Sri Lanka Institute of Information Technology

Penetration Testing for Enterprise Security

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3. INTRODUCTION

1. What is buffer

Buffers are memory storage areas which hold data temporarily while transmitted from one location to another. When the data volume exceeds the storage capacity of the memory buffer, a buffer overflow or buffer overrun occurs. This overwrites neighboring memory positions by program which attempts to enter data in the buffer.

Overflows of buffering will impact all software styles. These are usually triggered by malformed inputs or failure to give the buffer adequate time. If the transaction overwrites executable code, the program can be unstable and produce unacceptable results, storage errors or crashes.

2. What is a Buffer Overflow Attack?

Attackers use buffer overflow issues by overwriting the application's memory. This changes the program's execution path, triggering an answer that damages or discloses private data. An intruder, for example, will enter additional code to send new instructions for accessing IT systems to application.

When attackers are aware of a program's memory layout, they may deliberately feed into an input the buffer can't save and overwrite areas that contain executable code by replacing it with their own code. For example, a pointer (object pointing to another region in memoir) may be overwritten and indicated by an attacker to manipulate the payload, to gain control over the program.

3. Types of Buffer Overflow Attacks

- Stack-based buffer overflows are commonly used and the stack memory is used during the execution.
- Heap based attacks are more difficult to execute and require flooding of the available memory space of a program outside of the memory used for current operations.

4. What are the more vulnerable programming languages?

C and C++ are two languages that have a high buffer overflow vulnerability, because they have no buffer overflow protections in their memory to overwrite or modify data. All usage of C and C++ code in Mac OSX, Windows and Linux.

Included protection mechanisms for languages like PERL, Java, JavaScript and C # are used which reduce the possibility of buffer overflow.

5. Vulnserver

Vulnserver is a on port 9999 Windows TCP server. Stephen Bradshaw's blog was posted, whose position is here. The server was written intentionally to be weak in order to learn how an actual target can be fluted.

Spike is a program that sends produced products to an application to crash. The paquets can be set up as models. Spike will send both packets of TCP and UDP. Spike can be used to detect bugs in applications. Spike is in the distribution of Kali

This project demonstrates Spike against Vulnserver in this article. On a Windows 7, Vulnserver runs. As a debugger, I always use OllyDbg.

Full video of the project was uploaded to google drive which can access via this link

https://drive.google.com/drive/folders/1EIIX3YygpR73ekkV9u51itLIslPVn4MC?usp=sharing

6. Buffer over flow attack process

Process of buffer overflow attack listed below

a) Identify Vulnserver Protocol

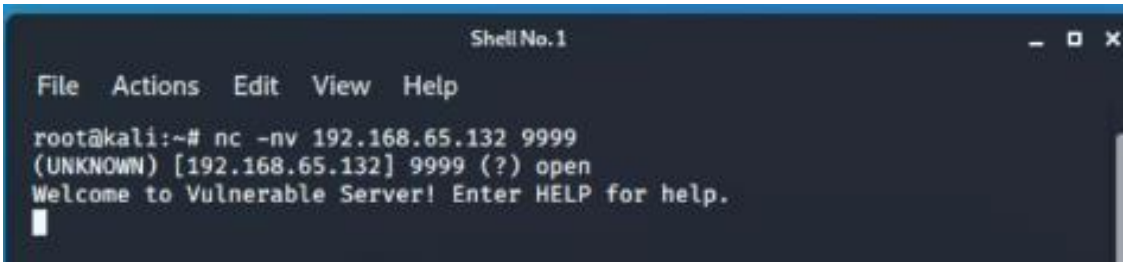

Figure 1- identify vulnserver

Type HELP. The commands available are listed here.

