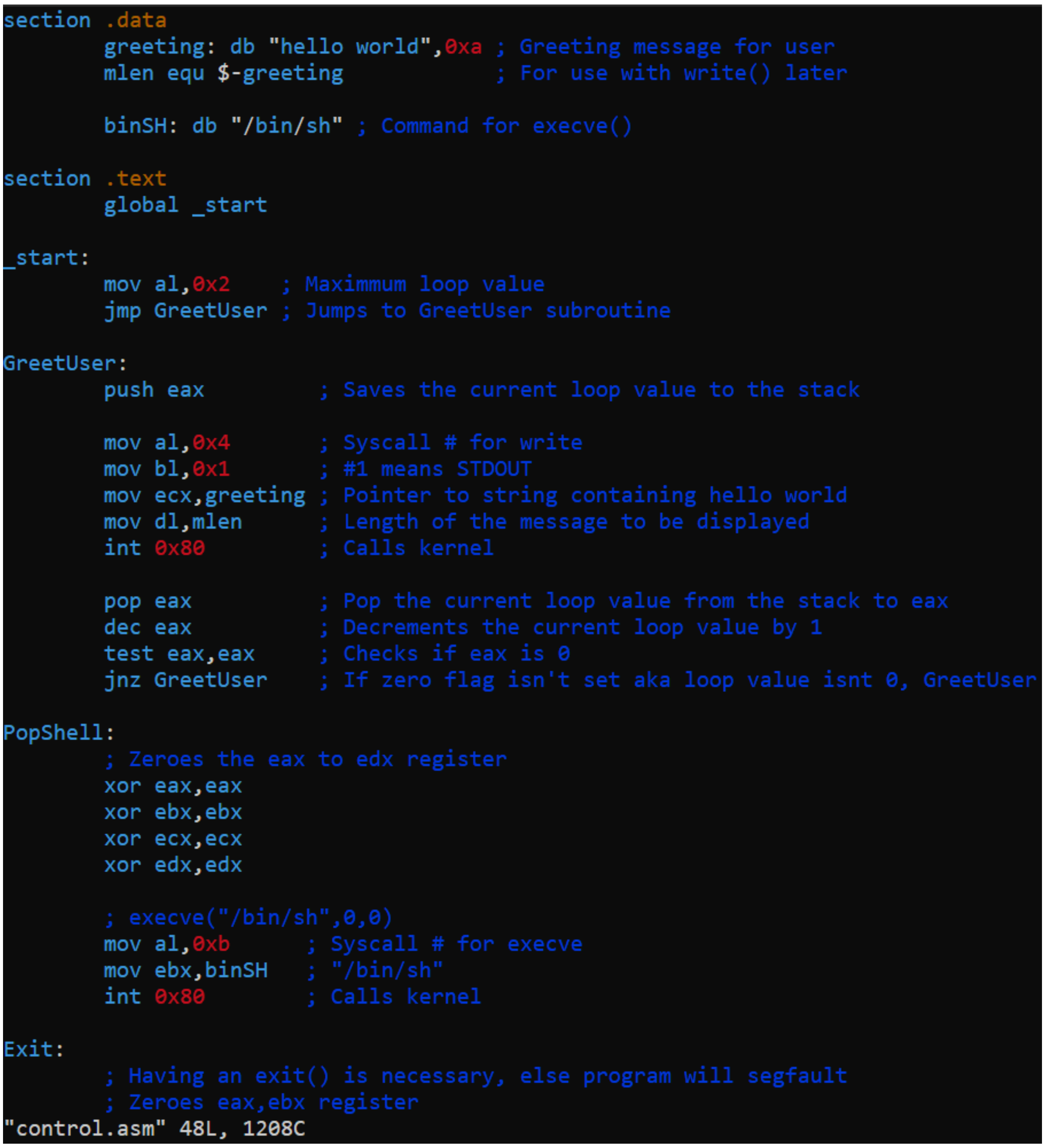
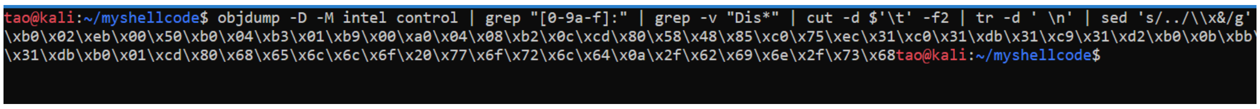
This source code

1. Print ‘hello world’ greeting 2 times to the console
2. Pops a shell ‘/bin/sh’



```
section .data
        greeting: db "hello world",0xa ; Greeting message for user
        mlen equ $-greeting            ; For use with write() later

        binSH: db "/bin/sh" ; Command for execve()

section .text
        global _start

_start:
        mov al,0x2     ; Maximmum loop value
        jmp GreetUser ; Jumps to GreetUser subroutine

GreetUser:
        push eax          ; Saves the current loop value to the stack

        mov al,0x4        ; Syscall # for write
        mov bl,0x1        ; #1 means STDOUT
        mov ecx,greeting ; Pointer to string containing hello world
        mov dl,mlen       ; Length of the message to be displayed
        int 0x80          ; Calls kernel

        pop eax           ; Pop the current loop value from the stack to eax
        dec eax           ; Decrements the current loop value by 1
        test eax,eax      ; Checks if eax is 0
        jnz GreetUser     ; If zero flag isn't set aka loop value isnt 0, GreetUser

PopShell:
        ; Zeroes the eax to edx register
        xor eax,eax
        xor ebx,ebx
        xor ecx,ecx
        xor edx,edx

        ; execve("/bin/sh",0,0)
        mov al,0xb       ; Syscall # for execve
        mov ebx,binSH    ; "/bin/sh"
        int 0x80         ; Calls kernel

Exit:
        ; Having an exit() is necessary, else program will segfault
        ; Zeroes eax,ebx register
"control.asm" 48L, 1208C
```

Filter shellcode from objdump



```
tao@kali:~/myshellcode$ objdump -D -M intel control | grep "[0-9a-f]:" | grep -v "Dis*" | cut -d $'\t' -f2 | tr -d ' \n' | sed 's/../\\x&/g'
\xb0\x02\xeb\x00\x50\xb0\x04\xb3\x01\xb9\x00\xa0\x04\x08\xb2\x0c\xcd\x80\x58\x48\x85\xc0\x75\xec\x31\xc0\x31\xdb\x31\xc9\x31\xd2\xb0\x0b\xbb
\x31\xdb\xb0\x01\xcd\x80\x68\x65\x6c\x6c\x6f\x20\x77\x6f\x72\x6c\x64\x0a\x2f\x62\x69\x6e\x2f\x73\x68tao@kali:~/myshellcode$
```