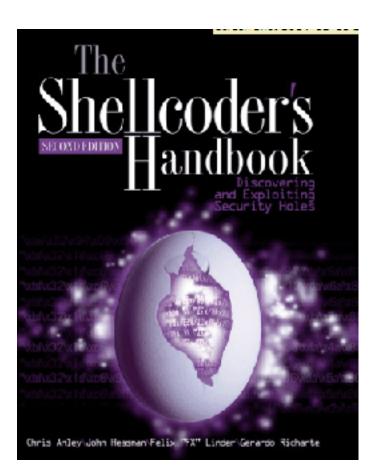
#### CNIT 127: Exploit Development

# Ch 6: The Wild World of Windows 37



Revised 2-23-17

# **Topics**

- Win32 API, DLLs, and PE Files
- Heaps
- Threading
- DCOM
- Exception Handling
- Debuggers

# Win32 API, DLLs, and PE Files

# Windows API (Application Programming Interface)

- In Linux, a programmer can talk directly to the kernel with syscalls (INT 0x80)
- But in Windows the kernel is only accessible through the Windows API
- Implemented as a set of DLLs
- Changes with each Windows version and Service Pack

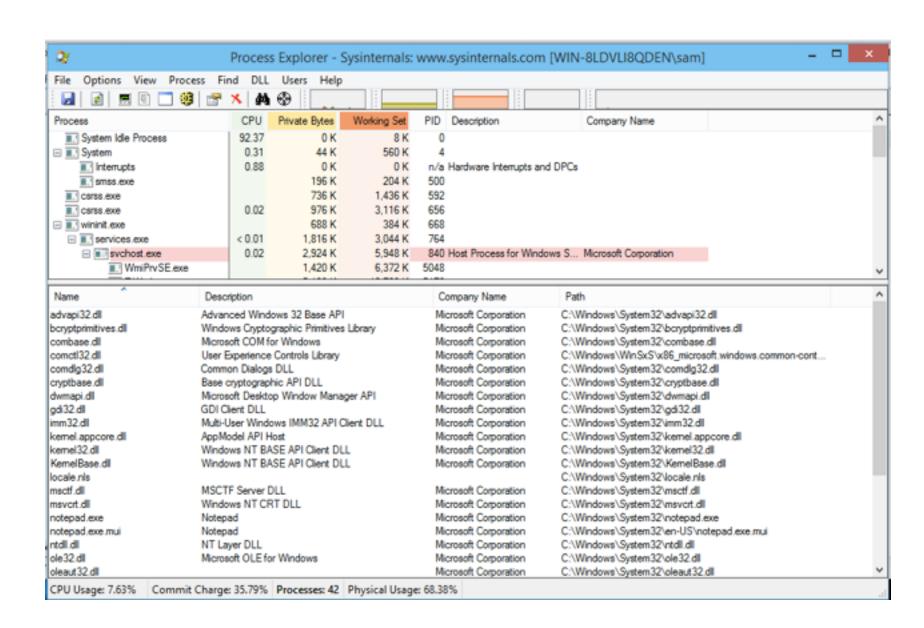
# Windows API (Application Programming Interface)

- Every process using the Windows API must use dynamic linking to the DLLs
- The Windows API changes more often than Linux Syscalls do
- Here's an API call to make a window

```
hwnd = CreateWindowEx(
    WS_EX_CLIENTEDGE,
    g_szClassName,
    "The title of my window",
    WS_OVERLAPPEDWINDOW,
    CW_USEDEFAULT, CW_USEDEFAULT, 240, 120,
    NULL, NULL, hInstance, NULL);
```

