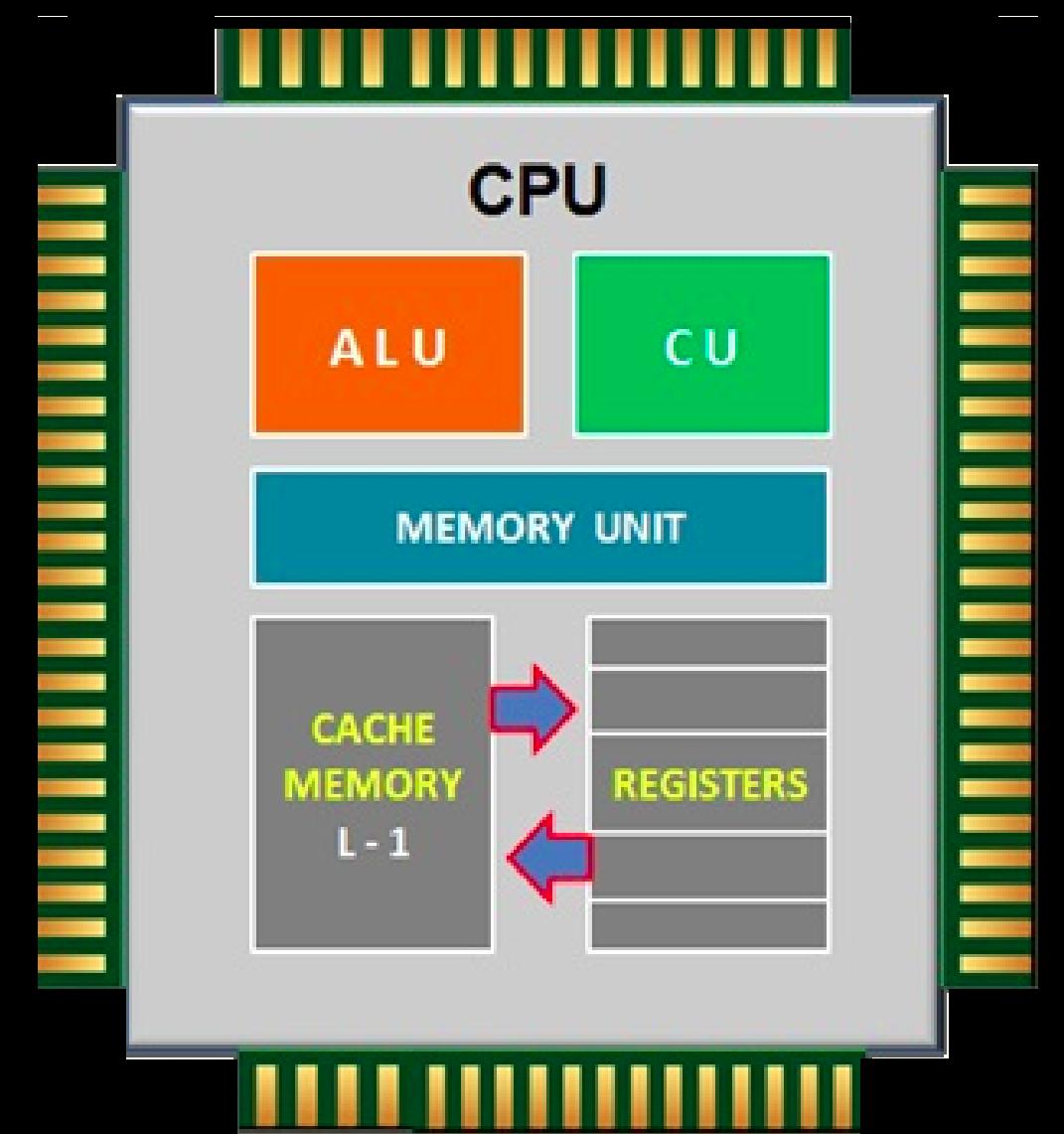


# Pwn - Assembly Language

# Registers

Internal Memory Locations to Store Data



Registers come in all sizes !

