XCTF-Reverse-ExerciseArea-005-writeup





ctf 专栏收录该内容

35 篇文章 **0** 订阅 订阅专栏

0x00介绍

本题是xctf攻防世界中Reverse的新手第五题。

根据题目描述: 菜鸡拿到了一个被加壳的二进制文件,可以知道这次的二进制文件被加壳处理了,因此需要先查壳,脱壳,再进行 逆向分析找到flag

实验环境: IDA Pro 7.0

0x01解题过程

1.1 判断文件类型

在Vscode中安装插件: hexdump for VSCode,用Vscode打开,显示文件的十六进制:

×] I	ile <u>E</u> dit	<u>S</u> election	⊻iew	<u>G</u> o	Debug	Iermir	ial <u>H</u> elp)		:	simple2.	hexdum	ıp - V	isual Stud	io Code						-	Ć	7	×
	🖊 write		≣ si			≡ simp	le2.hexdi	ımp ×													►	iii		
·ت		L Of	fset:	00 01	02 e	3 04 0	5 06 0	7 08 09) 0A 0	B 0C	0D 0E	0F												
Ω		2 0000	2000:	7F 45	4C 4	6 02 0	1 01 03	3 00 00	00 0	00 00	00 00	00		ELF										
~		3 0000	0010:	02 00	3E 0	0 01 0	0 00 00	0 58 Fe) 44 (00 00	00 00	00	•	- >	.ХрD									
ହନ୍ତ		1 0000 - 0000	0020:	40 00	00 0	0 00 0	0 00 00	00 00 00	00 0	00 00	00 00	00												
5		0000	2010:	00 00	00 0	00 40 0 00 05 0	0 00 00	0 02 00	40 0	00 00	00 00	00		@.8	@									
0		7 0000 7 0000	2040. 2050.	01 00	40 0	10 03 0 10 00 0	0 00 00 0 00 00	a a a a	1 4 9 9	0 00	00 00	00												
S)		3 0000	0060:	6C F8	04 0	0 00 0	0 00 00	0 6C F8	3 04 0	00 00	00 00	00	1:	×	.1x									
		0000	0070:	00 00	20 0	0 00 0	0 00 00	0 01 00	00 0	0 06	00 00	00												
Ē	10	0000	9080:	28 D4	0C 0	0 00 0	0 00 00	0 28 D4	6C 6	00 00	00 00	00			.(T1								10000000000000000000000000000000000000	
	1:	L 0000	0090:	28 D4	6C 0	0 00 0	0 00 00	0 00 00	00 0	00 00	00 00	00		т1										
	1:	2 0000	00a0:	00 00	00 e	0 00 0	0 00 00	0 00 00	20 0	00 00	00 00	00												
		3 0000	00b0:	D4 AD	80 A	2 55 5	0 58 23	L 1C 08	3 0D 1	.6 00	00 00	00		"UPX										
	14	1 0000	00c0:	A8 ED	0D 0	00 A8 E	D 0D 00	90 01	00 0	0 91	00 00	00	(1	m(m.										
	19	5 0000	00d0:	08 00	00 0	00 F7 F	B 93 FI	= 7F 45	5 4C 4	6 02	01 01	03			ELF									
	10	5 0000	00e0:	00 02	00 3	E 00 0	1 0E 90	0 08 40) 1F C	DF 2F	EC DB	40			@/1	.[@								
	1	0000	00 1 0:	21 68	E5 0	D 45 2	6 38 00	0 06 0A	4 21 6		6C 60	BF	/	he.E&8										
	18	3 0000	0100:	1E 5/	05 6	0 01 4	0 0F 80	96 00		B 6D	20 00	20	- 1	W@.	/{m.									
	20	0000	0110: 0110:	35 5A	00 C	10 88 0 16 80 0	7 13 D.	2 BZ 96 1 07 90	2		10 03 TC 28	03	د	08g.1	، / . / x	LP								
	20	0000 0000	0120. 0130.	F9 40	10 7	0 00 0 10 00 0	4 FD 34	5 C4 B6	61 2	7 DF	20 4F	50		⊿⊽∨0.0 @D m/		0P								
	2	0000	a140:	0F 4D	C1 F	F C9 0	8 51 F	5 74 64	06 9	0 01	10 60	0F) ر ا	₩Δ~Τ.Ο¢	-td									
	2	3 0000	0150:	B4 BB	0F 5	2 6E D	F 48 0	L 00 0F	49 9	2 84	DB ØD	00			[
	24	1 0000	0160:	00 00	95 2	4 FF F	6 94 00	00 67	7 EC 6	4 00	08 49	19		\$.v.	gl									
	2	5 0000	0170:	00 B5	FB 7	'9 CD 0	4 00 10	0 06 01	47 4	E 55	0A 00	02		5{yM										
		5 0000	0180:	B7 D7	9D E	7 06 0	6 20 31	= 14 06	5 03 B	F D2	EF EE	FF	71	W.g										
		7 0000	0190:	FF FB	1A C	B 99 7	3 39 3:	L 7F Cé	5 8E 2	C F9	60 B9	D3		{.[.s9	L.F.,y`									
		3 0000	01a0:	86 27	42 3	IC 67 6	0 A0 60	C 77 5F	EC E	B BD	25 ØB	00		'B <g`.< th=""><th>Lw_1;=%</th><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th></th><th></th></g`.<>	Lw_1;=%									
₩.	29	0000	01b0:	90 14	42 0)F 58 2	F 00 C	2 48 B1	D9 8	B 7D	0D 50	2F		.B.X/.8	3H1Y.}.									
80	30	0000	01c0:	DØ 16	5F 4	8 2F C	8 0B 19	79 60	68 4	0 30	6F 17	32	Р	. H/H.	.y`h@0o	.2		1.1.01						
P mas	ter 💭	0 1 0																Ln 1, Col	T S	baces: 2 h	ц р.9.%610.9 .08.с	in.fleðc	iq_9308	56z92

