

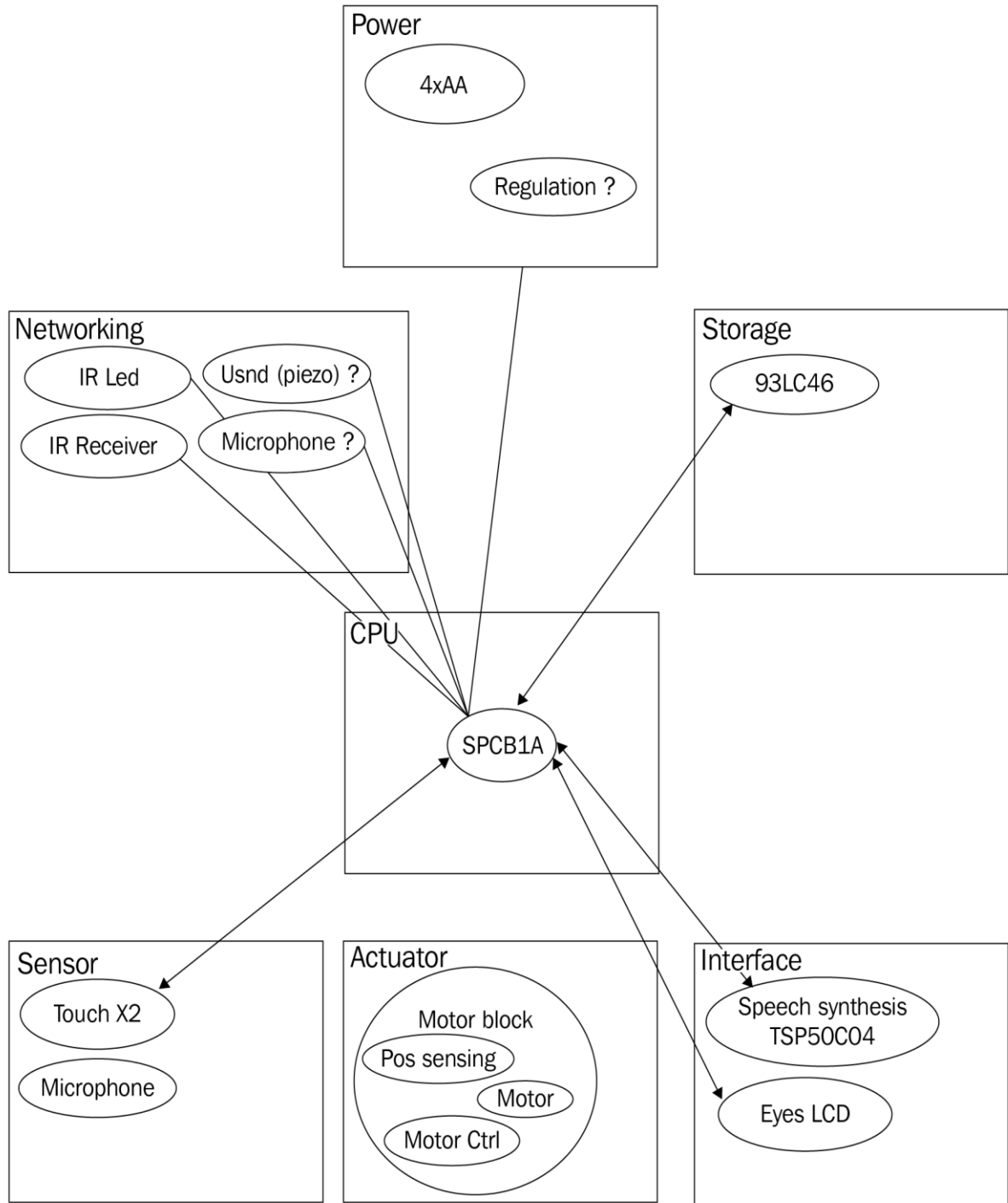
Chapter 1: Setting Up Your Pentesting Lab and Ensuring Lab Safety.

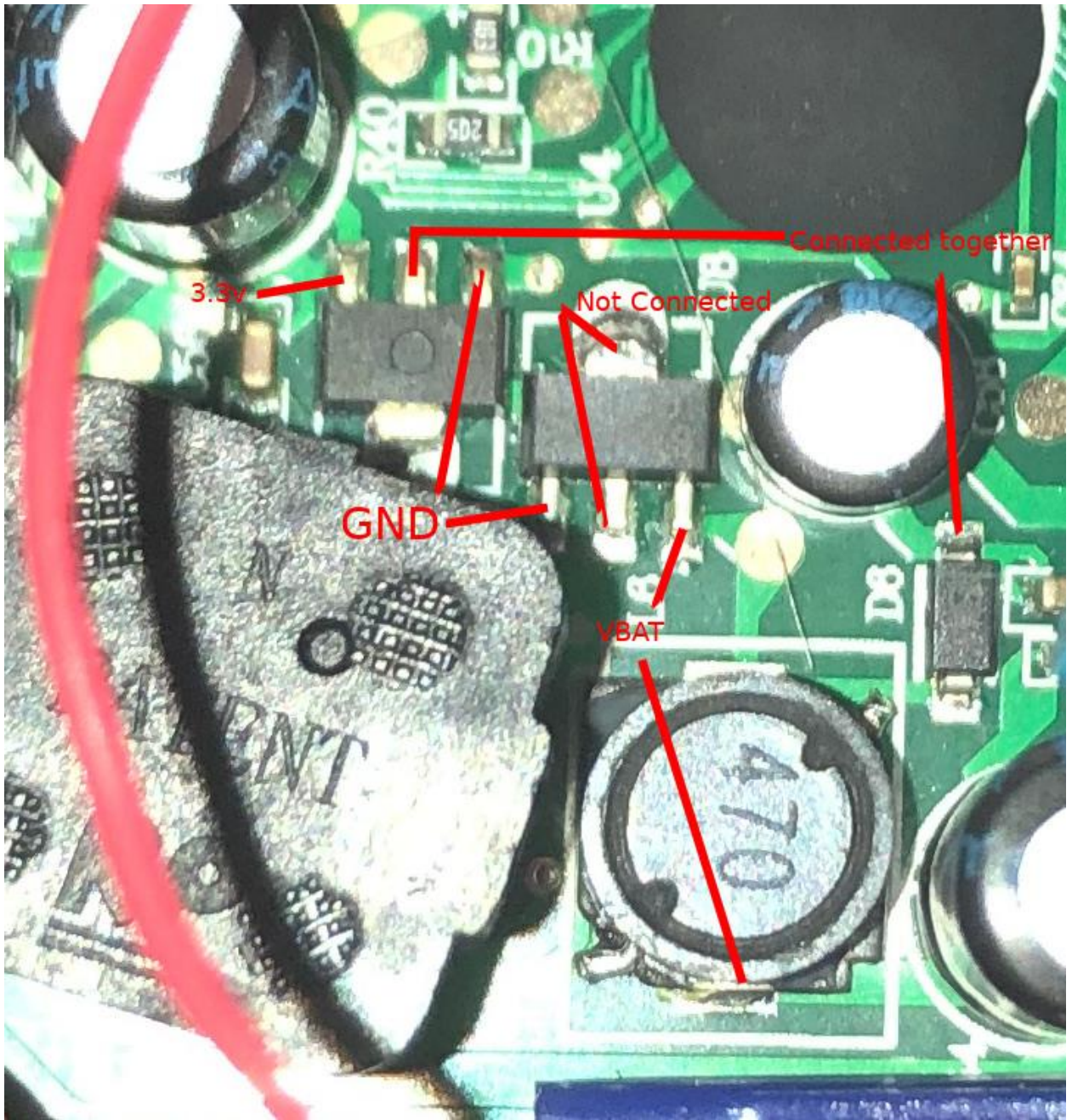