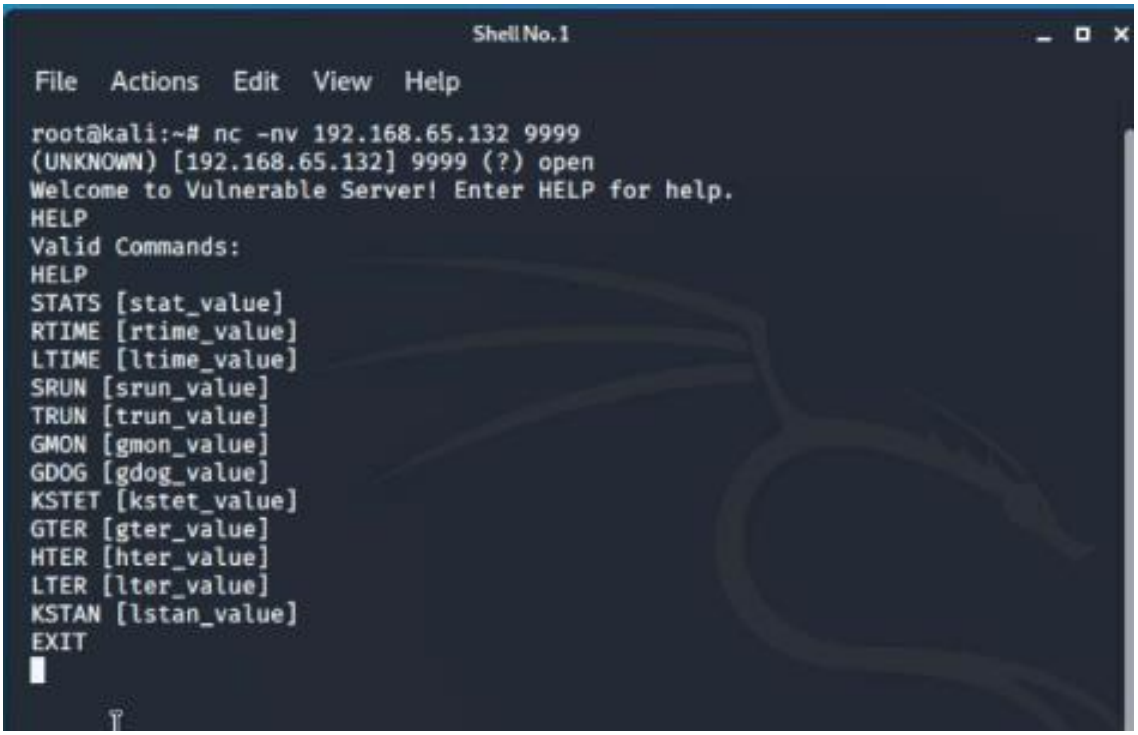

Figure 2 vulnserver – help command

b) Create Spike templates

Spike templates describe communication package formats. Spike can be told what parameters should be tested. This template, for example, will attempt to send different commands to Vulnserver.

s_readline();

s_string_variable("COMMAND");

However, this template sends STAT with different parameters.

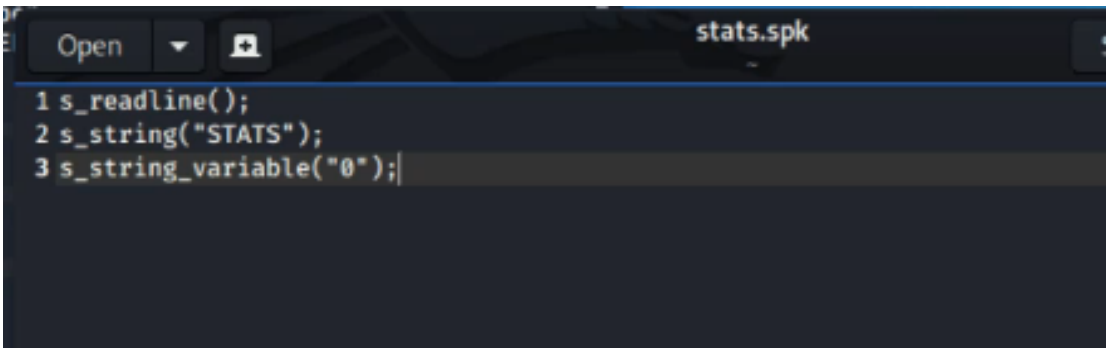

Figure 3- STATS command

c) Send packages with Spike to Vulnserver

Spike is able to relay packets for TCP and UDP. We use the command generic send tcp for TCP packages. The right form is:

generic_send_tcp <IP address> <port number> <template name> <SKIPVAR> <SKIPSTR>

If there are more than one variable in the example, we can check each variable when SKIPVAR values are defined. That's always null in our case.

Instead of variables, Spike sends packets of specific strings. If we specify SKIPSTR value, we can start from one point in the test. SPIKE begins from beginning if this value is zero.

Figure 4 - send package to vulnserver

d) TRUN command

If there is a crash, a Python script is generated that sends the same package to the device. This python script is then used as proof of concept.