#### DLLs (Dynamic Link Libraries)

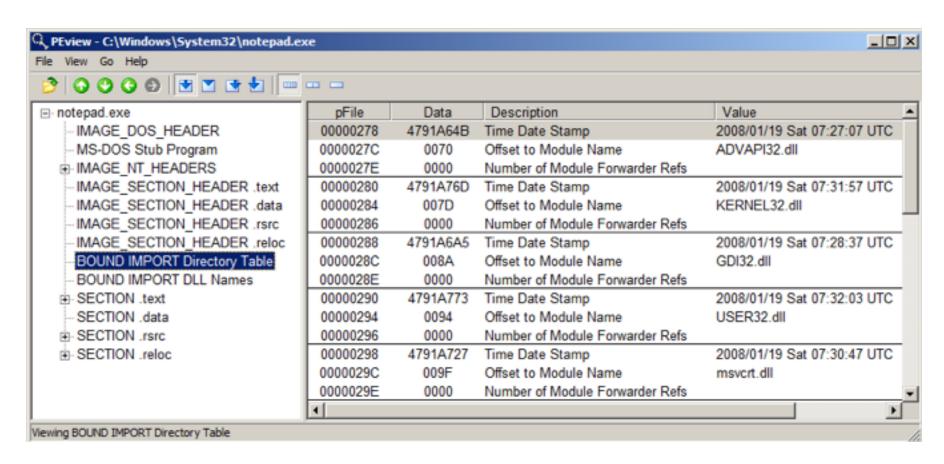
- Pre-compiled library code
- Loaded as needed when executable files run
- You can see loaded DLLs with Process Explorer
  - View, Lower Pane View, DLLs
  - Link Ch 6b



# PE (Portable Executable) Files

- Format used for .EXE and .DLL files
  - And some other extensions (link Ch 6c)
- Can be loaded on every 32-bit (or 64-bit)
   Windows version
- Contains information about all required DLLs
- Easy to see with PEView (link Ch 6d)

# Import Table for Notepad



Windows Server 2008 Version

#### Sections of a PE File

- .text instructions to execute
- .data global variables
- .idata Import descriptors
- .rsrc Resources (icons, etc.)
- reloc Relocation data

# Relocating PE Files

- DLLs have a Base Address
  - This is where they are designed to load
- But two DLLs might have the same Base Address
  - And both be used by the same EXE
- One of them must be moved--"Rebased"
- This process uses the .reloc section

# Imports and Exports

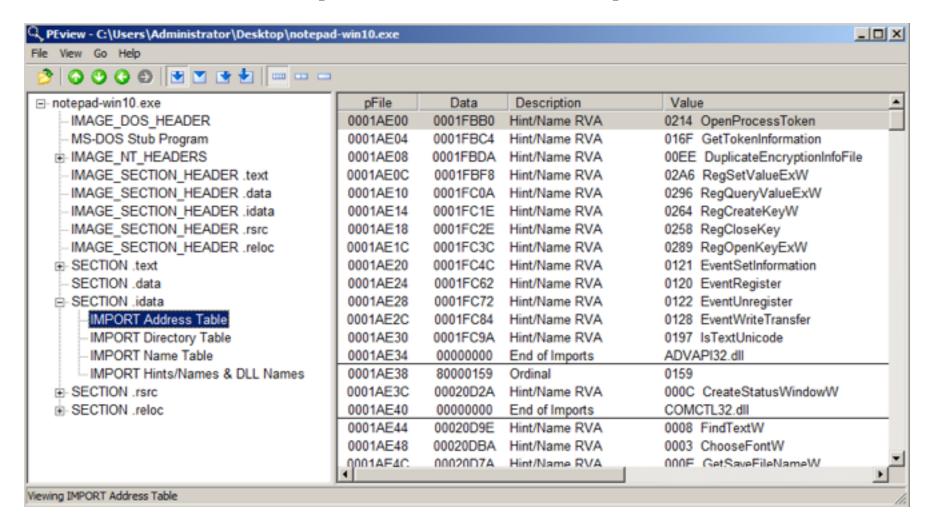
#### Imports

- Functions the program needs to use from other code
- Both EXE and DLL files have imports
- The imports generally point to DLL's

#### Exports

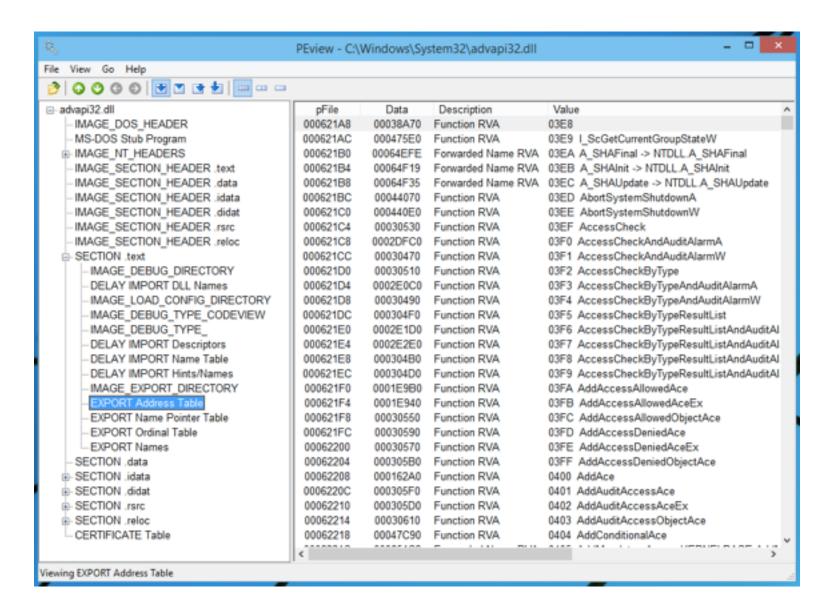
- Functions this program offers for others to use
- DLL's have many exports, EXE's don't