No Images

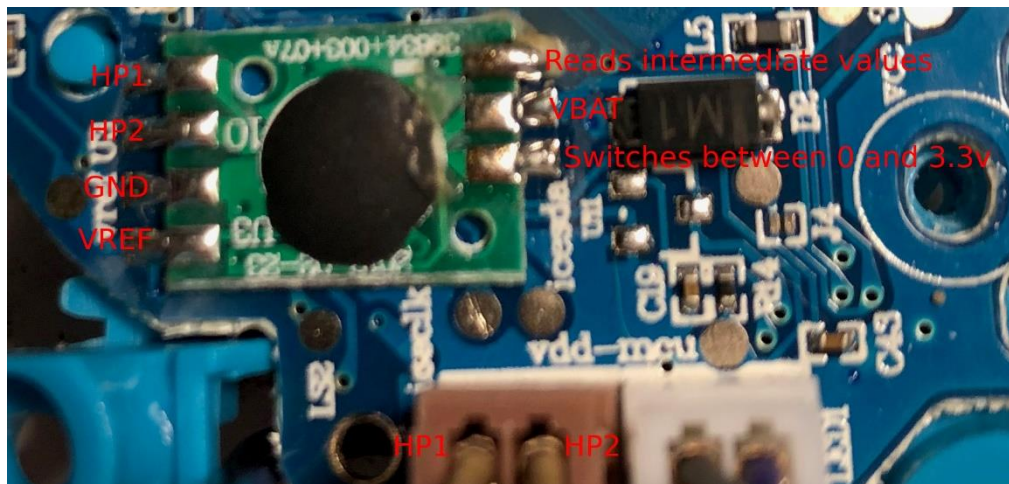
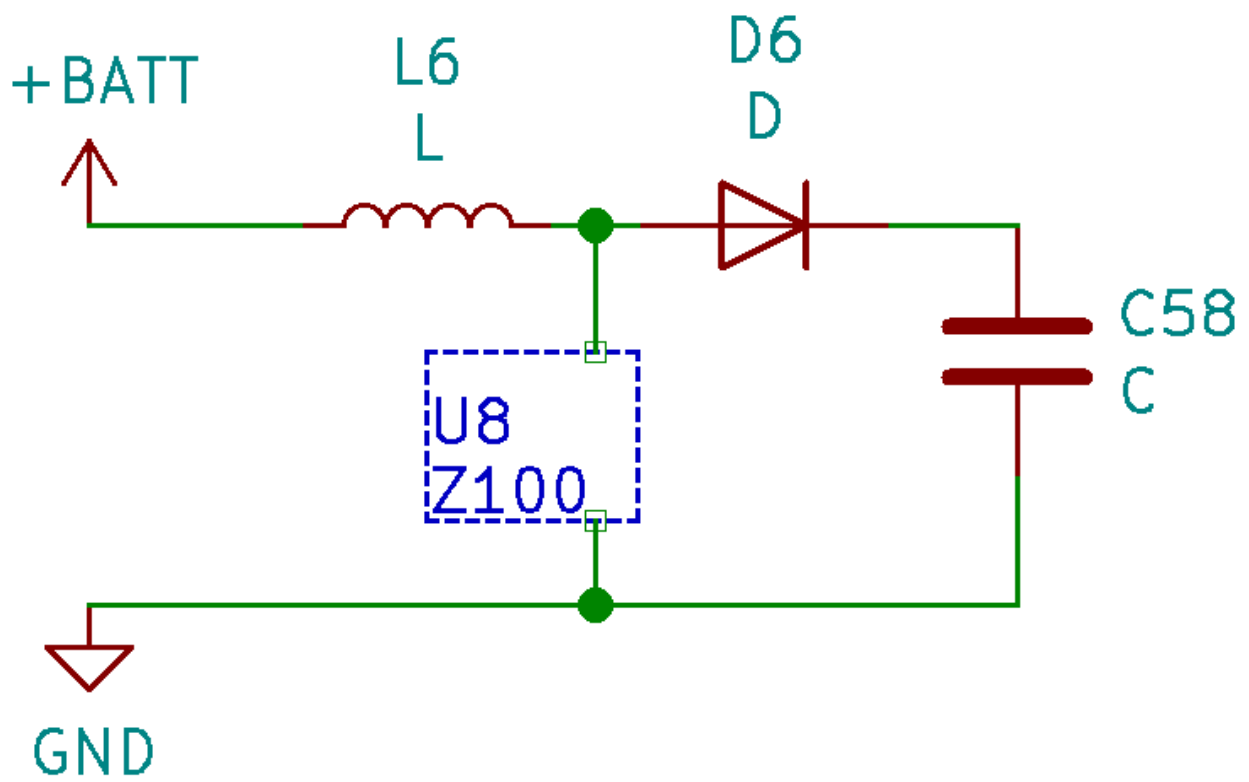
Chapter 2: Understanding Your Target.

