

第五季极客挑战赛 逆向部分writeup

原创

dreaming_waiting 于 2015-03-19 17:08:24 发布 628 收藏

分类专栏: CTF--逆向 文章标签: python ctf reverse

版权声明: 本文为博主原创文章, 遵循CC 4.0 BY-SA 版权协议, 转载请附上原文出处链接和本声明。

本文链接: https://blog.csdn.net/lxx_nico/article/details/44460761

版权

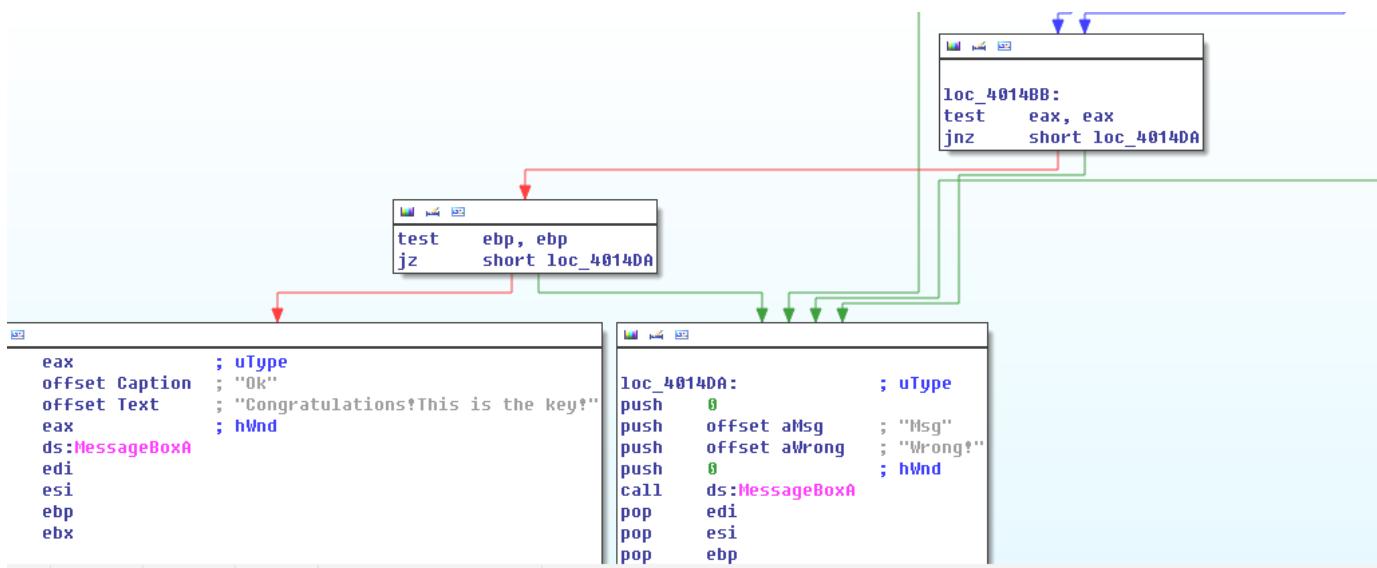


[CTF--逆向 专栏收录该内容](#)

7 篇文章 0 订阅

订阅专栏

1. Reverse-ruhua



```
{  
    v5 = NULL;  
}  
CWnd::GetWindowTextA((char *)v1 + 160, v3, 20);  
CWnd::GetWindowTextA((char *)v1 + 96, v5, 20);  
v6 = strlen(v3);  
v7 = strlen(v5);  
if ( v6 > 0xA || v7 > 0xA || (sub_401500(v3), sub_401530(v5), strcmp(v3, v5)) || !v6 )  
    result = MessageBoxA(NULL, "Wrong!", "Msg", 0);  
else  
    result = MessageBoxA(NULL, "Congratulations!This is the key!", "Ok", 0);  
return result;  
}
```