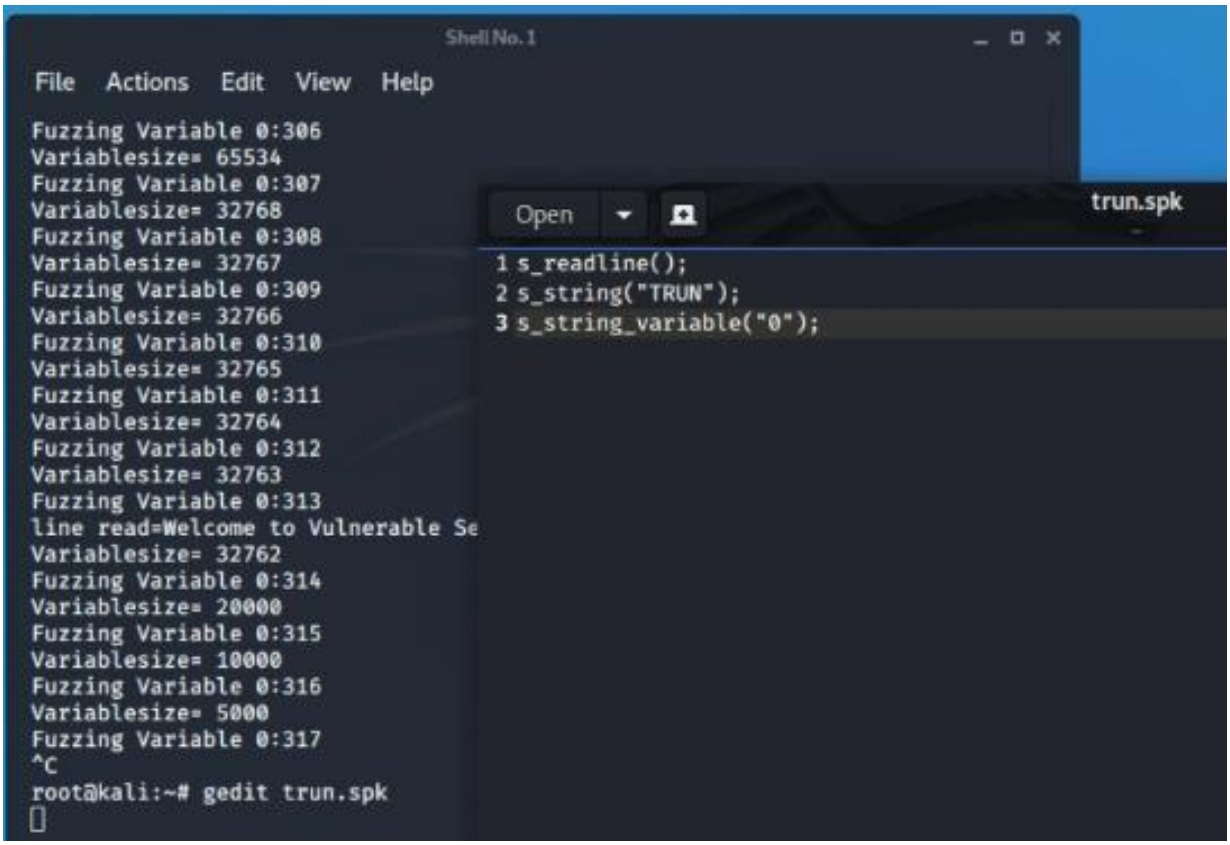

Figure 5 -TRUN Command

e) Identify the position of EIP

The EIP was written with 41414141, the hex code of the "A" character, and we sent 5050 "A" characters. Our buffer overwritten EIP. We can overwrite the EIP location with any value if we consider it in our buffer.

There is a method for metasploit that generates a special pattern. If we send the offset to a metasploit module instead of the characters "A." Creating the particular pattern:

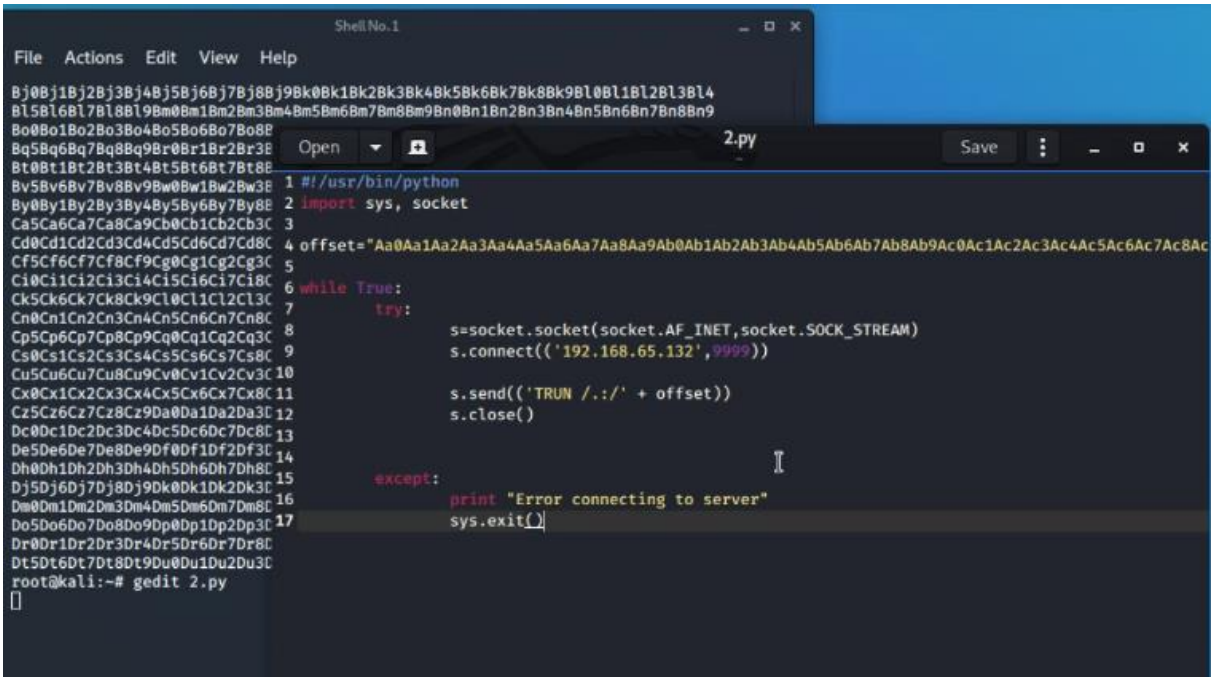

Figure 6 - Identify the position of EIP

Activate the OllyDbg and Vulnserver. Connect Vulnserver to the debugger and click the triangle to prevent blocking the program. Run the pattern of the PoC script. The EIP has a different value overwritten.