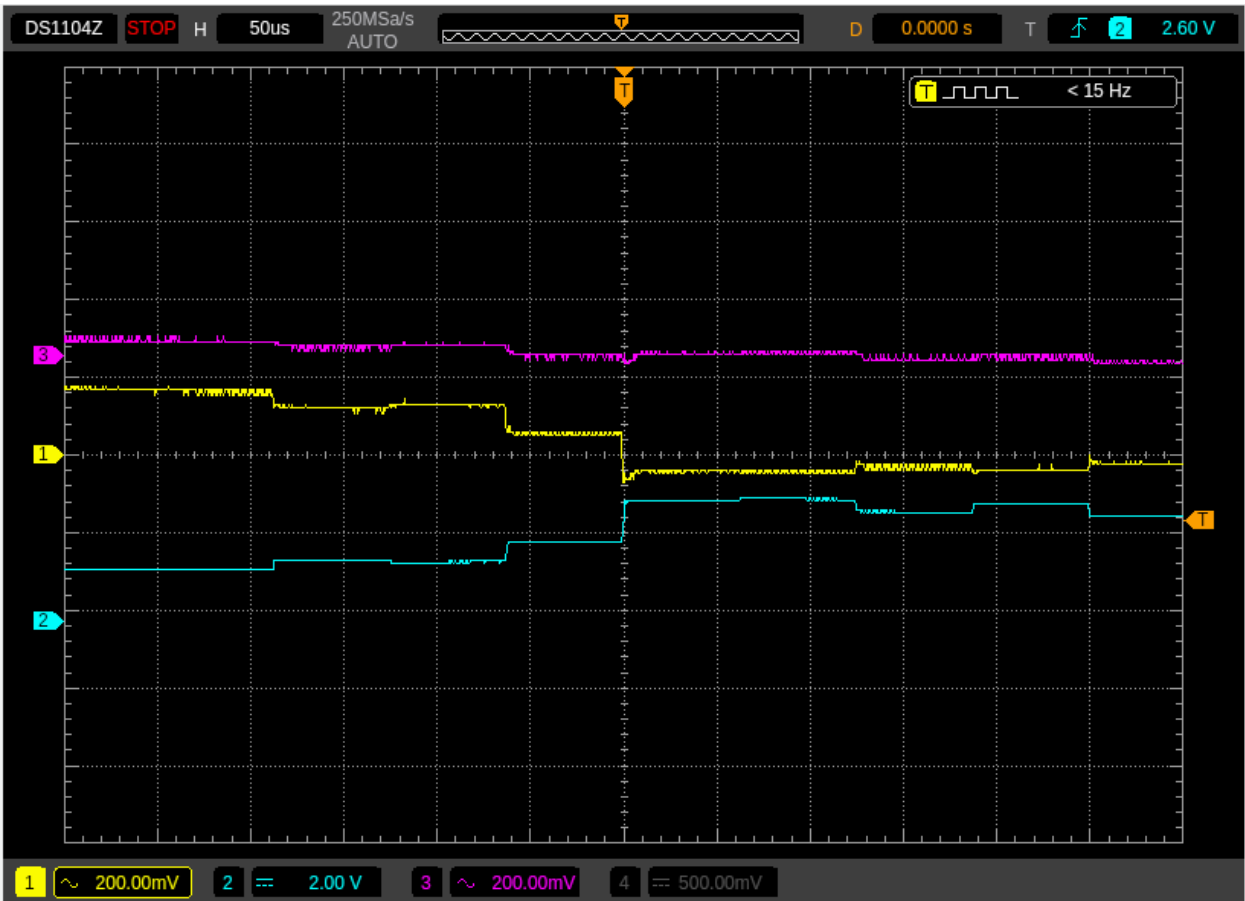
No Images.

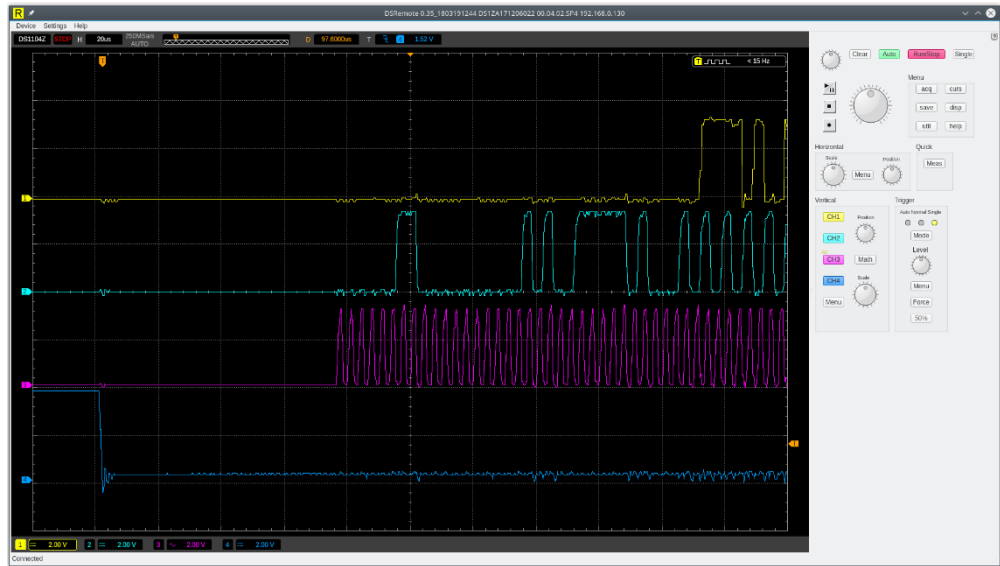
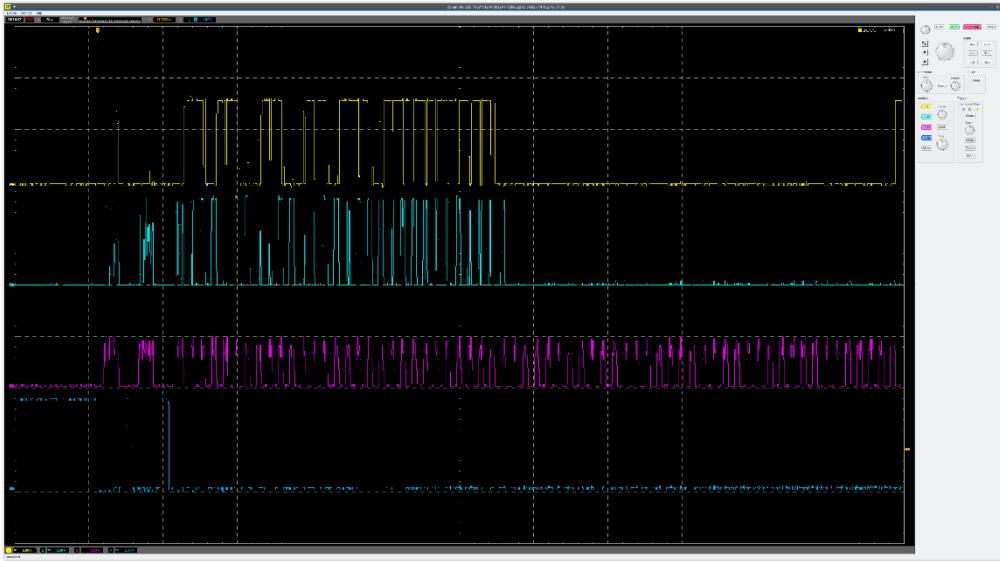
Chapter 3: Identifying the Components of Your Target.