# Notepad.exe Imports



Windows 10 Version

# Advapi32.dll Exports



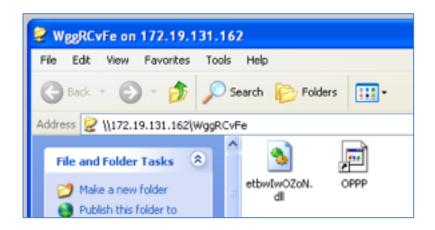
### **DLL Loading**



- When an EXE launches, Windows hunts for the required DLLs
  - Looking first in the current working directory
- This allows a developer to include a DLL version other than the one in C:\Windows\System32
  - Leads to DLL Hell; users may need to adjust PATH to resolve DLL version conflicts

# Stuxnet: LNK Oday

- Loaded a DLL from a USB thumbdrive
- Took over the machine as soon as the icons appear
  - Link Ch 6h



## Relative Virtual Address (RVA)

- Windows EXE processes are loaded into 0x00400000 by default
  - This is a Virtual Address, only visible to each process
  - Error on page 113 of textbook, too many zeroes in 0x00400000
- RVA is used to aid in rebasing DLLs
  - Loading them in non-preferred locations

# Example of VA (Virtual Address)

```
For example, a possible physical memory address (visible by the CPU):
```

```
0x00300000 on physical memory has process A's main 0x00500000 on physical memory has process B's main
```

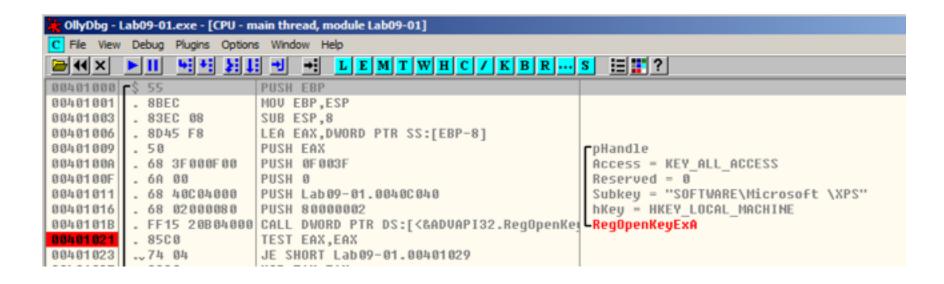
And the OS may have a mapping table:

```
process A's 0x00400000 (VA) = physical address 0x00300000
process B's 0x00400000 (VA) = physical address 0x00500000
```

Then when you try to read 0x004000000 in process A, you'll get the content which is located on 0x00300000 of physical memory.

#### Link Ch 6g

### OllyDbg: Code Starts Near 0x400000



# Heaps

# Many Heaps

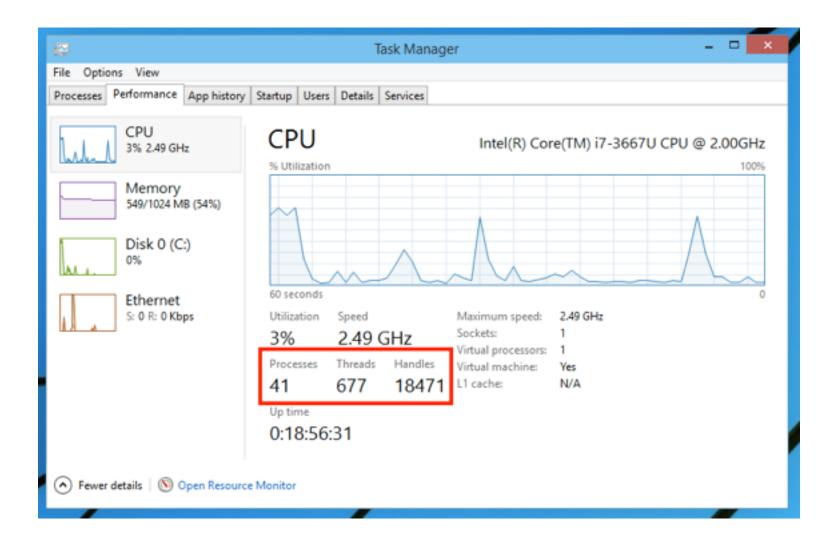
- Heap is used for temporary storage of data
  - Via malloc() and free()
- Linux uses one heap, but Windows uses many heaps
- Each DLL that loads can set up its own heap
- Heap corruption attacks are very confusing

