Week 05 Windows Environments

Thomas & Chris



Announcements

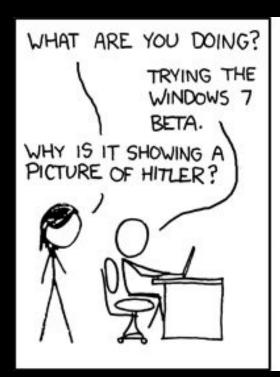
- TracerFIRE, next weekend!

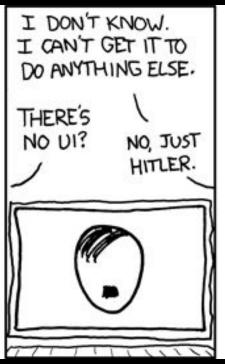
- Spray Paint Social: First week of April

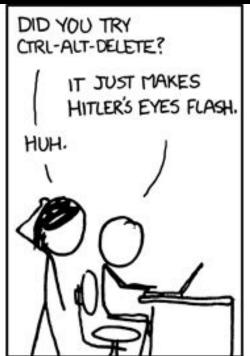
- Cyphercon! (Late April, Tickets on sale now I think...)
 - We will get sponsorship money

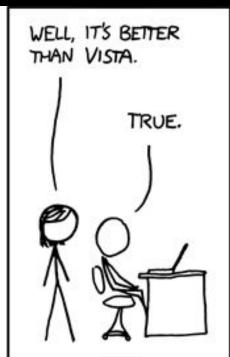


sigpwny{ctrl_alt_delete}









Core OS Basics



System Architecture

- NTOSKRNL Core kernel
- HAL Hardware abstraction layer

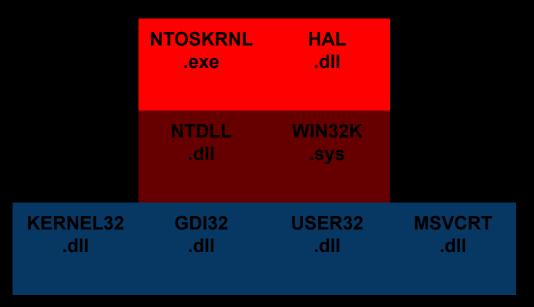
Layer 1

- NTDLL Syscalls and runtime library
- WIN32K Graphics & UI

Layer 2

Layer 3

- kernel32 System API
- gdi32 Drawing API
- user32 UI API
- MSVCRT C API (stdlib)





System Architecture

- NTOSKRNL Core kernel
- HAL Hardware abstraction layer

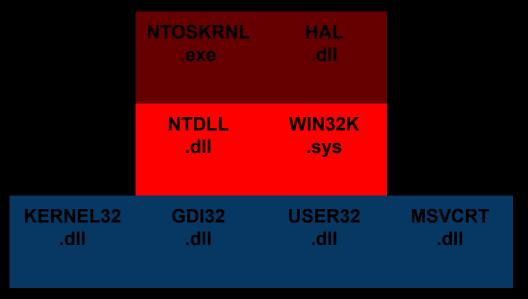
Layer 1

- NTDLL Syscalls and runtime library
- WIN32K Graphics & UI

Layer 2

Layer 3

- kernel32 System API
- gdi32 Drawing API
- user32 UI API
- MSVCRT C API (stdlib)





System Architecture

- NTOSKRNL Core kernel
- HAL Hardware abstraction layer

Layer 1

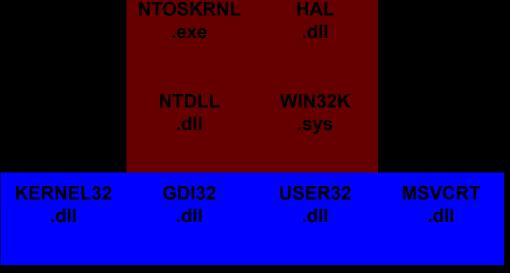
- NTDLL Syscalls and runtime library
- WIN32K Graphics & UI

Layer 2

Layer 3

kern	el32 -	Syste	em API
------------------------	--------	-------	--------

- gdi32 Drawing API
- user32 UI API
- MSVCRT C API (stdlib)





WINAPI

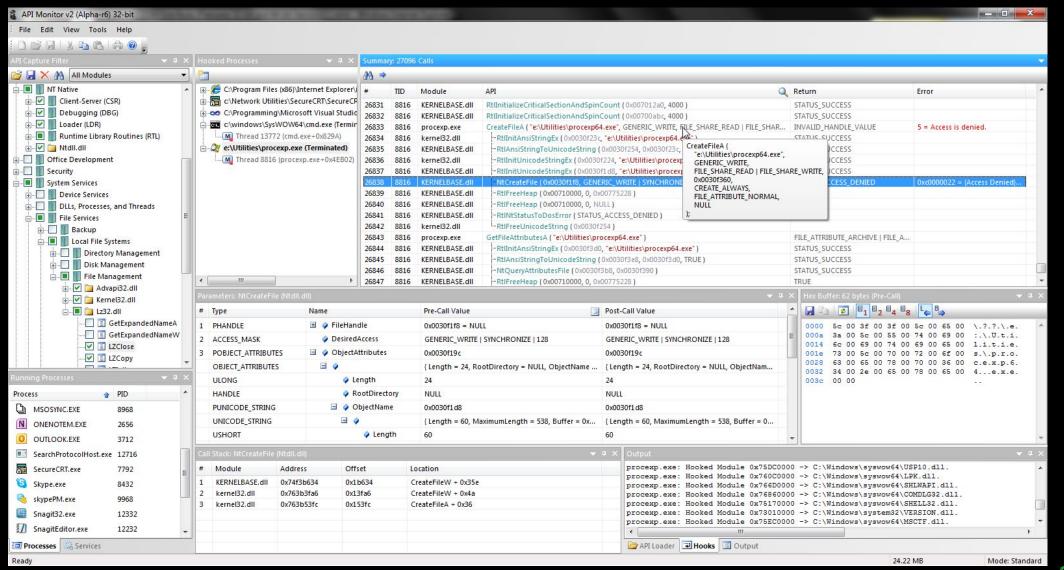
Core way that any program interacts with Windows

Includes interfaces for files, devices, windows, threads, etc.