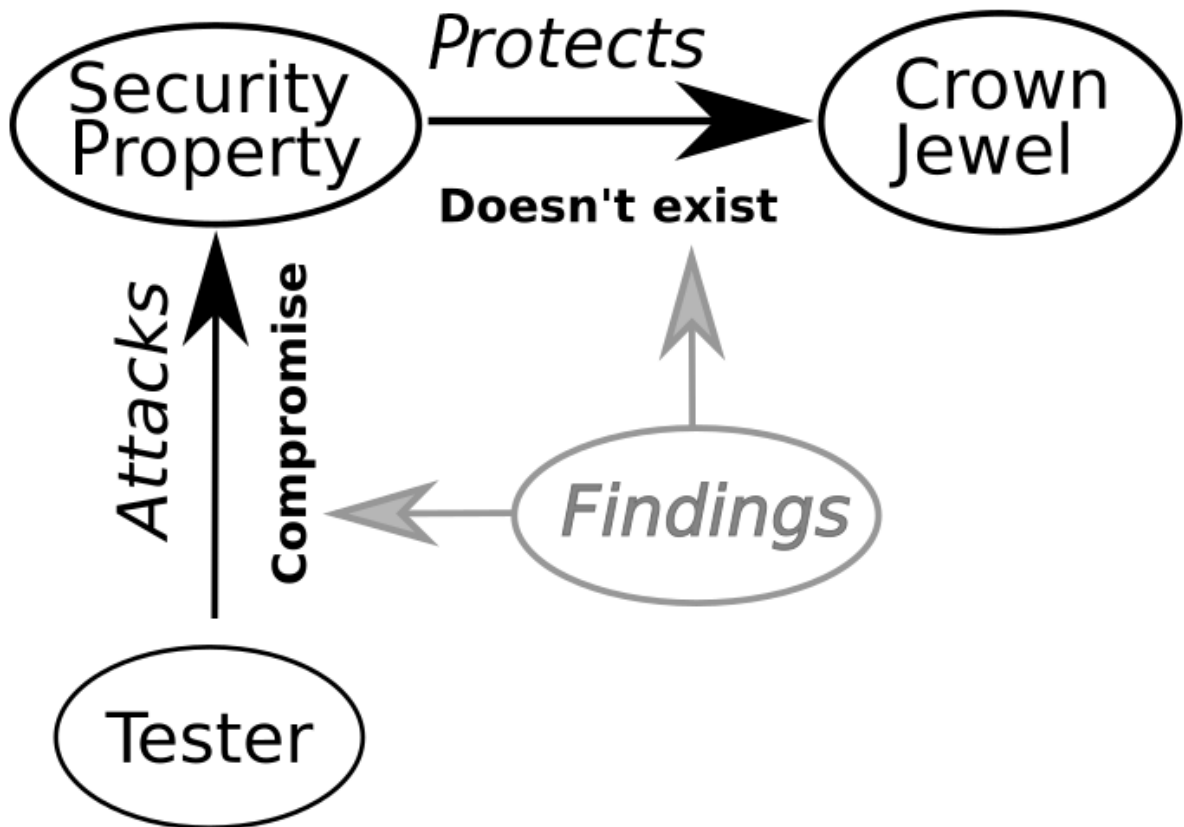








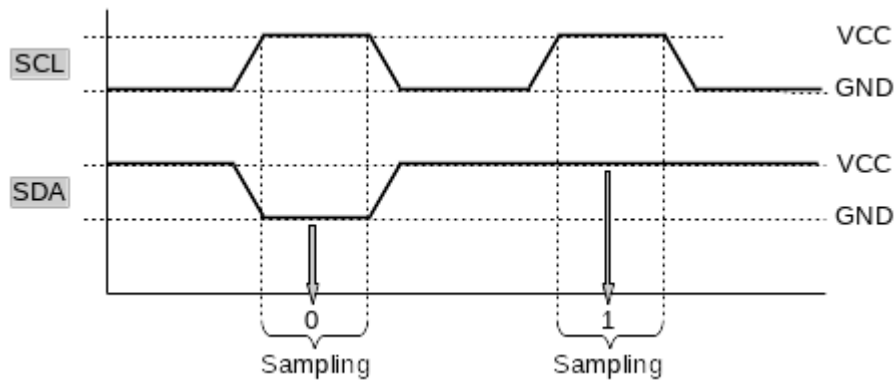
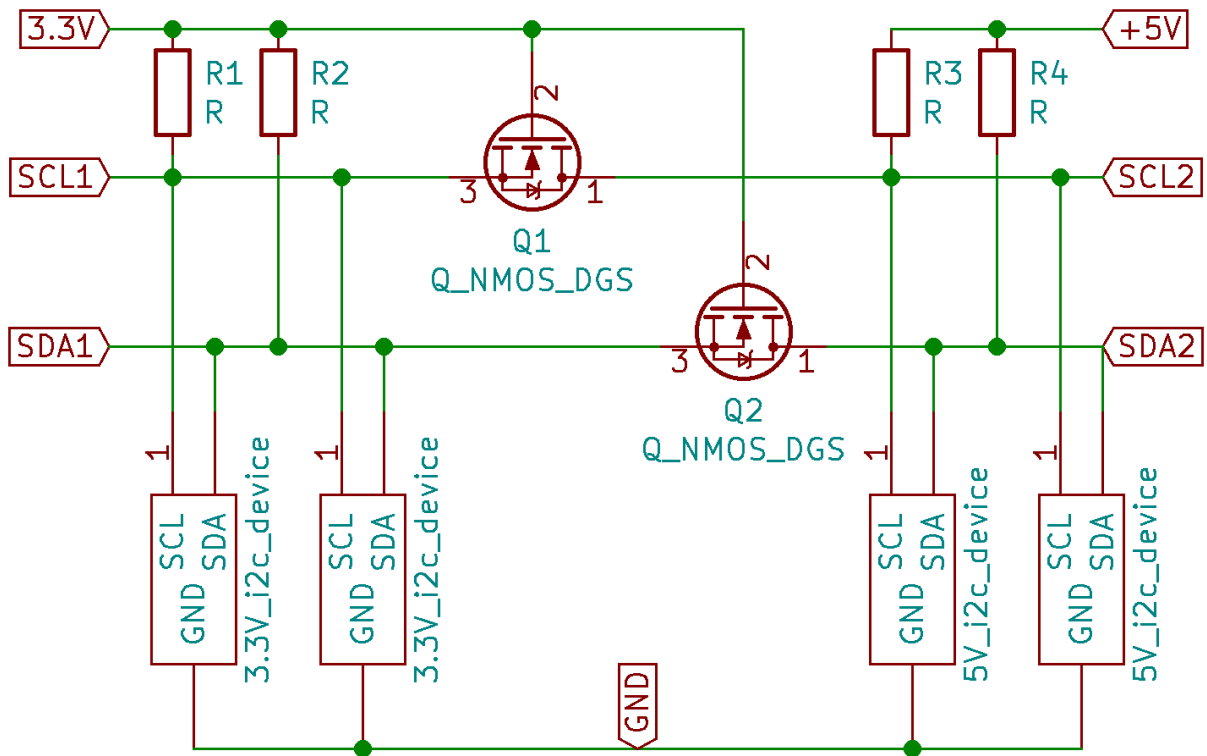
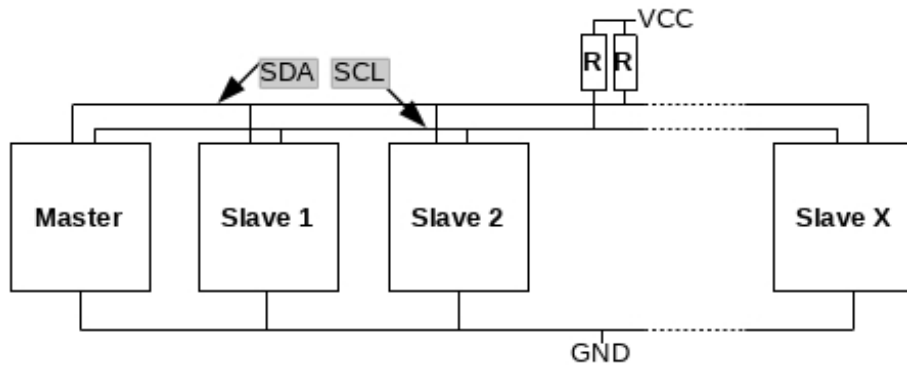
Chapter 4: Approaching and Planning the Test.