| 64-bit register | Lower 32 bits | Lower 16 bits | Lower 8 bits |
|-----------------|---------------|---------------|--------------|
| rax             | eax           | ax            | al           |
| rbx             | ebx           | bx            | bl           |
| rcx             | ecx           | cx            | cl           |
| rdx             | edx           | dx            | dl           |
| rsi             | esi           | si            | sil          |
| rdi             | edi           | di            | dil          |
| rbp             | ebp           | bp            | bpl          |
| rsp             | esp           | sp            | spl          |
| r8              | r8d           | r8w           | r8b          |
| r9              | r9d           | r9w           | r9b          |
| r10             | r10d          | r10w          | r10b         |
| r11             | r11d          | r11w          | r11b         |
| r12             | r12d          | r12w          | r12b         |
| r13             | r13d          | r13w          | r13b         |
| r14             | r14d          | r14w          | r14b         |
| r15             | r15d          | r15w          | r15b         |

XL

L

M

S

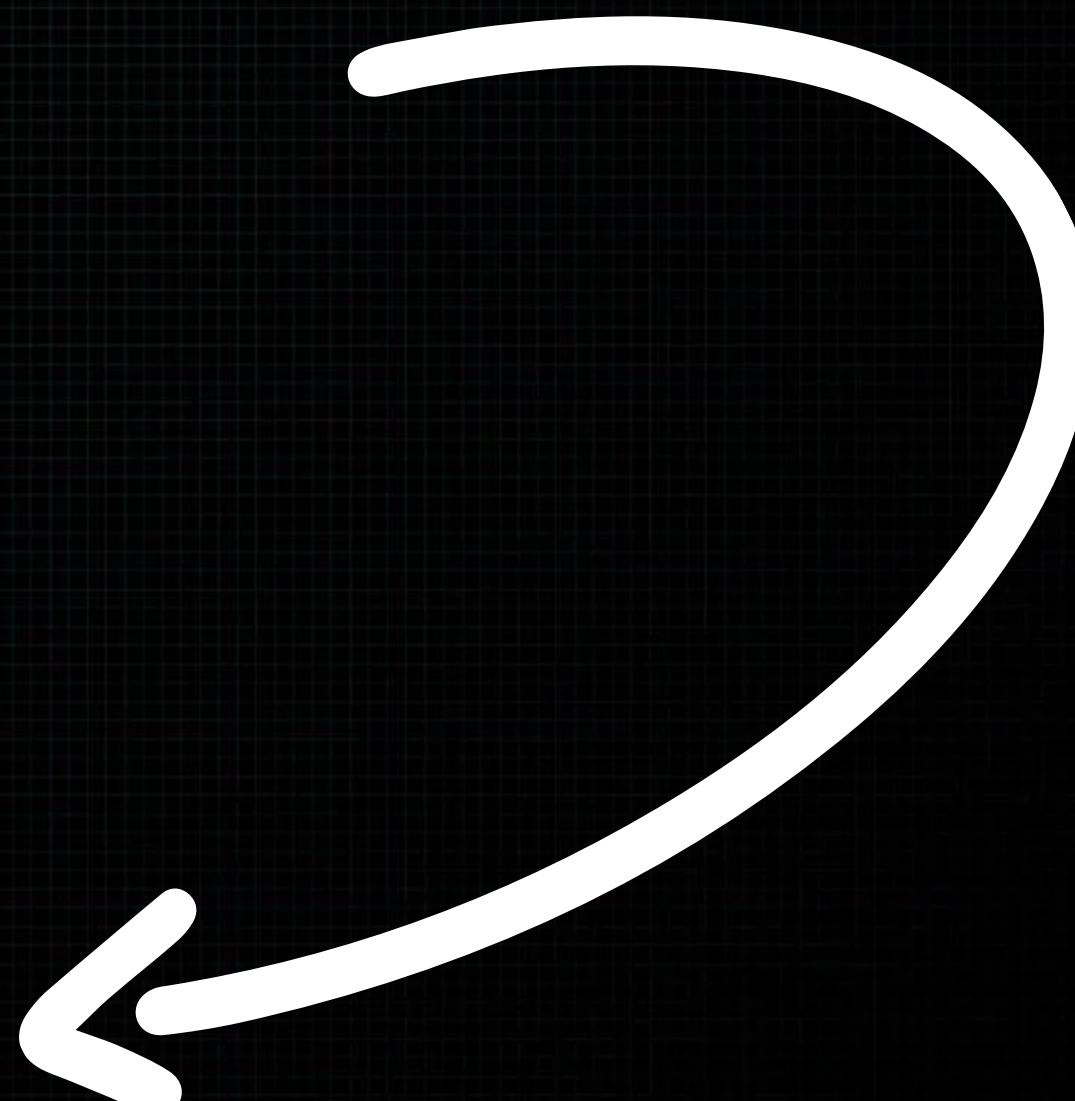
# Registers

| ↓        |     | ↓               |     |