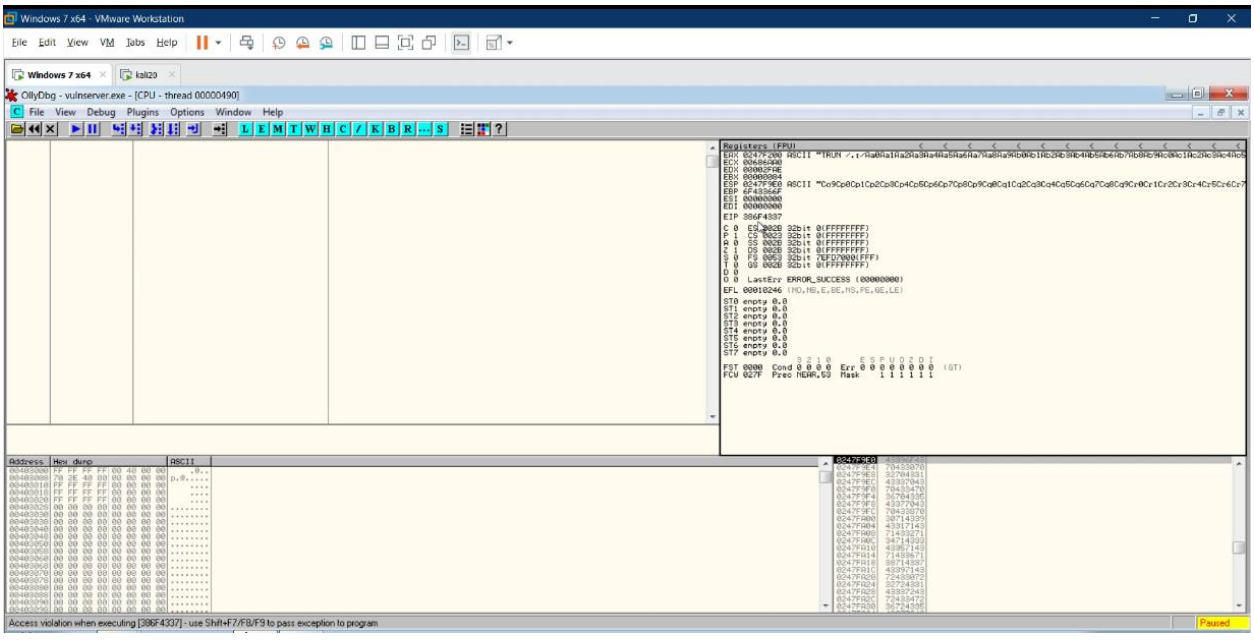

Figure 7 -Identify the position of EIP using OllyGbg debugger

f) Find right module

We must check the registers and the stack in this step. To execute our code, we must find a way to switch to our buffer. ESP points at the start of our buffer 's C segment. We must find the instructions for JMP ESP or CALL ESP. Note, the address does not contain bad characters!

