

Contents

Foreword	xxvii
Chapter 1 Security Coding	1
Introduction	2
C/C++	3
Language Characteristics	3
C	3
Security	4
Hello, World! Example	5
Data Types	5
Flow Control	8
Functions	9
Classes (C++ Only)	10
Case Study: Fourier Estimation	12
Fourier Estimation Code	12
Java	14
Language Characteristics	15
Object Oriented	15
Platform Independence	16
Multithreading	16
Security	16
Advanced Features	16
Hello, World!	17
Data Types	17
Flow Control	18
Methods	20
Classes	20
GET HTTP Headers	22
C#	23
Business Case for Migrating to C#	24
Language Characteristics	24
Object-Oriented	24
Other Features	25
Security	25
C#'s Hello, World!	26

Data Types	26
Flow Control	27
Methods	29
Classes	30
C# Threading	31
Case Study: Command Line IP Address Parsing	32
Perl	40
Data Types	41
Operators	42
A Sample Perl Script	45
Analysis	46
Special Variables	46
Pattern Matching and Substitution	47
Regular Expression Modifiers	48
Canonical Perl Tools	49
I Am a Perl Coder!	49
Analysis	50
A Log Modification Utility	50
Execution	53
Analysis	53
Python	55
InlineEgg	56
Analysis	57
Analysis	58
Summary	60
Solutions Fast Track	61
Links to Sites	62
Frequently Asked Questions	63
Chapter 2 NASL Scripting	65
Introduction	66
History	66
Goals of NASL	66
Simplicity and Convenience	67
Modularity and Efficiency	67
Safety	67
NASL's Limitations	67
NASL Script Syntax	68
Comments	68
Variables	68
Operators	70
Control Structures	74
Writing NASL Scripts	77
Writing Personal-use Tools in NASL	78
Networking Functions	78
HTTP Functions	78
Packet Manipulation Functions	78

String Manipulation Functions	79
Cryptographic Functions	79
The NASL Command Line Interpreter	79
Programming in the Nessus Framework	80
Descriptive Functions	80
Case Study: The Canonical NASL Script	82
Porting to and from NASL	86
Logic Analysis	86
Identify Logic	86
Pseudo Code	87
Porting to NASL	88
Porting to NASL from C/C++	89
Porting from NASL	94
Summary	95
Solutions FastTrack	95
Links to Sites	97
Frequently Asked Questions	97
Chapter 3 BSD Sockets	99
Introduction	100
Introduction to BSD Sockets Programming	100
TCP Clients and Servers	101
Compilation	102
Example Execution	102
Analysis	102
Compilation	105
Analysis	105
Analysis	106
UDP Clients and Server	107
Compilation	109
Example Execution	109
Analysis	109
Compilation	111
Example Execution	111
Analysis	111
Compilation	113
Example Execution	113
Analysis	113
Compilation	115
Example Execution	115
Analysis	115
Socket Options	116
Analysis	118
Network Scanning with UDP Sockets	118
Compilation	125
Example Execution	125

Analysis	125
Network Scanning with TCP Sockets	127
Compilation	136
Example Execution	136
Analysis	136
Threading and Parallelism	139
Summary	141
Solutions Fast Track	141
Links to Sites	143
Frequently Asked Questions	143
Chapter 4 Windows Sockets (Winsock)	145
Introduction	146
Winsock Overview	146
Winsock 2.0	148
Linking through Visual Studio 6.0	148
Linking through Source Code	148
Analysis	150
Case Study: Using WinSock to Grab a Web Page	153
Analysis	154
Writing Client Applications	154
Analysis	156
Writing Server Applications	158
Analysis	160
Writing Exploit and Vulnerability Checking Programs	161
Analysis	167
Analysis	168
Summary	169
Solutions Fast Track	170
Frequently Asked Questions	170
Case Study: Using WinSock to Execute a Web Attack	172
Analysis	173
Case Study: Using Winsock to Execute a Remote Buffer Overflow	174
Analysis	176
Chapter 5 Java Sockets	177
Introduction	178
An Overview of TCP/IP	178
TCP Clients	179
Compilation	181
Example Execution	181
Analysis	182
IP Addresses and Hostname Resolution	183