# Threading

# One Process, Many Threads

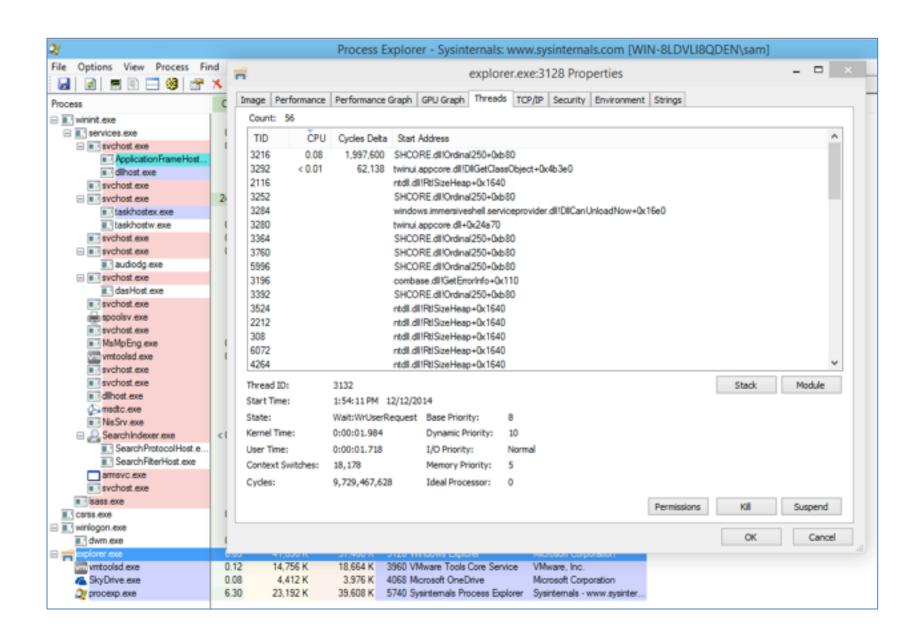
- Each process is subdivided into threads
- Processor time slices are allocated to threads, not processes
- This allows a single process to operate more efficiently
  - If one thread is waiting for something, other threads can keep moving

# Threads in Task Manager



#### Handles

- Handles are pointers to objects like open files
- Each thread has many handles
- You can view details about every thread with Process Explorer



# The Genius and Idiocy of the DCOM (Distributed Common Object Model) and DCE-RPC (Distributed Computing Environment / Remote Procedure Calls)

# Follow the Money

- Microsoft's business model is to distribute binary packages for money
- You can build a complex application by purchasing third-party COM modules from vendors
  - And tying them together with Visual Basic

# **COM Objects**

- Can be written in any supported language
- Interoperate seamlessly
- BUT a C++ integer is not the same as a Visual Basic integer
- So you need to define the input and outputs with an IDL (Interface Description Language) file

# DCOM Interface Description Language (IDL) File

```
[ uuid(e33c0cc4-0482-101a-bc0c-02608c6ba218),
 version(1.0),
 implicit handle (handle t rpc binding)
l interface ???
 typedef struct {
   TYPE 2 element 1;
   TYPE 3 element 2;
 } TYPE 1;
 short Function 00(
        [in] long element 9,
        [in] [unique] [string] wchar_t *element_10,
        [in] [unique] TYPE 1 *element 11,
        [in] [unique] TYPE 1 *element 12,
        [in] [unique] TYPE 2 *element 13,
        [in] long element 14,
        [in] long element 15,
       [out] [context handle] void *element 16
 );
```