Monitoring a program's WINAPI calls is extremely powerful!

Here's A Cool Tool To Do It





Handles & Data Types

- Windows has weird names for types
- Uses Hungarian notation
 - Variable prefixed with abbreviation of its data type
 - ex. LPVOID = long pointer void = void*

- Kernel maintains a list of objects it is responsible for
 - Each is given unique address in this global list called a HANDLE
 - HINSTANCE Handle to a process
 - HMODULE Handle to a module (DLL)



Dynamic Link Libraries (DLLs)

Code fragments to be compiled into a standalone library

Linked statically & dynamically against multiple programs

Dynamically loading DLLs common practice in malware & game hacking 33

```
BOOL APIENTRY DIIMain( HMODULE hModule,
DWORD ul_reason_for_call, LPVOID lpReserved) {
   switch (ul_reason_for_call)
   {
   case DLL_PROCESS_ATTACH:
   case DLL_THREAD_ATTACH:
   case DLL_THREAD_DETACH:
   case DLL_PROCESS_DETACH:
   break;
   }
  return TRUE;
}
```

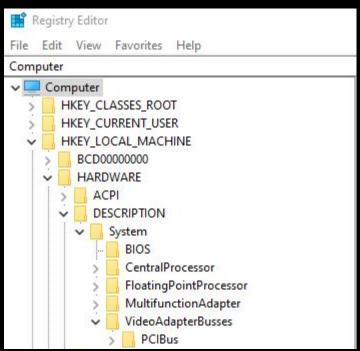


Registry

Hierarchical central database

Stores keys in tree format

Keys can be saved and queried with WINAPI





Enterprise Windows

(We will run longer mtg on this, here are basics)

There are no chals for this, start on chals if you want



Domains

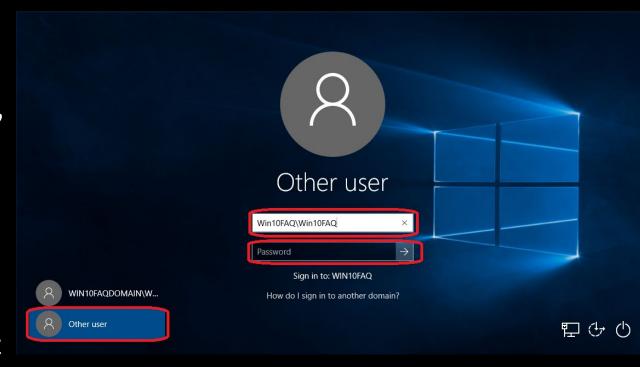
Domains are a network of **user accounts**, computers, devices (printers), and other **security protocols**.

 Users are often of the form user@domain.tld (or domain\user) (tquig2@illinois.edu, illinois.edu\tquig2)

Users have different levels of access split into **Groups**

- Domain Admins

Controlled by a domain controller



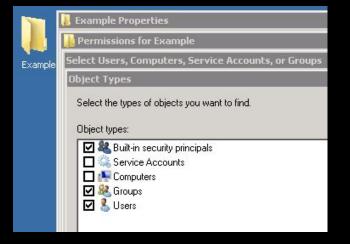


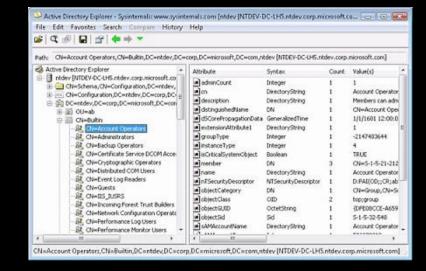
Active Directory

We could teach a semester long class on Active Directory

Active Directory (AD) is the underlying framework that allows identity on Windows Domains to exist.

Most often run off of Windows
Server (usually an outdated version)

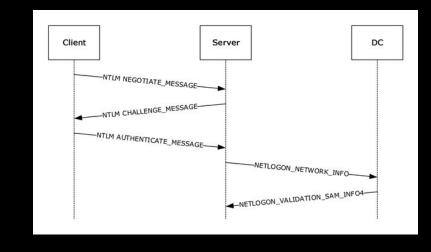




Authentication Methods

NTLM

- Windows New Technology LAN Manager
- Challenge / Response method
- Allows for security Selection
- NTLMv1 is vulnerable, NTLMv2 is a bit better



Kerberos

- Strong ticket-based authentication method
- Vulnerable to "Kerberoasting"



Next Meetings

Sunday Seminar: Crypto Math w Nebu

- Explain the underlying math of crypto (RSA, AES, earlier crypto)
- Stop Crypto Paralysis!

Next Thursday: (??? Pentesting Fundamentals ???)

- We aren't sure yet what it will be
- Problably pentesting fundamentals
- might be something else:)