Example Execution	184
Analysis	184
Example Execution	185
Analysis	185
Text-Based Input/Output: The LineNumberReader Class	186
Compilation	188
Example Execution	188
Analysis	189
TCP Servers	189
Compilation	192
Example Execution	192
Analysis	192
Using a Web Browser to Connect to <i>TCPServer1</i>	193
Handling Multiple Connections	194
Compilation	200
Example Execution	200
Analysis	201
WormCatcher	204
Compilation	207
Example Execution	207
Analysis	208
UDP Clients and Servers	209
Compilation	213
Example Execution	214
Analysis	214
Summary	217
Solutions Fast Track	217
Frequently Asked Questions	218
Chapter 6 Writing Portable Code	221
Introduction	222
UNIX and Microsoft Windows Porting Guide	222
Pre-compiler Directives	222
Using ifdefs	223
Determining the Operating System	225
Example Execution	226
Analysis	226
Byte Ordering	226
Example Execution	227
Analysis	228
Process Creation and Termination	229
exec	229
Example Execution	229
Analysis	230
Example Execution	230
Analysis	230
Example Execution	233

Analysis233
fork234
exit234
Multithreading234
Thread Creation234
Example Execution235
Analysis235
Example Execution237
Analysis237
Thread Coordination237
Example Execution239
Analysis239
Example Execution241
Analysis241
Signals242
Analysis243
Analysis244
File Handling244
Analysis245
Analysis246
Directory Handling247
Analysis248
Analysis249
Analysis250
Libraries250
Dynamic Loading of Libraries252
Analysis254
Analysis255
Daemon/Win32 Service Programming256
Example Execution257
Analysis258
Analysis261
Memory Management262
Analysis263
Command-line Argument Processing263
Analysis264
Analysis266
Example Execution267
Analysis268
Integer Data Types267
Analysis267
Summary269
Solutions Fast Track269
Frequently Asked Questions269

Chapter 7 Portable Network Programming	273
Introduction	274
BSD Sockets and Winsock	274
Winsock Requirements	274
Analysis	276
Portable Components	276
Return Values	276
Analysis	277
Analysis	277
Analysis	278
Extended Error Information	278
Analysis	280
The API	280
Winsock 2.0 Extensions	280
read(), write()	280
socket()	280
Analysis	282
connect()	282
Analysis	285
bind()	285
Analysis	287
listen()	287
Analysis	290
accept()	290
Analysis	293
select()	293
Analysis	297
send(), sendto()	298
Analysis	301
recv(), recvfrom()	301
Analysis	304
Close(), Closesocket()	305
Analysis	306
setsockopt()	307
Analysis	309
Ioctl(), Ioctlsocket()	309
Analysis	311
Raw Sockets	312
API Overview	312
Header Files	312
IP(v4) Header File:	313
ICMP Header File:	315
UDP Header File:	315
TCP Header File (tcp.h):	316
Local IP Address Determination	317

User Supplied317
Listing Interfaces318
Example Execution321
Analysis322
Pcap and WinPcap323
Example Execution327
Analysis328
Summary329
Solutions Fast Track329
Frequently Asked Questions330
Chapter 8 Writing Shellcode I	333
Introduction334
Overview of Shellcode334
The Tools335
The Assembly Programming Language335
Windows vs UNIX Assembly339
The Addressing Problem339
Using the call and jmp Trick339
Pushing the Arguments340
The NULL Byte Problem341
Implementing System Calls342
System Call Numbers342
System Call Arguments343
System Call Return Values344
Remote Shellcode345
Port Binding Shellcode345
Socket Descriptor Reuse Shellcode346
Local Shellcode348
execve Shellcode348
setuid Shellcode349
chroot Shellcode350
Windows Shellcode354
Summary359
Solutions Fast Track360
Links to Sites362
Mailing Lists362
Frequently Asked Questions363
Chapter 9 Writing Shellcode II	365
Introduction366
Shellcode Examples366
The Write System Call368
Analysis369
Analysis371
execve Shellcode372
Analysis373