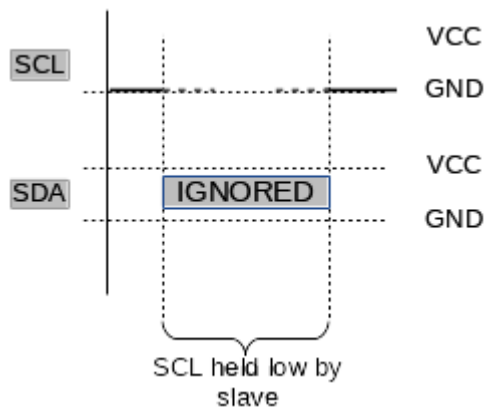
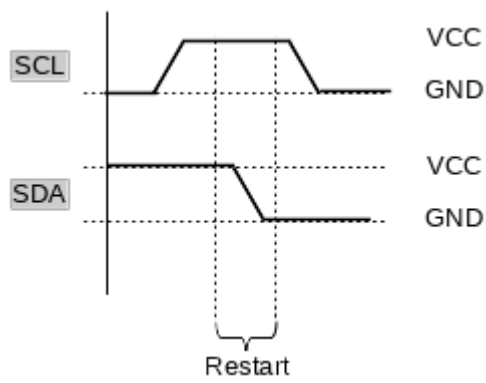
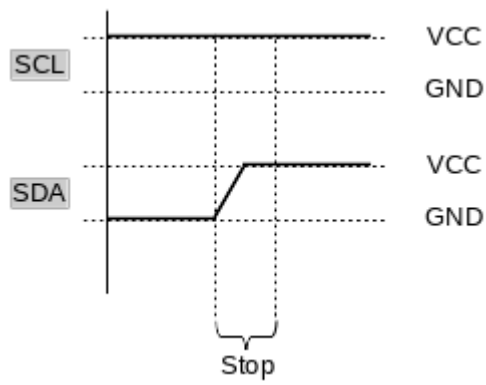
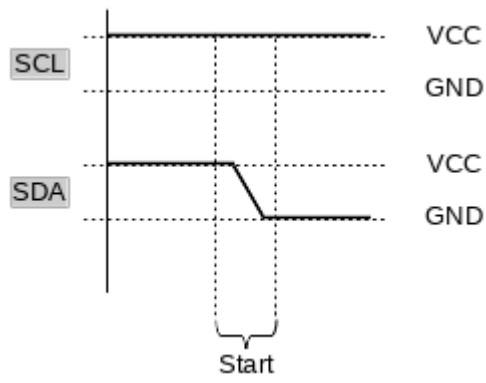


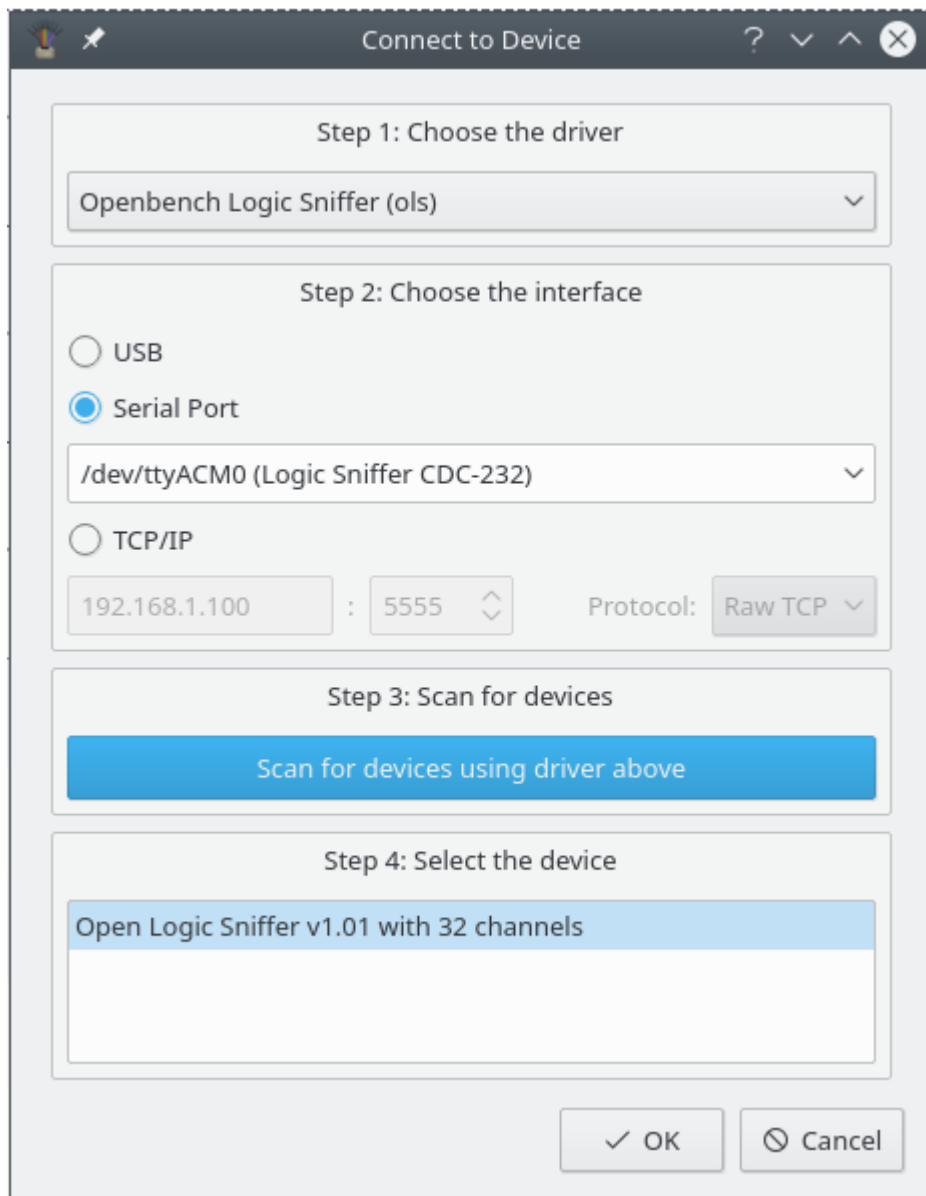
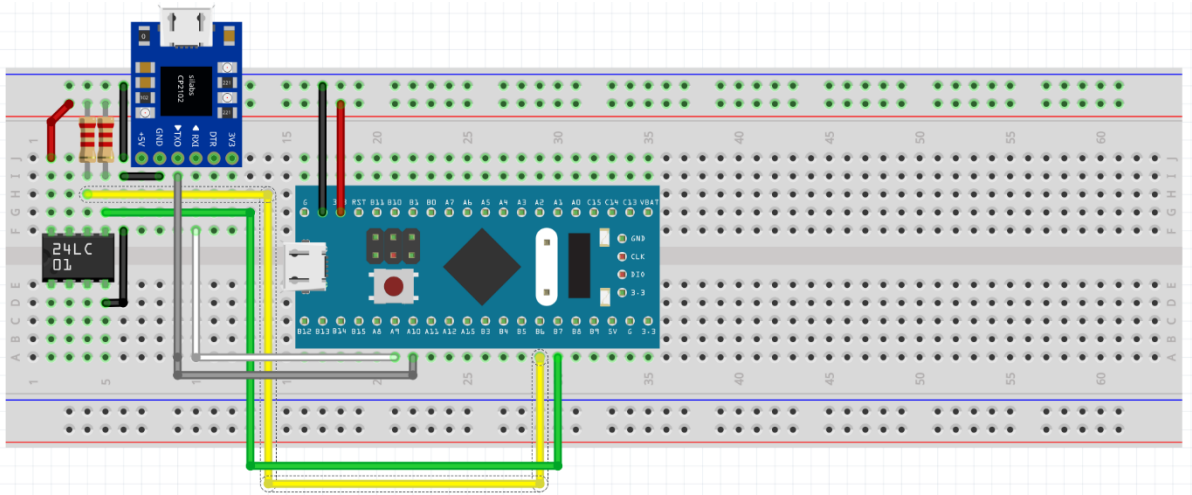
Chapter 5: Our Main Attack Platform.