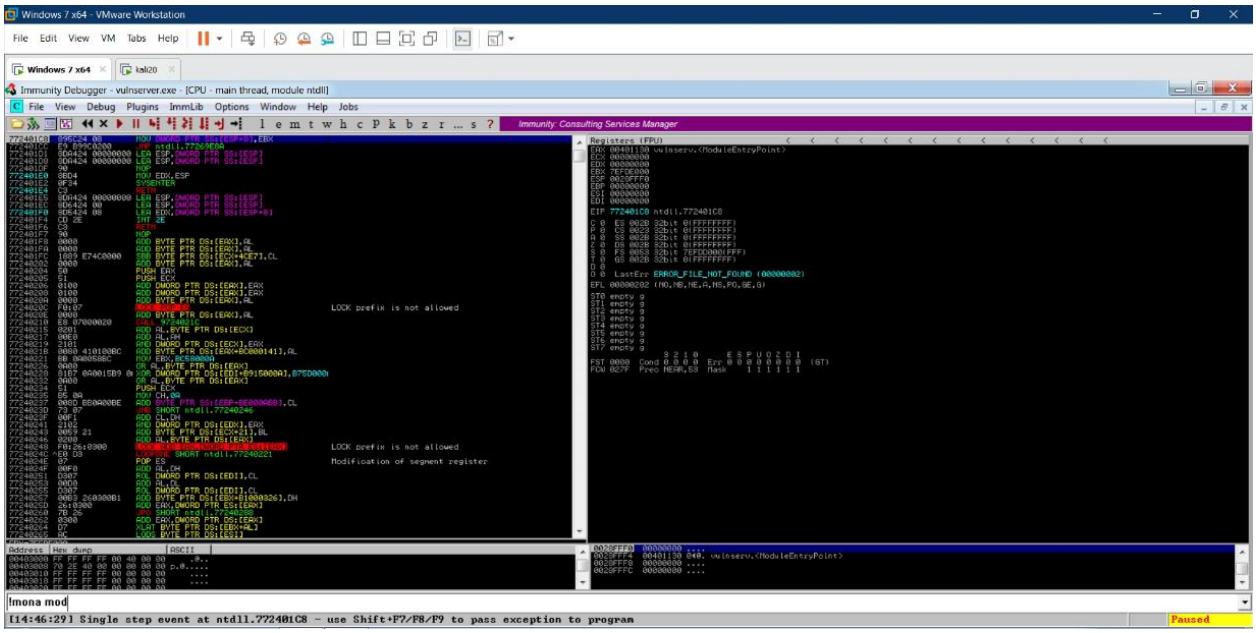

Figure 8 – find module

g) Find up code

Figure 9 - find up code

h) Locate NASM Shell

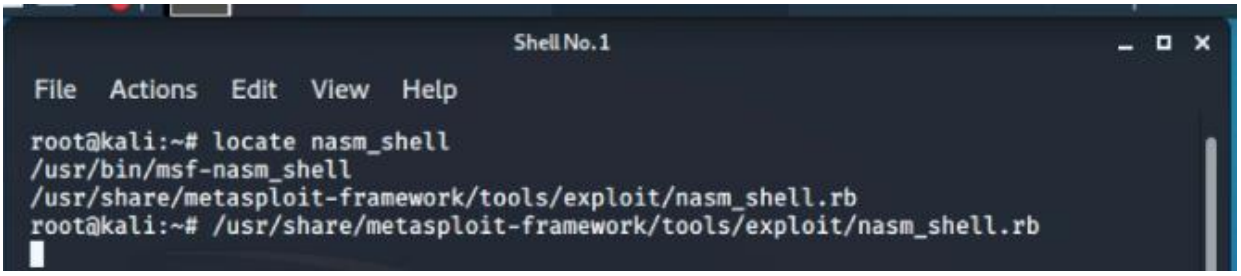

Figure 10 -NSAM Shell

i) Conver Assembly

Convert assembly language into the HEX code

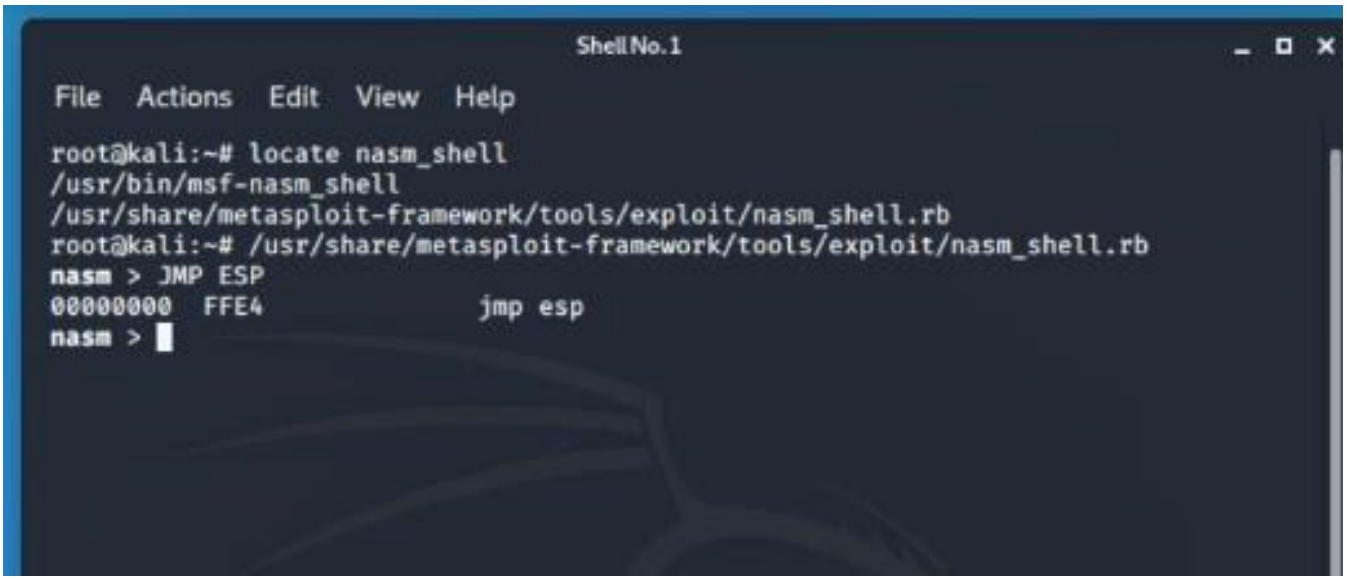

Figure 11- assembly into the hex code

j) Get program

Get the program which has no memory protection

