

PicoCTF

Tuesday, 2 June 2020

10:43 AM

Vault Door #3

Original:

j u 5 t _ a _ s n a _ 3 l p m 1 2 g b 4 4 - u _ 4 _ m 1 r 2 4 0

Index: 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31

Output: j u 5 t - a - s 1 m p l 3 - a n 4 g r 4 m - 4 - u - 4 1 b 2 2 0

asm1

DWORD PTR [ebp+0x8] = 0x345

cmp DWORD PTR [ebp+0x8], 0x37a → compare 0x345 and 0x37a

jg 0x512 <asm1+37> → jump greater (0x345 not larger than 0x37)

cmp DWORD PTR [ebp+0x8], 0x345 → compare 0x345 and 0x345

jne 0x50a <asm1+39> → jump not equal (0x345 and 0x345 are equal, so no jump)

mov eax, DWORD PTR [ebp+0x8] → mov 0x345 into eax

add eax, 0x3 → 0x345 + 0x3

pop ebp → 0x348

asm2

DWORD PTR [ebp+0x8] → 0x10

DWORD PTR [ebp+0xc] → 0x18

push ebp

mov ebp, esp

sub esp, 0x10

mov eax, DWORD PTR [ebp+0xc]

mov DWORD PTR [ebp-0x4], eax → DWORD PTR [ebp-0x4] = 0x18

mov eax, DWORD PTR [ebp+0x8]

mov DWORD PTR [ebp-0x8], eax → DWORD PTR [ebp-0x8] = 0x10

jmp 0x50c <asm2+31>

<+20> add DWORD PTR [ebp-0x4], 0x1

add DWORD PTR [ebp-0x8], 0xc6

<+31> cmp DWORD PTR [ebp-0x8], 0xb693

jle 0x501 <asm2+20>

mov eax, DWORD PTR [ebp-0x4] → get the value of DWORD PTR [ebp-0x4]

} add values in a loop
until
DWORD PTR [ebp-0x8] > 0xb693