明显, 我们要分析的是sub_401500和sub_401530

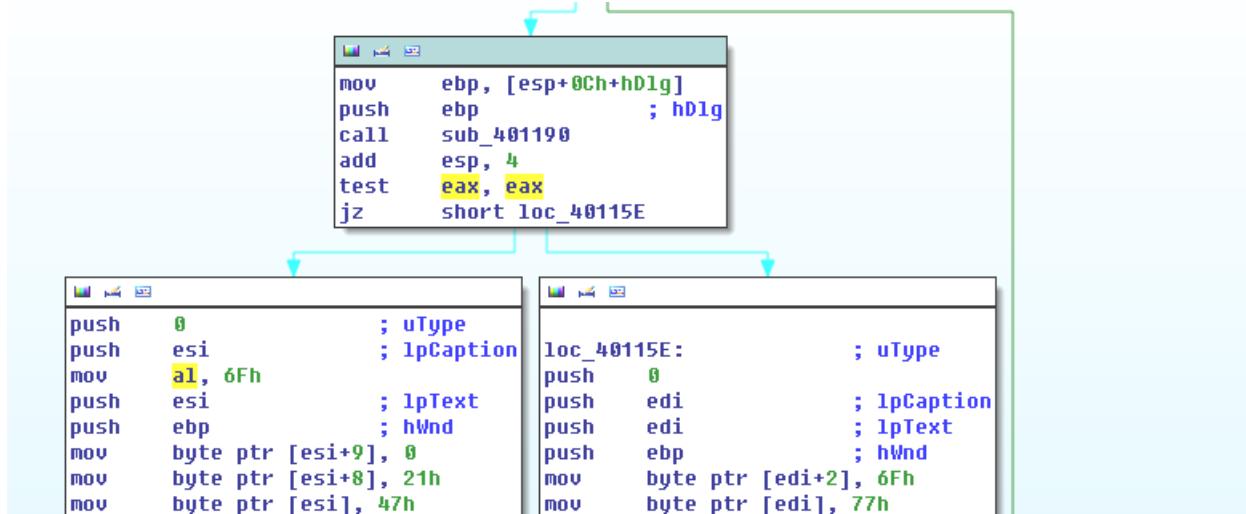
```
unsigned int __cdecl sub_401500(const char *a1)  
{  
    unsigned int result; // eax@1  
    unsigned int v2; // kr04_401  
  
    result = 0;  
    v2 = strlen(a1) + 1;  
    if ( v2 != 1 )  
    {
```

```
\n    do\n    {\n        a1[result] = (a1[result] ^ 3) - 20;\n        ++result;\n    }\n    while ( result < v2 - 1 );\n}\nreturn result;\n}\n\n\nunsigned int __cdecl sub_401530(const char *a1)\n{\n    unsigned int result; // eax@1\n    unsigned int v2; // kr04_4@1\n\n    result = 0;\n    v2 = strlen(a1) + 1;\n    if ( v2 != 1 )\n    {\n        do\n        {\n            a1[result] = (a1[result] + 2) ^ 0x10;\n            ++result;\n        }\n        while ( result < v2 - 1 );\n    }\n    return result;\n}
```

看懂就用python算出来

```
Python:\nusername = raw_input("Username: ") \npassword = ''\nfor i in range(len(username)):\n    password += chr(((ord(username[i])^3)-20)^16)-2)\nprint "Password:" + password
```

1. reverse -cm2

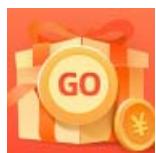


Sub_401190是关键!

```
signed int v2; // ecx@2
char v3; // al@3
signed int v4; // eax@15
CHAR String; // [sp+10h] [bp-18h]@1
int flag[1]; // [sp+11h] [bp-17h]@1
int flag[5]; // [sp+15h] [bp-13h]@1
int flag[9]; // [sp+19h] [bp-Fh]@1
int flag[12]; // [sp+1Dh] [bp-Bh]@1
int v11; // [sp+21h] [bp-7h]@1
_int16 v12; // [sp+25h] [bp-3h]@1
char v13; // [sp+27h] [bp-1h]@1

flag[1] = 0;
flag[5] = 0;
flag[9] = 0;
```

针对这里的原来IDA自动定义的v5,v6,v7改过来，分别是flag[1],flag[2]。。等等的，然后我们就可以得到一系列的等式，最后直接用笔推算就没问题了。



[创作打卡挑战赛 >](#)

[赢取流量/现金/CSDN周边激励大奖](#)