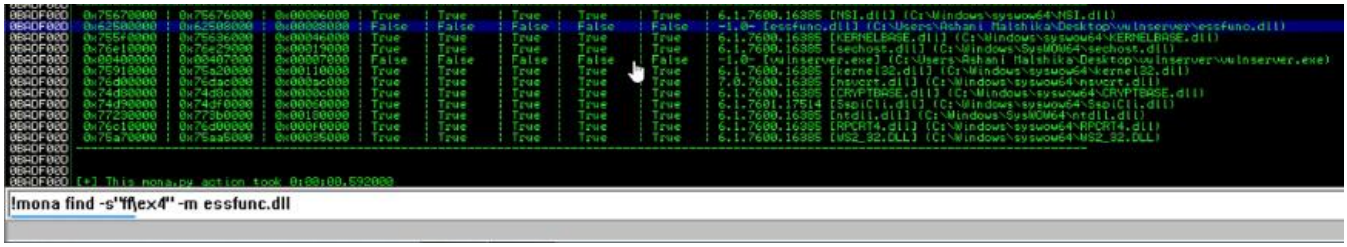

Figure 12- program which has no memory protection

k) Set EIP

Set EIP as a jump code then jump code will be a malicious code

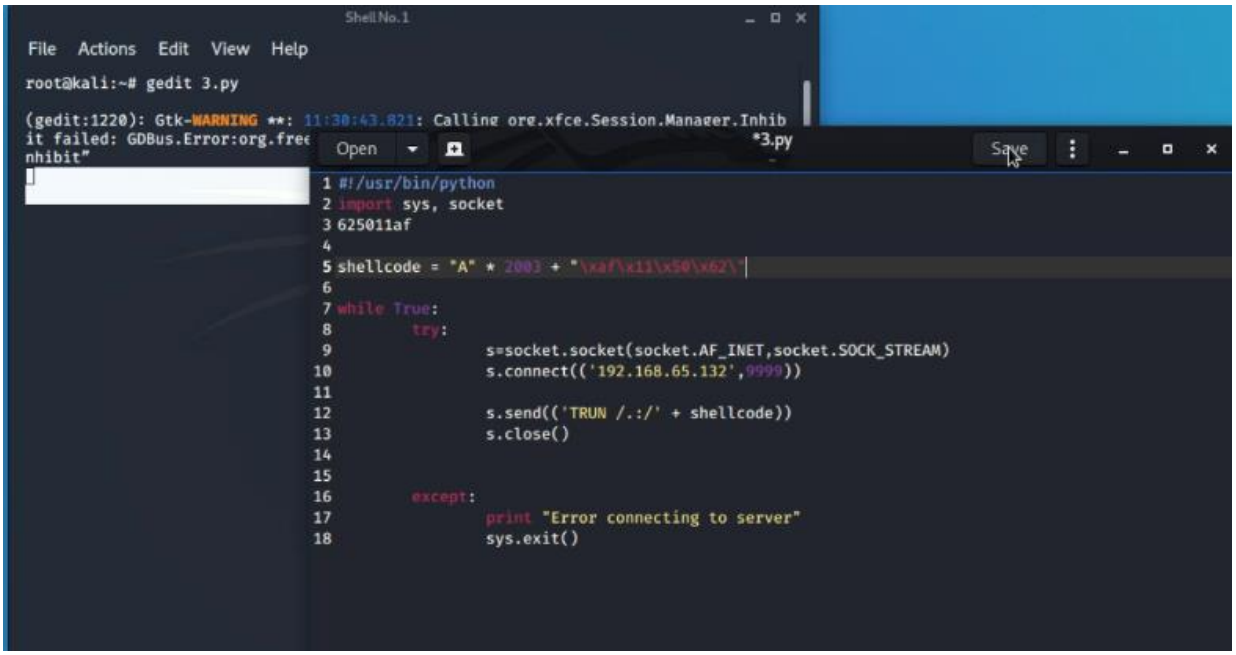

Figure 13 -EIP as a Jump code

l) Set Break point

Setting break point can overflow the buffer

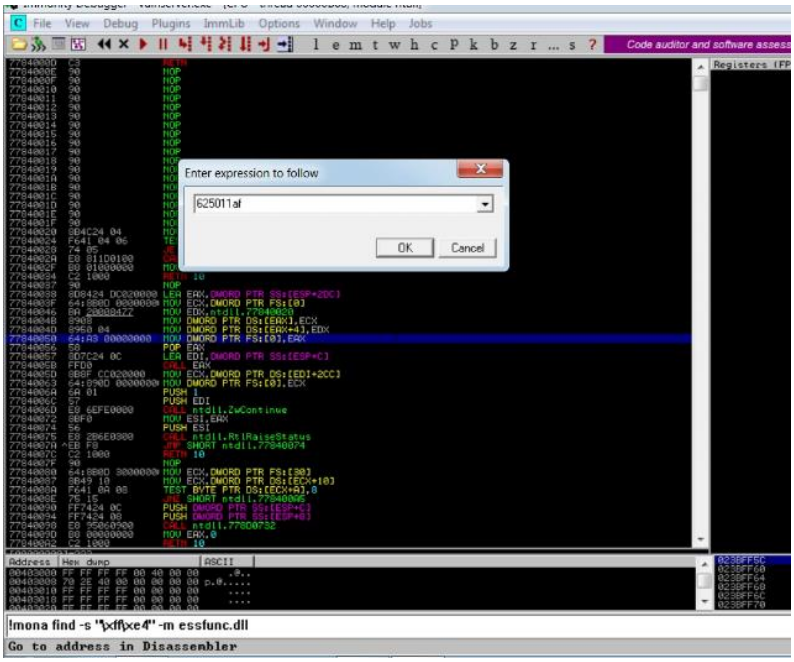

Figure 14- set break point