|----------|-----|-----------------|-----|
| Reserved |     | General-Purpose |     |
| x86      | x64 | x86             | x64 |
| EBP      | RBP | EAX             | RAX |
| EIP      | RIP | EBX             | RBX |
| ESP      | RSP | ECX             | RCX |

# Disassembly

```
int ret_after_add_leetcode(int arg)
{
    return arg + 0x1337c0de;
}
```

```
gef> disass ret_after_add_leetcode
Dump of assembler code for function ret_after_add_leetcode:
0x0000000000001149 <+0>:    endbr64
0x000000000000114d <+4>:    push   rbp
0x000000000000114e <+5>:    mov    rbp,rs
0x0000000000001151 <+8>:    mov    DWORD PTR [rbp-0x4],edi
0x0000000000001154 <+11>:   mov    eax,DWORD PTR [rbp-0x4]
0x0000000000001157 <+14>:   add    eax,0x1337c0de
0x000000000000115c <+19>:   pop    rbp
0x000000000000115d <+20>:   ret
End of assembler dump.
```



# Instructions

<Instruction>

<Instruction> <Operand>

<Instruction> <Destination> <Source>

# Arithmetic Instructions

Add - Adds destination from Source

```
add rax,0xdeadc0de
```

```
add rax,rdx
```

Sub - Subtracts destination from Source

```
sub rbx,0xcafed00d
```

```
sub rbx,rdx
```

Inc - Increment operand by 1

```
inc rcx
```

Dec-Decrement operand by 1

```
dec rcx
```

# Transfer Instructions

Mov - copies destination to source

mov rax, 0xdecafbad

mov rax, rdx

mov rax, [rdx]