Analysis	373
Analysis	375
Analysis	376
Analysis	378
Analysis	379
Execution	380
Port Binding Shellcode	380
Analysis	381
The socket System Call	383
Analysis	383
The bind System Call	383
The listen System Call	384
Analysis	384
The accept System Call	385
Analysis	385
The dup2 System Calls	385
Analysis	385
The execve System Call	386
Analysis	386
Analysis	389
Reverse Connection Shellcode	391
Analysis	393
Socket Reusing Shellcode	394
Analysis	395
Analysis	395
Reusing File Descriptors	396
Analysis	396
Analysis	398
Analysis	399
Analysis	399
Analysis	400
Analysis	401
Analysis	402
Encoding Shellcode	402
Analysis	403
Analysis	405
Execution Analysis	407
Reusing Program Variables	407
Open-Source Programs	408
Analysis	409
Closed-Source Programs	409
Execution Analysis	410
Analysis	411
OS-Spanning Shellcode	411
Analysis	412
Understanding Existing Shellcode	412

Analysis414
Summary416
Solutions Fast Track416
Links to Sites418
Mailing Lists418
Frequently Asked Questions419
Chapter 10 Writing Exploits I	421
Introduction422
Targeting Vulnerabilities422
Remote and Local Exploits423
Analysis424
Format String Attacks424
Format Strings424
Analysis425
Analysis425
Fixing Format String Bugs426
Case Study: xlockmore User-Supplied Format String Vulnerability	
CVE-2000-0763427
Vulnerability Details427
Exploitation Details427
Analysis429
TCP/IP Vulnerabilities429
Race Conditions430
File Race Conditions430
Signal Race Conditions431
Case Study: man Input Validation Error432
Vulnerability Details432
Summary435
Solutions Fast Track435
Links to Sites436
Frequently Asked Questions437
Chapter 11 Writing Exploits II	439
Introduction440
Coding Sockets and Binding for Exploits440
Client-Side Socket Programming441
Analysis441
Analysis442
Server-Side Socket Programming442
Analysis444
Stack Overflow Exploits444
Memory Organization444
Stack Overflows446
Finding Exploitable Stack Overflows in Open-Source Software449
Case Study: X11R6 4.2 XLOCALEDIR Overflow450
The Vulnerability450

The Exploit	452
Conclusion	454
Finding Exploitable Stack Overflows in Closed-Source Software	454
Heap Corruption Exploits	455
Doug Lea Malloc	456
Analysis	458
Case Study: OpenSSL SSLv2 Malformed Client Key Remote Buffer Overflow Vulnerability CAN-2002-0656	459
The Vulnerability	460
Exploitation	460
The Complication	461
Improving the Exploit	462
Conclusion	463
Exploit Code for OpenSSL SSLv2 Malformed Client Key Remote Buffer Overflow	463
System V Malloc	468
Analysis	470
Analysis	471
Integer Bug Exploits	472
Integer Wrapping	472
Analysis	473
Analysis	474
Bypassing Size Checks	475
Analysis	475
Analysis	476
Other Integer Bugs	476
Case Study: OpenSSH Challenge Response Integer Overflow	477
Vulnerability CVE-2002-0639	477
Vulnerability Details	477
Exploitation Details	478
Case Study: UW POP2 Buffer Overflow Vulnerability CVE-1999-0920	480
Vulnerability Details	480
Summary	488
Solutions Fast Track	488
Links to Sites	489
Frequently Asked Questions	490
Chapter 12 Writing Exploits III	491
Introduction	492
Using the Metasploit Framework	492
Exploit Development with Metasploit	498
Determining the Attack Vector	499
Finding the Offset	499
Selecting a Control Vector	504
Finding a Return Address	509
Using the Return Address	513