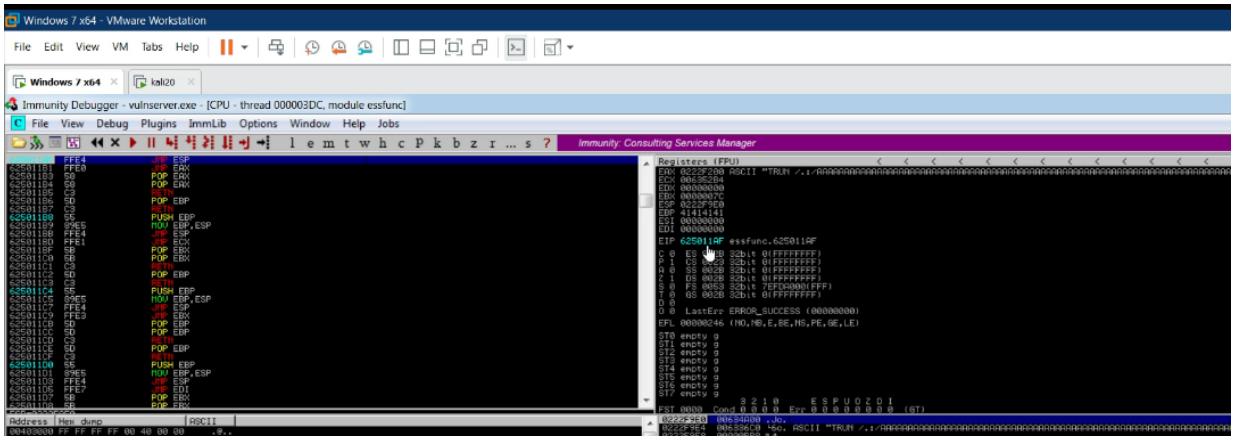

Figure 15 – aftre stting the break point

m) Genarate Shell code

To connect victim

LHOST= Kali machine IP LPORT=kali machine port -f =file type -a= architecture -b= bad character

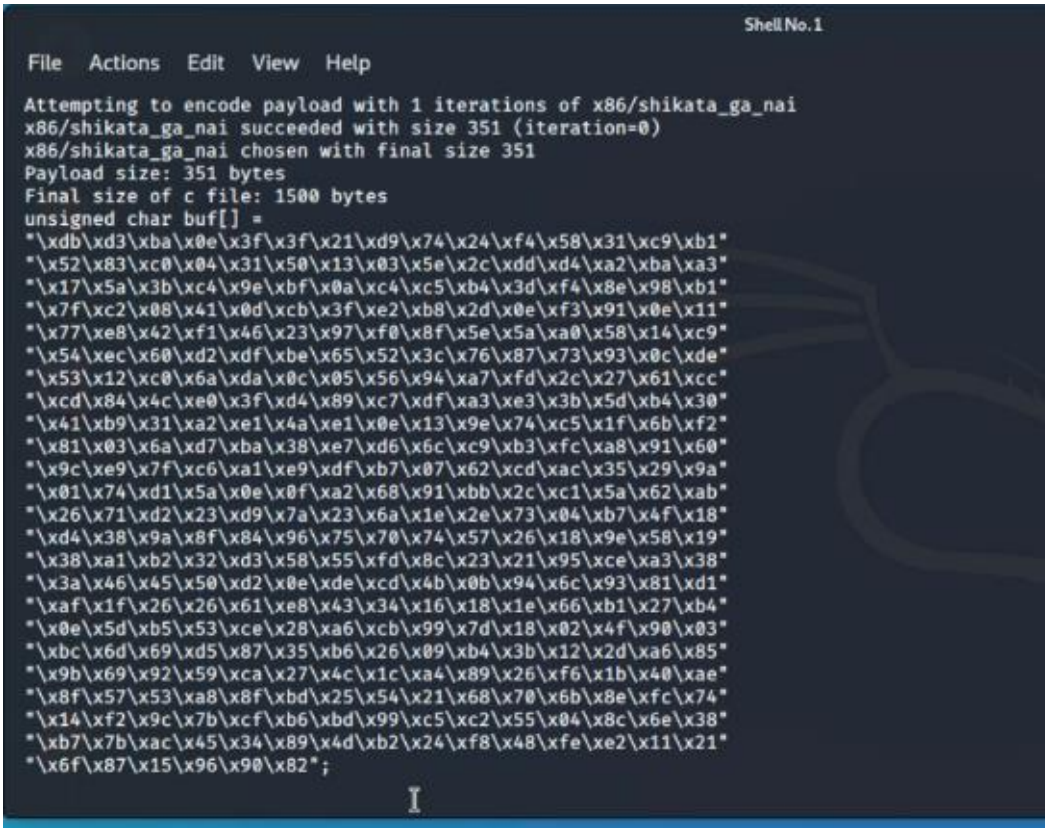

Figure 16 -generate mfs venom

n) Exploit development

After find bad character set that value into the python code and submit the shell code