Push - Push onto Stack

push rbp

Pop - Pop from stack

pop rbp

# Jump Instructions

Call - Call for a subroutine

```
call 0x1050 <printf@plt>
```

Jmp - Jump to Destination

```
jmp 0x11a4 <main+27>
```

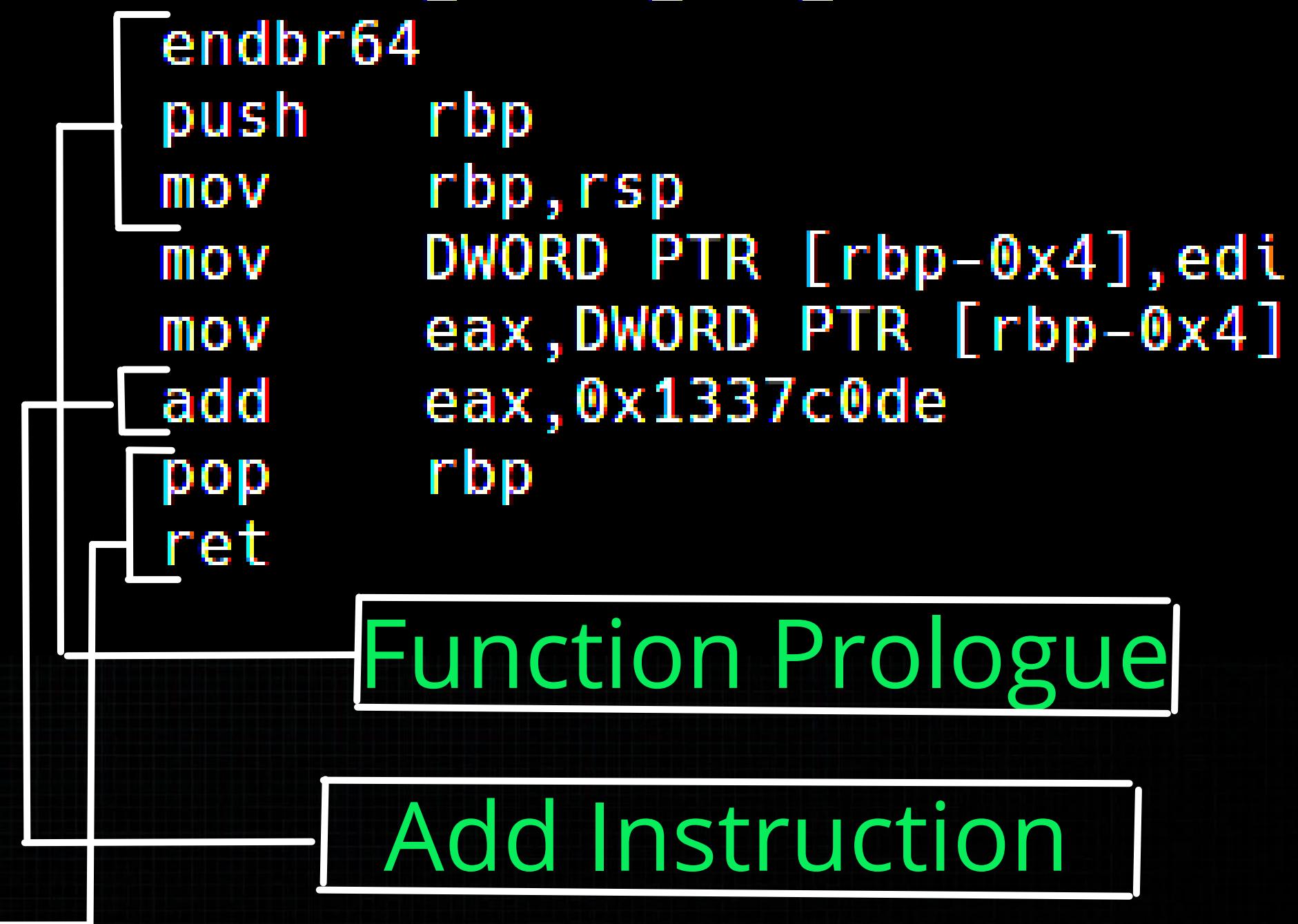
Ret- Return from subroutine

```
ret
```

# Assembly Language

```
gef> disass ret_after_leetcode
Dump of assembler code for function ret_after_leetcode:
0x0000000000000001149 <+0>:    endbr64
0x000000000000000114d <+4>:    push   rbp
0x000000000000000114e <+5>:    mov    rbp, rsp
0x0000000000000001151 <+8>:    mov    DWORD PTR [rbp-0x4], edi
0x0000000000000001154 <+11>:   mov    eax, DWORD PTR [rbp-0x4]
0x0000000000000001157 <+14>:   add    eax, 0x1337c0de
0x000000000000000115c <+19>:   pop    rbp
0x000000000000000115d <+20>:   ret

End of assembler dump.
```



**THANK YOU FOR WATCHING**