Determining Bad Characters514
Determining Space Limitations515
Nop Sleds517
Choosing a Payload and Encoder518
Integrating Exploits into the Framework527
Understanding the Framework527
Analyzing an Existing Exploit Module528
Overwriting Methods533
Summary534
Solutions Fast Track534
Links to Sites535
Frequently Asked Questions536
Chapter 13 Writing Security Components.....	539
Introduction540
COM540
COM Objects540
COM Interfaces541
IUnknown541
Calling Convention541
The COM Runtime541
COM Object Implementation542
COM Registration543
HKEY_CLASSES_ROOT\CLSID544
HKEY_CLASSES_ROOT\CLSID\ {xxxxxxxx-xxxx-xxxx-xxxx-xxxxxxxxxxxx}544
InprocServer32544
LocalServer32544
COM IN-PROCESS Server Implementation544
DllGetClassObject545
DllCanUnloadNow545
DllRegisterServer545
DllUnregisterServer545
ATL546
C++ Templates546
ATL Client Technologies547
Smart Pointers547
Datatype Support548
BSTR548
VARIANT548
ATL Server Technologies550
Class Composition550
Interface Definition Language553
Class Registration556
COM IN-PROCESS Server Implementation559
The _AtlModule Global Variable559

DLL Exports	560
Module Entry Point	561
COM OUT-OF-PROCESS Server Implementation	561
Module Entry Point	562
ATL Attributes	563
Module Attribute	564
Interface Attributes	565
Component Attribute	566
Adding COM Extensions to the RPCDump Tool	567
COM EXE Server Implementation	568
Analysis	570
Control Flow	571
Analysis	572
Application Integration Routines	573
Analysis	574
Tool Interface Definition	575
IRpcEnum	576
IEndpointCollection	577
IEndpoint	578
Component Classes	578
Analysis	579
Analysis	580
Analysis	583
Application Integration: COMSupport.h	584
Analysis	585
Application Integration: RPCDump.C	585
Analysis	585
Analysis	586
Analysis	586
Analysis	586
Analysis	587
Analysis	587
Summary	587
Solutions Fast Track	588
Links to Sites	588
Frequently Asked Questions	589
Chapter 14 Creating a Web Security Tool	593
Introduction594
Design594
Attack Signature Format594
Signatures595
In-Depth Analysis595
Sockets and Execution596
Analysis603
Parsing605

Analysis608
Analysis614
Header Files616
Compilation619
Execution619
The Usage Screen620
Tool Output620
Summary621
Solutions Fast Track621
Links to Sites622
Frequently Asked Questions622
Appendix A Glossary	625
Appendix B Security Tool Compendium.....	633
Source Code Auditing633
Shellcode Tools634
Debuggers634
Compilers634
Hardware Simulators635
Security Libraries636
Vulnerability Analysis636
Network Traffic Analysis637
Packet Generation638
Scanners638
Appendix C Exploit Archives.....	639
Online Exploit Archives640
Appendix D Syscall Reference	641
exit(int)642
open(file, flags, mode)642
close(filedescriptor)642
read(filedescriptor, pointer to buffer, amount of bytes)642
write(filedescriptor, pointer to buffer, amount of bytes)642
execve(file, file + arguments, environment data)642
socketcall(callnumber, arguments)642
socket(domain, type, protocol)643
bind(file descriptor, sockaddr struct, size of arg 2)643
listen (file descriptor, number of connections allowed in queue)643
accept (file descriptor, sockaddr struct, size of arg 2)643
Appendix E Data Conversion Reference.....	645
Index	653