byte Data by Using XOR Summary Additional Exercises.  14 BUILDING A COMMAND-AND-CONTROL RAT  Getting Started Installing Protocol Buffers for Defining a gRPC API. Creating the Project Workspace  Defining and Building the gRPC API.	315 315 316 317 319 319

uilding the Admin Component	326
nproving the RAT	
Encrypt Your Communications	327
Handle Connection Disruptions	327
Register the Implants	327
Add Database Persistence	
Support Multiple Implants	328
Add Implant Functionality	329
Chain Operating System Commands	
Enhance the Implant's Authenticity and Practice Good OPSEC	
Add ASCII Art	329
ummary	330
NDEX :	331