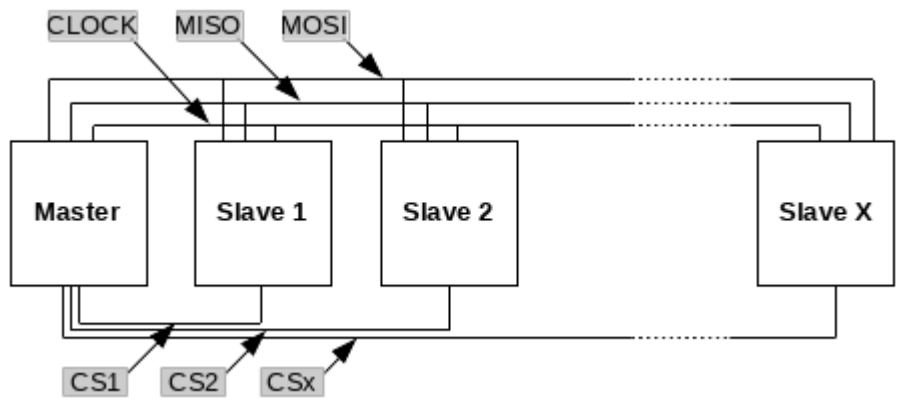
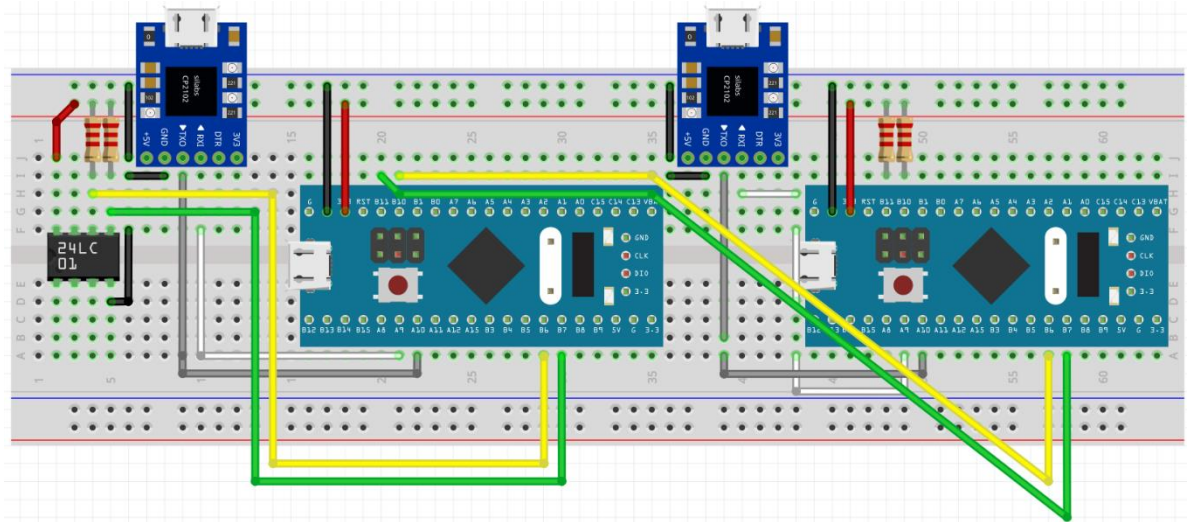
No Images

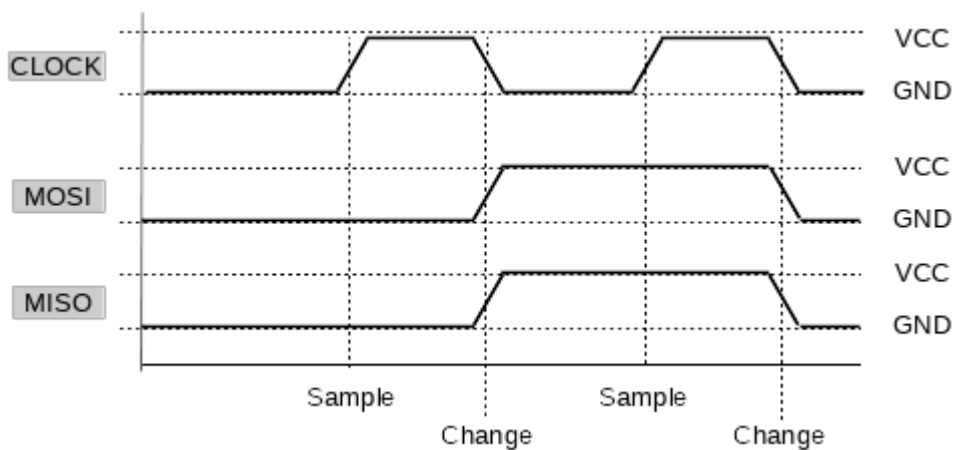
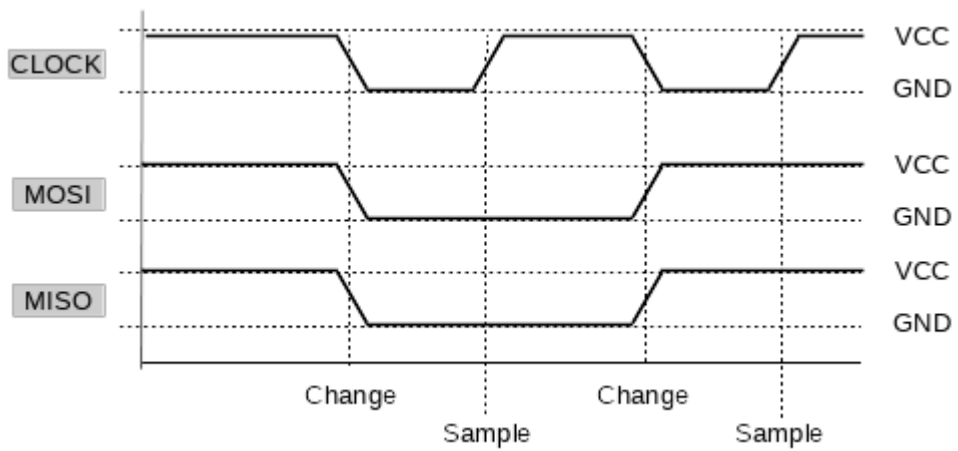
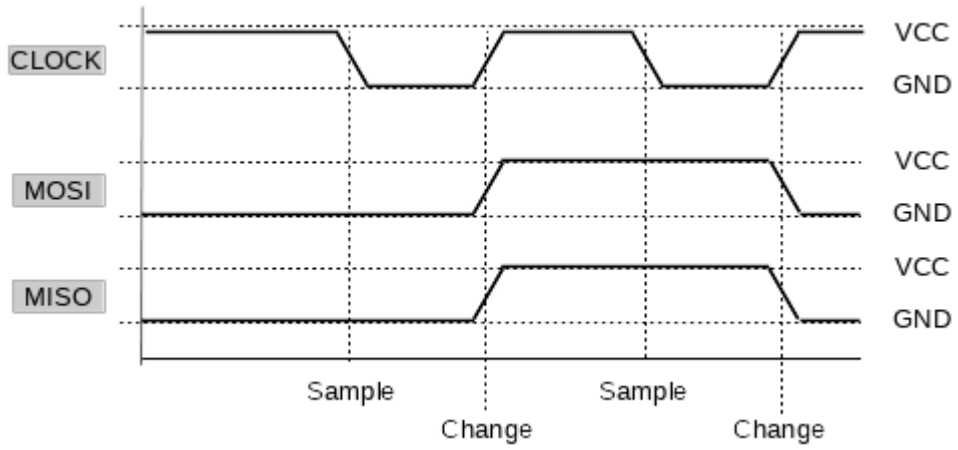
Chapter 6: Sniffing and Attacking the Most Common Protocols.