可以看到文件的开头有 ELF,说明这是一个在Linux下的可执行文件;相应的,如果再文件开头看到 MZ,说明是在Windows下的可执行文件;

用IDA打开原始文件simple_2,可以看到识别出来的函数很少,应该就是被加壳了



1.2 脱壳

首先应当查壳,可以用PEID查。

在ctf比赛中的pwn大多在Linux下,一般linux下很少有强力的壳,利用upx工具对该二进制文件进行脱壳

upx.exe -d D:\ctf-learning\reverse-engineering\xctf\ExerciseArea\005\simple2 -o simple2_upx



得到脱壳后的二进制文件: simple2_upx

用IDA打开,可以看到识别出来的函数变多了

	IDA - simple2 upx D:\ctf-learning\	\reverse-engineering\xctf\ExerciseArea\005\simple2_upx	_ 🗇 🗙
File Edit Jump Search View Debugge	er Options Windows Help		
 ★ ← + → + 4	🛛 📀 🗄 📾 🖈 🛫 🛫 🚅 🗙 🗼 🗩 💷 🗖 No debugger	- * * * *	
			•
Library function 📕 Regular function	📕 Instruction 📗 Data 📕 Unexplored 📕 External sym	mbol	
Functions window □ # ×	K IDA View-A 🛛 🖸 Her View-1 🛛	A Structures A B Fnums A M Imports A P Fxports A	
<pre>Function rimov</pre>	<pre>text:00000000000000000000000000000000000</pre>	<pre>cel main(int argc, const char **argv, const char **envp) public main proc near ; DATA XREF: _start+1Dto = byte ptr -70h = qword ptr -8 { push rbp mov rbp, rsp sub rsp, 70h mov rax, fs:28h mov [rbp+var_8], rax xor eax, eax lea rax, [rbp+s1] mov edi, offset 1965; "%96s" mov edi, offset flag; "flag{Upx_1s_n0t_a_d3liv3r_c0mp4ny}" mov rdi, rax ; s1 call _strcmp test eax, eax jnz short loc_4009FC mov edi, offset aCongratulation; "Congratulations!" call puts</pre>	~
<u>f</u> _libc_start_main	<pre> .text:000000000000009FA .text:0000000000000000000000 </pre>	Jmp snort loc_400A06	
< >>	.text:0000000004009FC		
	000009AE 0000000004009AE: main (Synchroni	nized with Hex View-1)	~
Output window			□ & ×
461028: had sparse switch (jumps 4	4B3C20 30 values 4B3EE0 91)		^
Python			· ·
AC:00000000040FF6D Down Disk: 3GB			
Increased and the bown bisk. Sob			AGSUITHEWQU, OS USB252

1.3 逆向分析

用IDA打开,可以看到main函数中,需要输入96个字符,然后将用户的输入与一个字符串比较。可以看到字符串是 flag{...} 的形式。因此,到这里为止就拿到了flag:

flag{Upx_1s_n0t_a_d3liv3r_c0mp4ny}



这题考察的就是查壳和脱壳了,逆向分析这块不是考察重点。