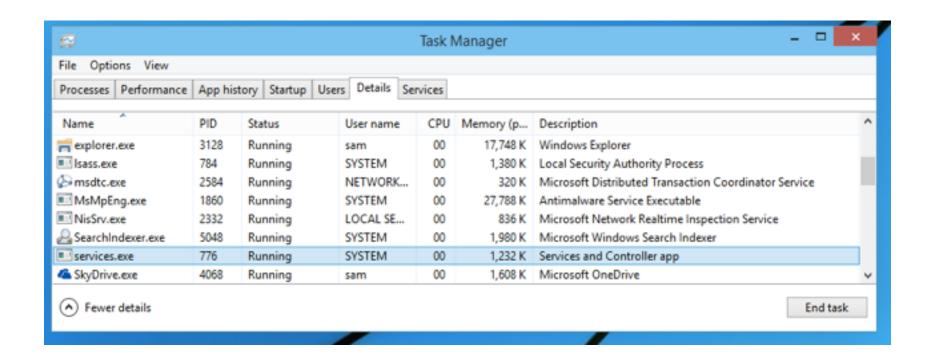
#### DCOM IDL File

- Specifies arguments and return values for a particular function
  - In a particular interface defined by UUID, also called a GUID
  - GUID is 128 bits long; 32 hex characters

# Two Ways to Load a COM Object

- Load directly into process space as a DLL
- Launch as a service
  - By the Service Control Manager (services.exe)
- Running as a service is more stable and secure
  - But much slower
- In-process calls are 1000 times faster than calling a COM interface on the same machine but in a different process

# Service Control Manager (SCM)



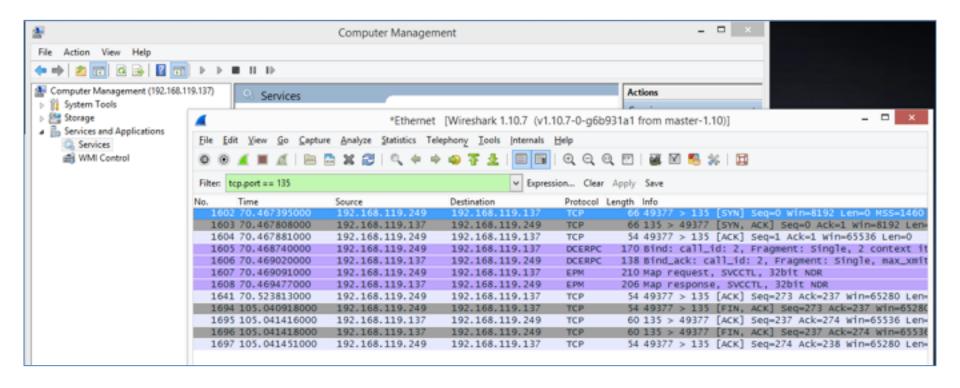
Appears in Task Manager as services.exe

#### DCOM Calls

- Microsoft's priority: make it easy for developers to write software
- A simple registry or parameter change tells a program to use a different process
  - Or even a different machine
- A process can call a COM interface on a different machine on the LAN
  - 10x slower than calling a COM interface on the same machine

