SecurityTube Linux Assembly Expert (SLAE^{64})

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Module 2: Introduction to Shellcoding

1. Shellcoding Basics

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What is Shellcode?

- Machine code with a specific purpose
  - spawn a local shell
  - Bind to port and spawn shell
  - create a new account

- Can be executed by the CPU directly – no further assembling / linking or separate compiling required

How is Shellcode delivered?

- Part of an exploit
  - Size of shellcode important (smaller size = better)
  - Bad characters a concern
    - 0x00 most common one
- Added into an executable
  - run as separate thread
  - replace executable functionality
  - Size of shellcode not a concern

Shellcode Resources

- http://www.shell-storm.org/
- http://exploit-db.com
- http://www.projectshellcode.com/

Testing Shellcode

```
#include<stdio.h>
#include<string.h>

unsigned char code[] = \
"SHELLCODE ";


main()
{

        printf("Shellcode Length:  %d\n", strlen(code));

        int (*ret)() = (int(*)())code;

        ret();

}


~
```

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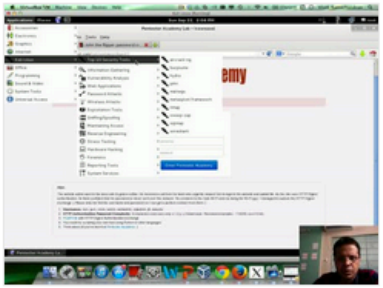
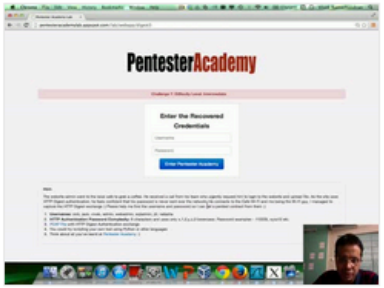


Challenge 7: Cracking Digest Authentication Solution in WAP Challenges



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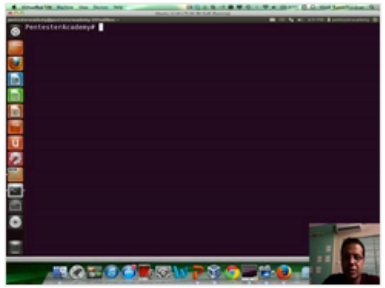
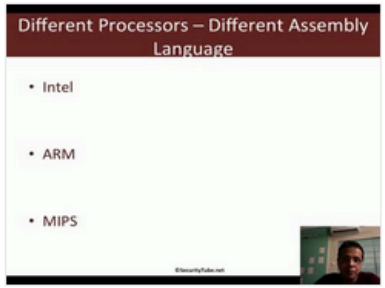


Module 1: GDB Test Solution in x86_64 Assembly Language and Shellcoding on Linux



Module 1: CPU Information in x86_64 Assembly Language and Shellcoding on Linux