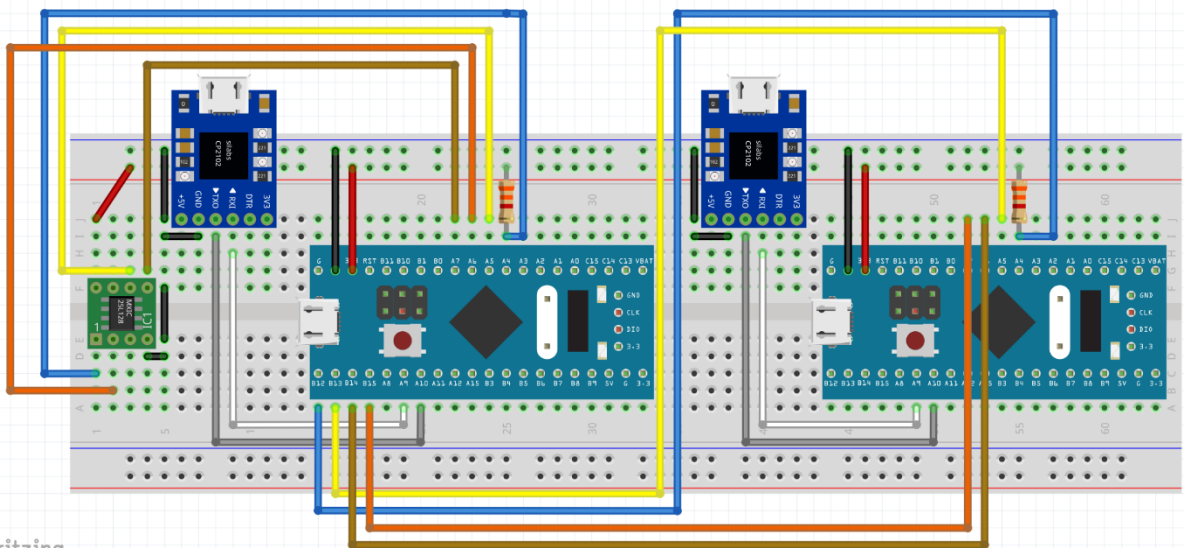
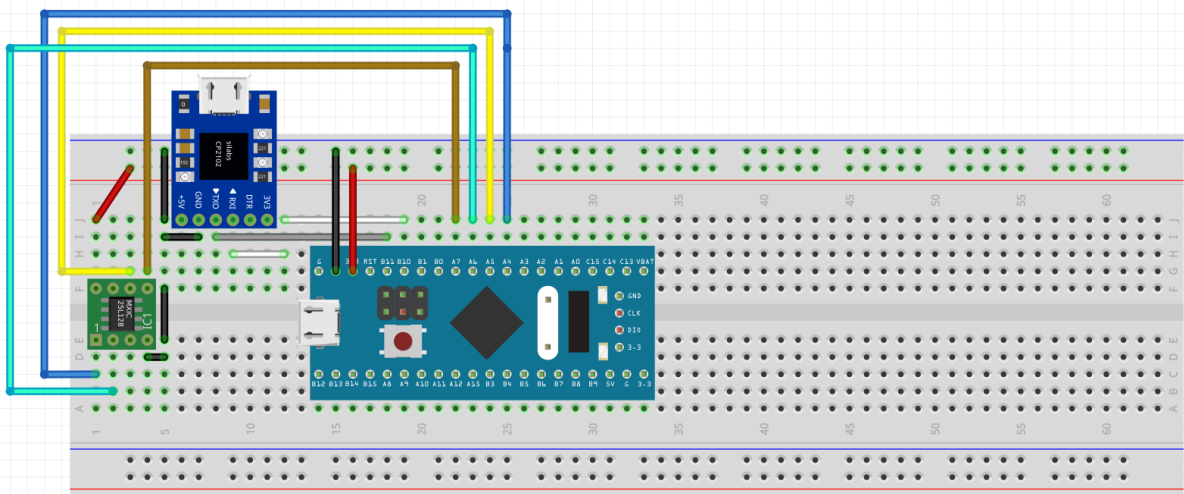
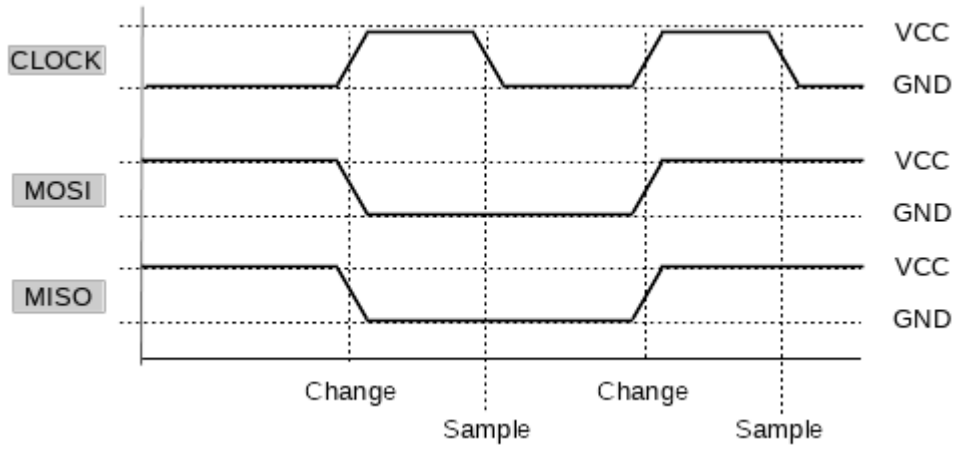