# RPC Endpoint Mapper

- Listening on port TCP 135
  - An RPC request in Wireshark



## Maps to UUID Values

- Map request shows available RPC functions
  - Link Ch 6m for details

```
▼ Expression... Clear Apply Save

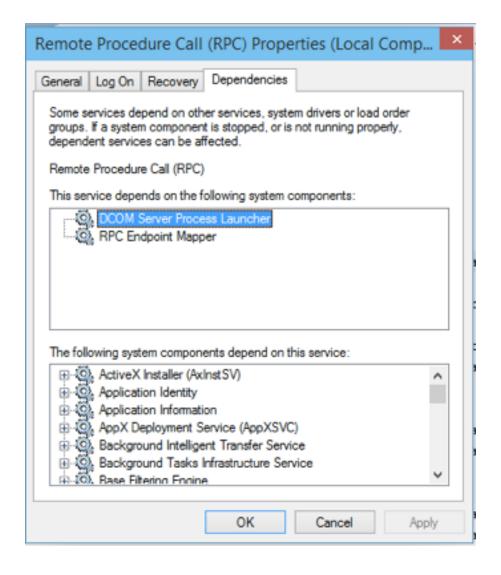
Filter: tcp.port == 135
      Time
                        Source
                                            Destination
                                                                Protocol Length Info
                                                                          170 Bind: call_id: 2, Fragment: Single, 2 context
  1605 70.468740000
                        192.168.119.249
                                            192.168.119.137
                                                                DCERPC
                                                                DCERPC
                                                                          138 Bind_ack: call_id: 2, Fragment: Single, max_x
  1606 70.469020000
                        192, 168, 119, 137
                                            192, 168, 119, 249
                                                                          210 Map request, SVCCTL, 32bit NDR
  1607 70.469091000
                        192, 168, 119, 249
                                            192, 168, 119, 137
                                                                EPM.
  1608 70,469477000
                        192, 168, 119, 137
                                            192, 168, 119, 249
                                                                EPM.
                                                                          206 Map response, SVCCTL, 32bit NDR
 1641 70.523813000
                        192.168.119.249
                                            192.168.119.137
                                                                           54 49377 > 135 [ACK] Seq=273 Ack=237 Win=65280 Ltu
                                                                TCP
      Number of floors: 5

⊟ Floor 1 UUID: SVCCTL

       LHS Length: 19
        Protocol: UUID (0x0d)
        UUID: SVCCTL (367abb81-9844-35f1-ad32-98f038001003)
        Version 2.0
        RHS Length: 2
        Version Minor: 0
   LHS Length: 19
       Protocol: UUID (0x0d)
        UUID: 32bit NDR (8a885d04-1ceb-11c9-9fe8-08002b104860)
        version 2.0
       RHS Length: 2
       Version Minor: 0
```

#### Components that Depend on RPC

- Open Services
- Double-click
   "Remote
   Procedure Call"

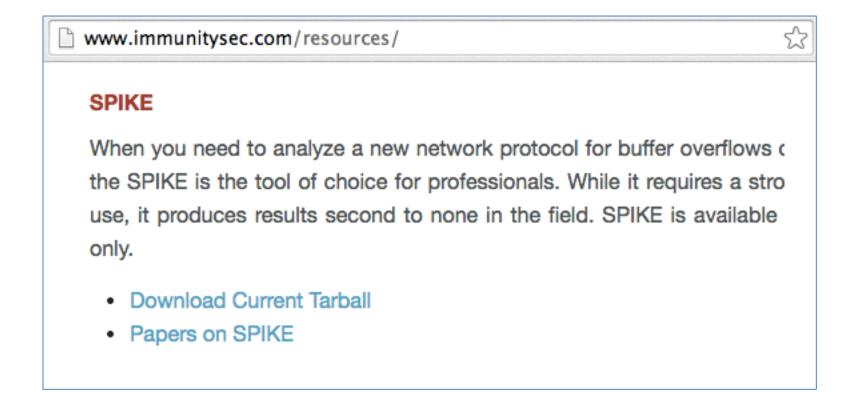


#### Security Implications

- Code can be designed to run in a trusted environment
  - Calling DLLs that are included in your application, or Microsoft DLLs
- And easily adapted to run in an untrusted environment
  - Listening on a network port

#### **DEC-RPC** Exploitation

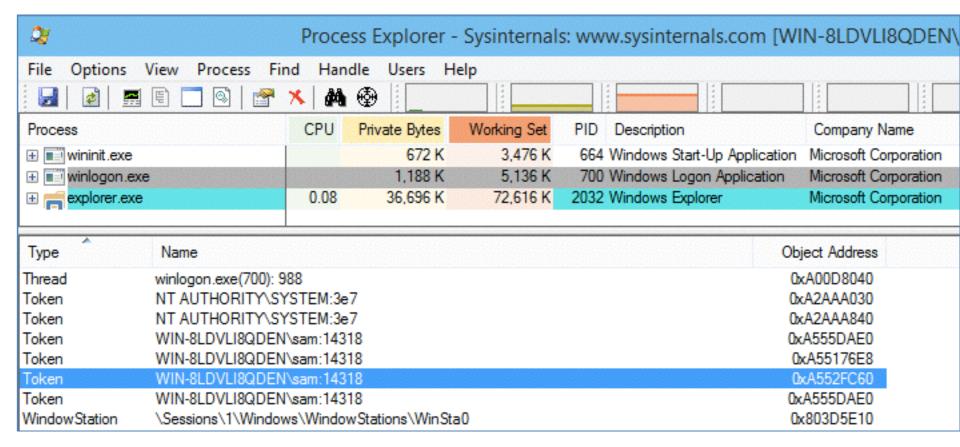
 Recon, fuzz, and exploit with Dave Aitel's SPIKE and other tools



