



Название:	Тыква
Категория:	Реверс-инжиниринг
Уровень:	Легко
Очки:	350
Описание:	Это интересная история! Только вот конец...
Теги:	C
Автор:	ROP

Прохождение:

Распаковываем архив, запускаем.

История от тыквы. Идём в IDA.

```

1 int64 __fastcall main(int a1, char **a2, char **a3)
2 {
3     int i; // [rsp+Ch] [rbp-34h]
4     int j; // [rsp+10h] [rbp-30h]
5     FILE *s; // [rsp+18h] [rbp-28h]
6     struct timespec requested_time; // [rsp+20h] [rbp-20h] BYREF
7     unsigned __int64 v8; // [rsp+38h] [rbp-8h]
8
9     v8 = _readfsqword(0x28u);
10    printf("%s\n", a0o0);
11    for ( i = 0; aOneDayAtAnAnti[i]; ++i )
12    {
13        putchar(aOneDayAtAnAnti[i]);
14        fflush(stdout);
15        requested_time.tv_sec = 0LL;
16        requested_time.tv_nsec = 12500000LL;
17        nanosleep(&requested_time, 0LL);
18    }
19    for ( j = 0; j < 32824; ++j )
20        byte_4620[j] ^= byte_C658;
21    s = fopen('/tmp/.pumpkin.elf', "wb");
22    if ( !s )
23        return 1LL;
24    fwrite(byte_4620, 1uLL, 0x8038uLL, s);
25    fclose(s);
26    return 0LL;
27}

```

По такому пути пишется ELF-файл. Проверяем.

Да, всё на месте.

```

> ./pumpkin.elf

```

Reverse engineers set about analyzing the Frankemorph virus, scrutinizing its structure and features. They conducted research and discovered that the virus uses several methods to bypass antivirus programs, infiltrate system files, and masquerade as legitimate processes. All to establish itself in the system and allow operators to control it.

They also discovered that Frankemorph was using encryption algorithms to modify its code and reveal new sections that would be executed. Like Frankenstein, it changes and recycles parts of the code to fulfill its purpose.

The reverse-engineering team used static and dynamic analysis of the virus to identify its features and weaknesses. They studied its code and analyzed its behavior in a controlled environment to reconstruct its source code and logic.

```

Enter username: oleg
Enter password: oleg
Username is incorrect.
Password is incorrect.

```

Откроем новый файл в IDA.

The screenshot shows the IDA Pro interface with the following details:

- Title Bar:** File, Edit, Jump, Search, View, Debugger, Options, Windows, Help, Справка
- File Menu:** File, Open, Save, Exit, Jump, Search, View, Debugger, Options, Windows, Help, Справка
- Debugger Status:** Аккумулятор: 69% || Время, дата: 01:59 2023-10-28
- Registers:** R15, R14, R13, R12, RBP, RDI, RSI, RDX, RAX, RCX, R8, R9, R10, R11, RSP, RFL, CS, DS, SS, FS, GS
- Stack View:** Local Linux debugger
- Toolbars:** Library function, Regular function, Instruction, Data, Undocumented, External symbol, Lumina function
- Windows:** IDA View-A, Pseudocode-A, Hex View-A, Structures, Enums, Imports, Exports
- Assembly View:** Shows assembly code for various functions like `sub_1020`, `sub_1030`, `sub_1040`, etc., up to `sub_1240`. The code includes unwind information and various memory operations.
- Data View:** Shows memory dump offsets for `off_4008`, `unk_4020`, and other labels.
- Registers View:** Shows register values and their memory locations.
- Registers View (Bottom):** Shows registers R15-R11, RSP, RFL, CS, DS, SS, FS, GS with their current values.

В памяти есть другой ELF-файл Попробуем его сдампить оттуда.

Сдампим от начала .data до конца этой секции. Тогда размер файла будет $0x87C1 - 0x4020 = 0x47A1$.

```
auto fname      = "/tmp/p3.elf";
auto address    = 0x4020;
auto size       = 0x47A1;
auto file= fopen(fname, "wb");

savefile(file, 0, address, size);
fclose(file);
```

Проверяем новый файл. Там будет флаг.