


Write-up_picoCTF_2021

Chall: Easy as GDB

You can find out the source of challenge and script here([source](#), [script](#))

 The name of function, variable in my writeup will called as the way they displays on IDA's disassembly window.


Proceed to solve

1 - Your input will XORed with multiple keys which generated from the loop of function **sub_82b()** function

```
char *__cdecl sub_82B(char *src, size_t n)
{
    unsigned int i; // [esp+0h] [ebp-18h]
    char *dest; // [esp+Ch] [ebp-Ch]
    size_t na; // [esp+24h] [ebp+Ch]

    na = (n & 0xFFFFFFF0) + 4;
    dest = (char *)malloc(na + 1);
    strncpy(dest, src, na);
    for ( i = 0xABCDEF0; i < 0xDEADBEEF; i += 2075469 )
        sub_6BD((int)dest, na, i); // function will xor input with i( "i" as the xor-key)
    return dest;
}
```

Input will xored with multiple xor-key before continuing

 IDA's Decompiler(pseudo-code - F5) sometimes makes some mistakes. Be careful!(i.e it happened in this challenge)

2 - I debugged this program at **sub_7C2(array, size, option)** to recognize that this function will shuffle an array with option(1 or -1). Furthermore, two options are inverse. If I take a **result array** generated with option -1 as the first argument of **sub_7C2()**, and select the option 1, the function will return the original array:

- + sub_7C2(original_array, size, 1) -> result_array
- + sub_7C2(result_array, size, -1) -> original_array

3 - After shuffling the encrypted input, it will be compared to the target array which is available at **.data:00002008** and print correct or no.

Appendix

There are some mistakes of IDA's decompiler I discovered while solving following below:

1.

```
1 int sub_9AF()  
2 {  
3     char *s; // ST14_4  
4     int v1; // ST08_4  
5     char *v2; // eax  
6     char *src; // ST1C_4  
7     size_t n; // ST18_4  
8     int v6; // [esp-4h] [ebp-1Ch]  
9  
10    s = (char *)calloc(0x200u, 1u);  
11    printf("input the flag: ");  
12    fgets(s, 512, stdin);  
13    v2 = (char *)strlen(&unk_2008, 512, v1, v6);  
14    src = (char *)sub_82B(v2, (size_t)v2);  
15    sub_7C2((int)src, 1u, 1);  
16    if ( sub_8C4(src, n) == 1 )  
17        puts("Correct!");  
18    else  
19        puts("Incorrect.");  
20    return 0;  
21 }
```

- The *first* argument of `sub_82B()` is not `v2`, it's `s` variable(your input). Let's check again with assembly windows:

```
call    _strnlen
add     esp, 10h
mov     [ebp+n], eax
sub     esp, 8
push    [ebp+n]           ; 2nd arg
push    [ebp+s]           ; 1st arg
call    sub_82B
```

2.

```

1 int sub_9AF()
2 {
3     char *s; // ST14_4
4     int v1; // ST08_4
5     char *v2; // eax
6     char *src; // ST1C_4
7     size_t n; // ST18_4
8     int v6; // [esp-4h] [ebp-1Ch]
9
10    s = (char *)calloc(0x200u, 1u);
11    printf("input the flag: ");
12    fgets(s, 512, stdin);
13    v2 = (char *)strlen(&unk_2008, 512, v1, v6);
14    src = (char *)sub_82B(v2, (size_t)v2);
15    sub_7C2((int)src, 1u, 1);
16    if ( sub_8C4(src, n) == 1 )
17        puts("Correct!");
18    else
19        puts("Incorrect.");
20    return 0;
21 }

```

- The second argument of sub_7c2() isn't 1, it's n(length of your input), check again with assembly window:

call	sub_82B	
add	esp, 10h	
mov	[ebp+src], eax	
sub	esp, 4	
push	1	3rd arg
push	[ebp+n]	2nd arg
push	[ebp+src]	1st arg
call	sub_7C2	