#### Tokens and Impersonation

#### Token

- A token is a 32-bit integer like a file handle
- Defines user rights



### **Exploiting Token Handling**

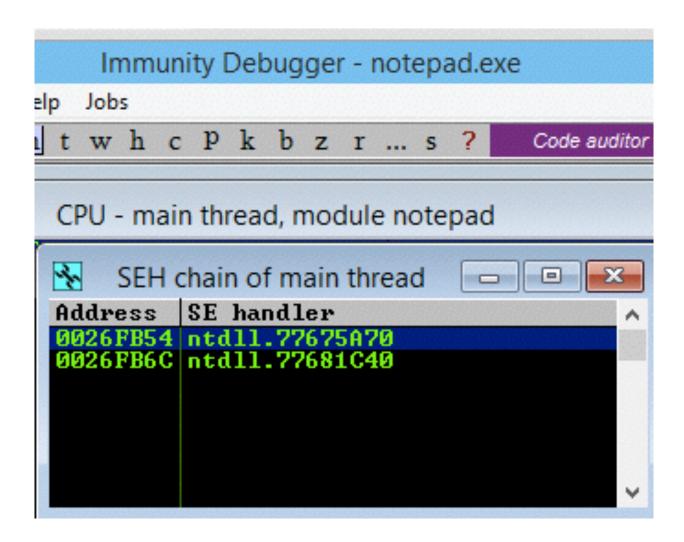
- Attacker can create threads and copy any available token to them
- There are typically tokens available for any user that has recently authenticated

# **Exception Handling**

#### Structured Exception Handler (SEH)

- When an illegal operation occurs, such as
  - Divide by zero
  - Attempt to execute non-executable memory
  - Attempt to use invalid memory location
- The processor sends an Exception
- The OS can handle it, with an error message or a Blue Screen of Death
- But the application can specify custom exception handlers

### SEH in Immunity Debugger



#### **Exploiting the SEH**

- Overwrite the pointer to the SEH chain
- Overwrite the function pointer for the handler on the stack
- Overwrite the default exception handler

# Debuggers

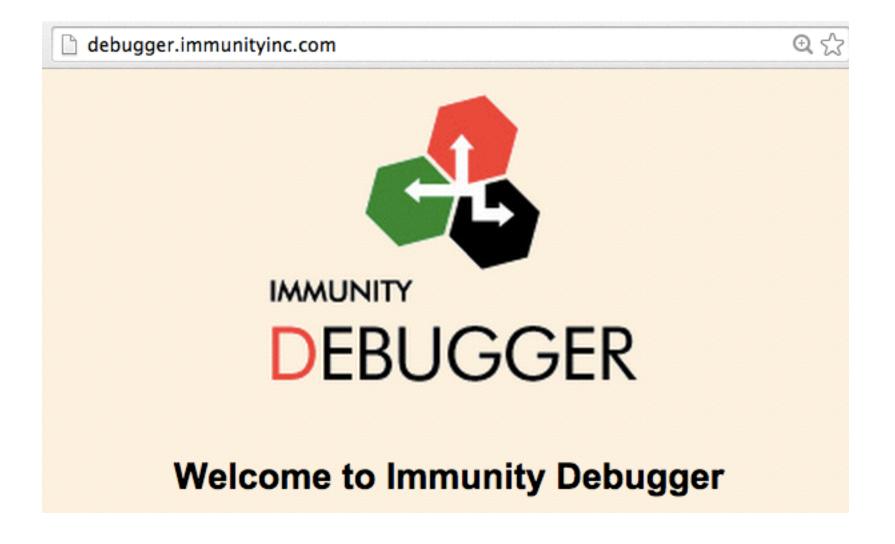
#### Three Options

- SoftICE
  - Old, powerful, difficult to install
- WinDbg
  - Use by Microsoft
  - Can debug the kernel, using a serial cable and two computers
    - Or Ethernet, for Win 8 or later
    - Or LiveKD and one machine
  - UI is terrible
- OllyDbg
  - Very popular but apparently abandoned

### OllyDbg

- OllyDbg version 1.10 is very nice
- OllyDbg 2.x is terrible, giving false results, and useless
- No later version seems to be available

### Immunity Debugger



#### Immunity Debugger

- Based on OllyDbg
- Still alive and under development
- Used by many exploit developers

## Immunity Debugger