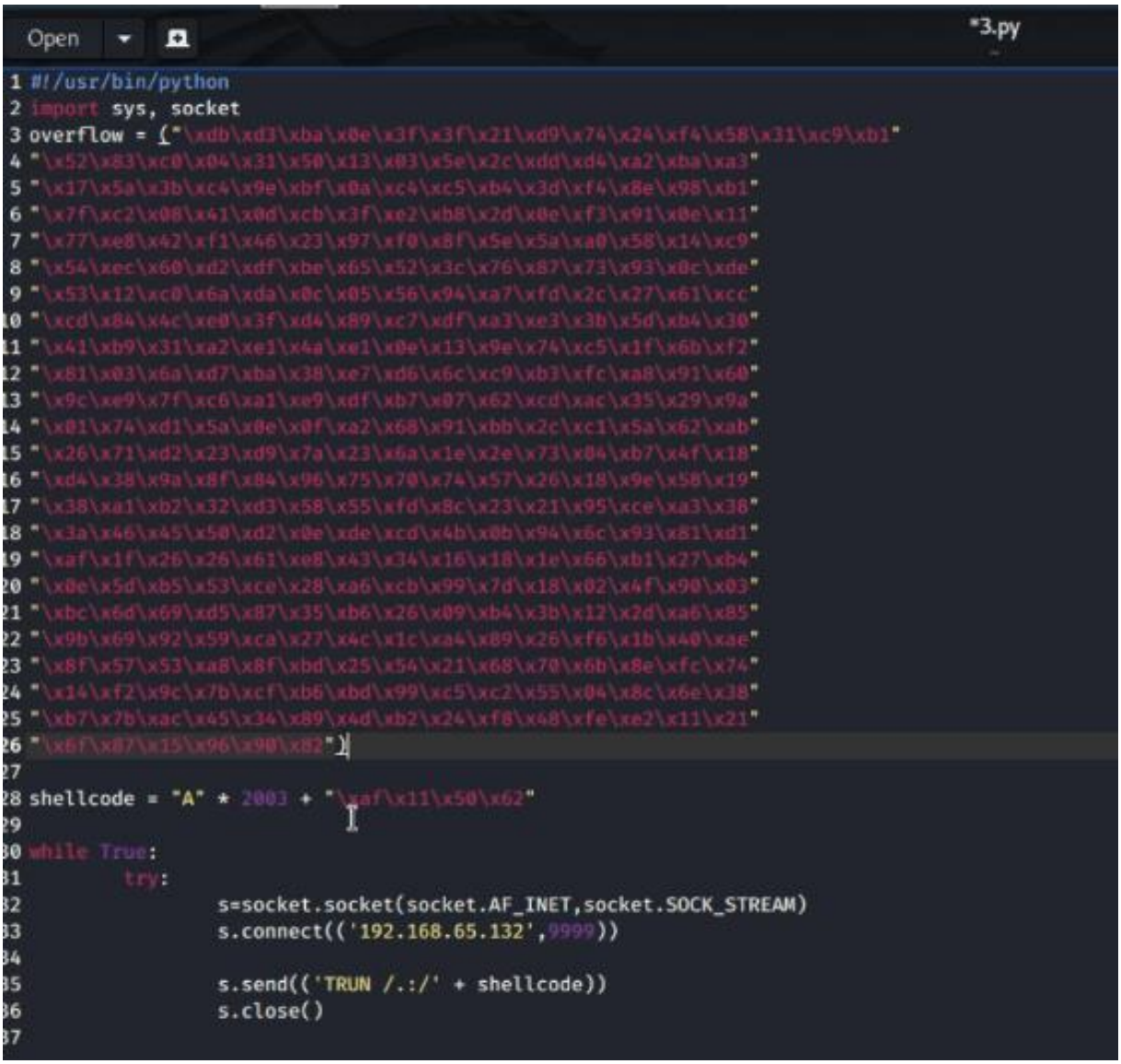

Figure 17- set shell code

o) Run shell code and gain access

Gain access of windows 7 machine

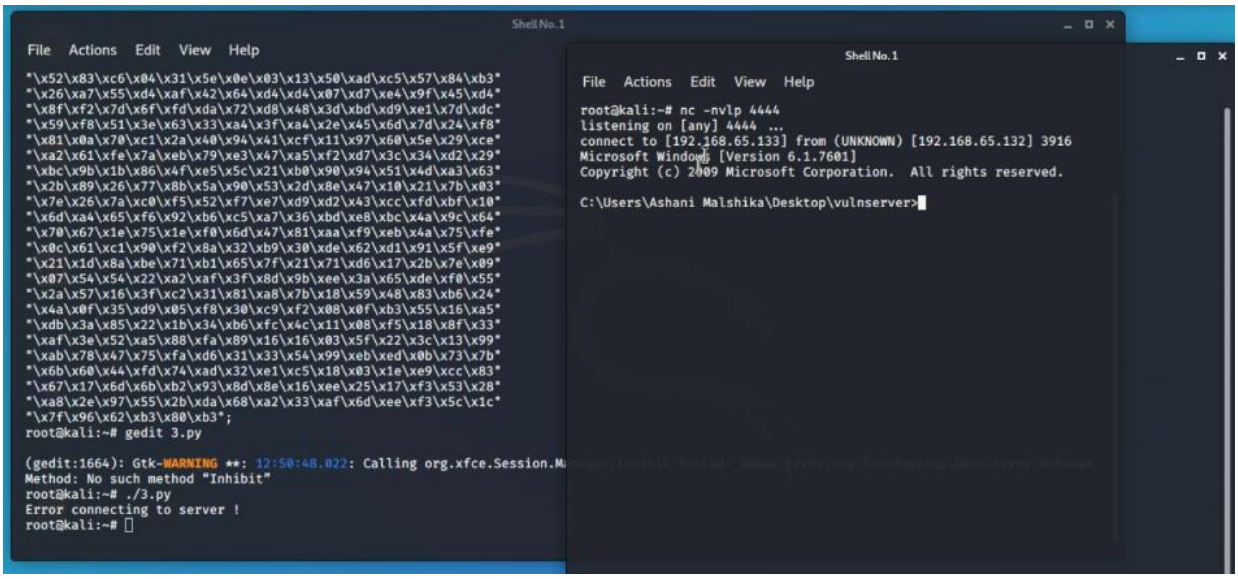

Figure 18- get access of windows machine

4. References

1. https://null-byte.wonderhowto.com/how-to/hack-like-pro-build-your-own-exploits-part-3-fuzzing-with-spike-find-overflows-0162789/
2. http://www.ollydbg.de/
3. https://www.immunityinc.com/products/debugger/
4. https://github.com/stephenbradshaw/vulnserver
5. http://www.thegreycorner.com/p/vulnserver.html