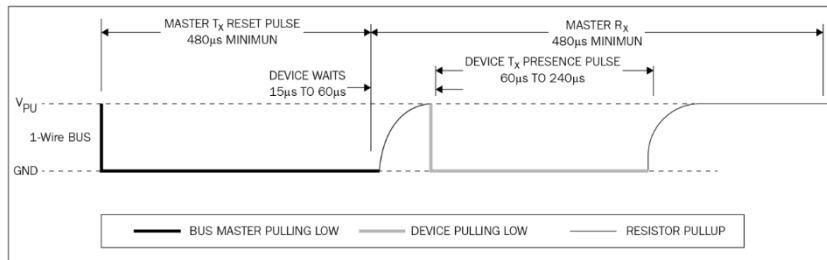
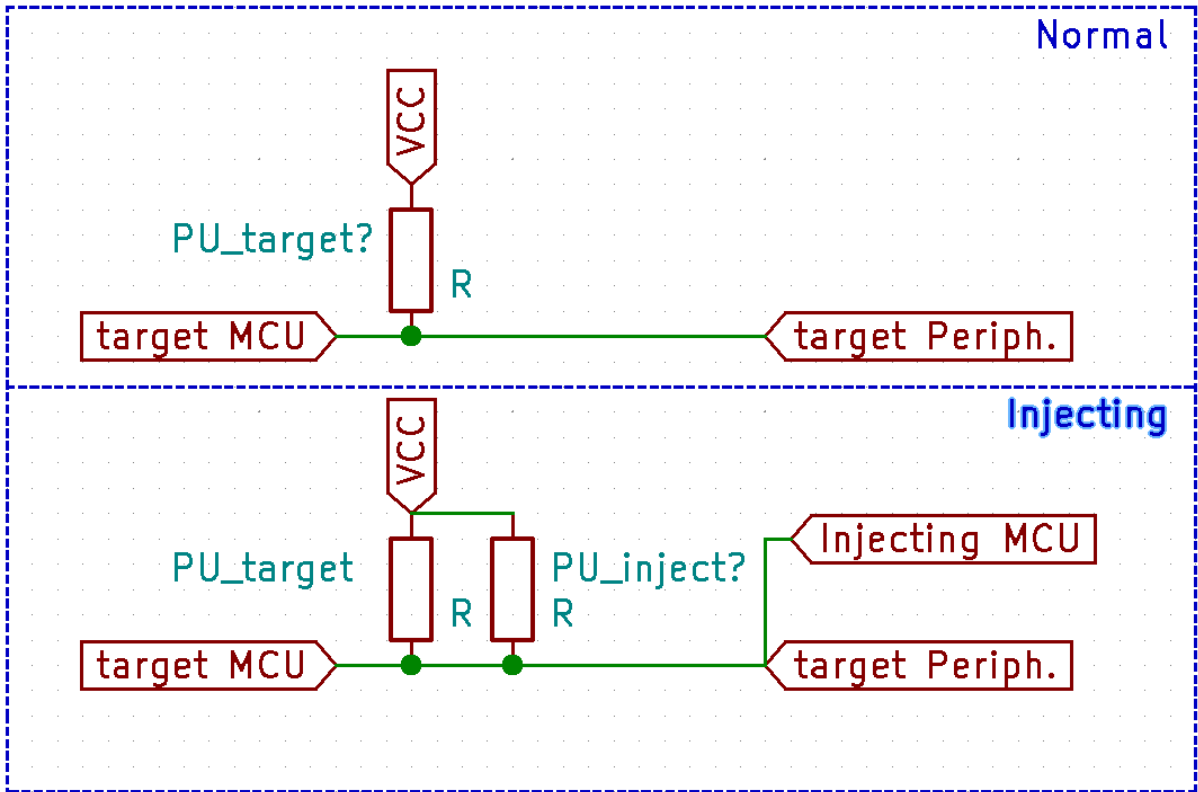


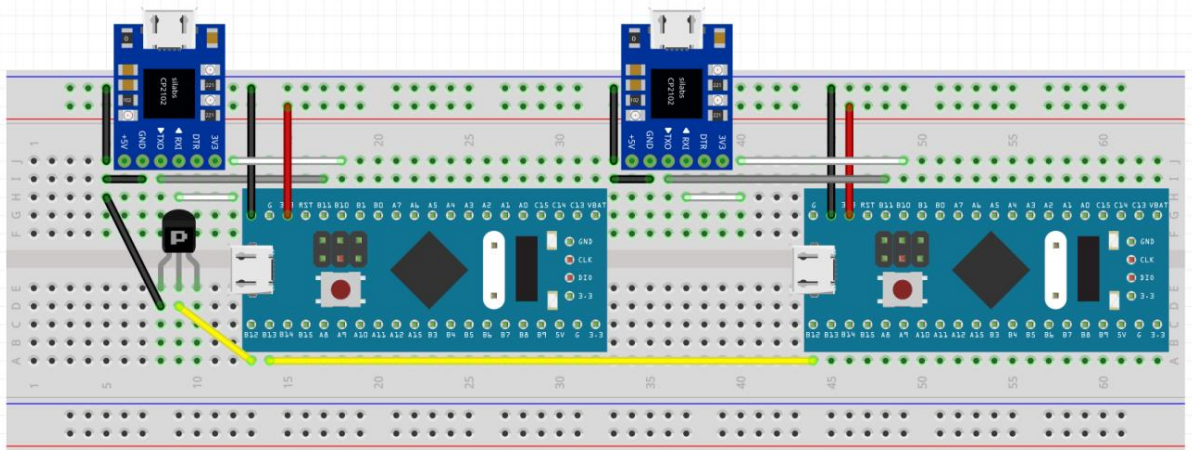
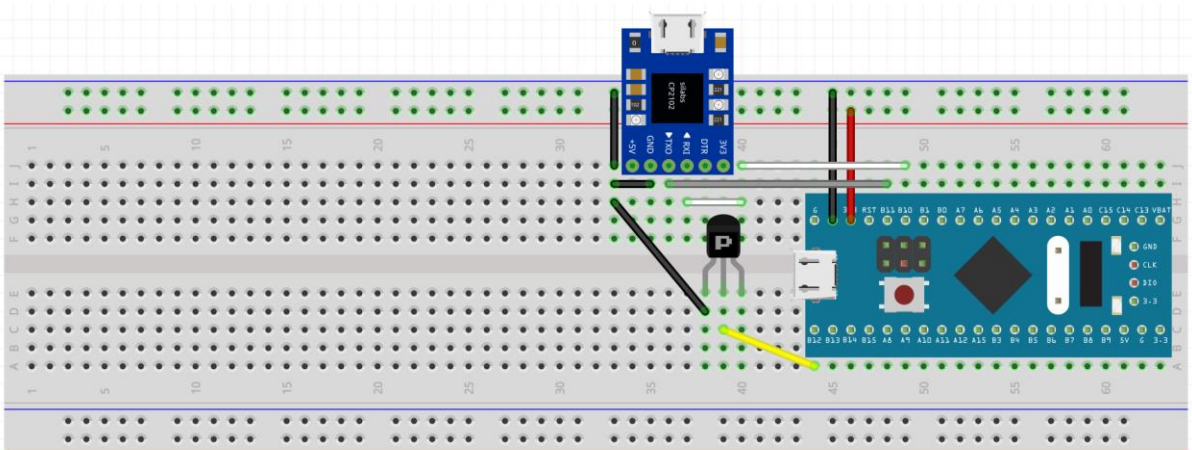
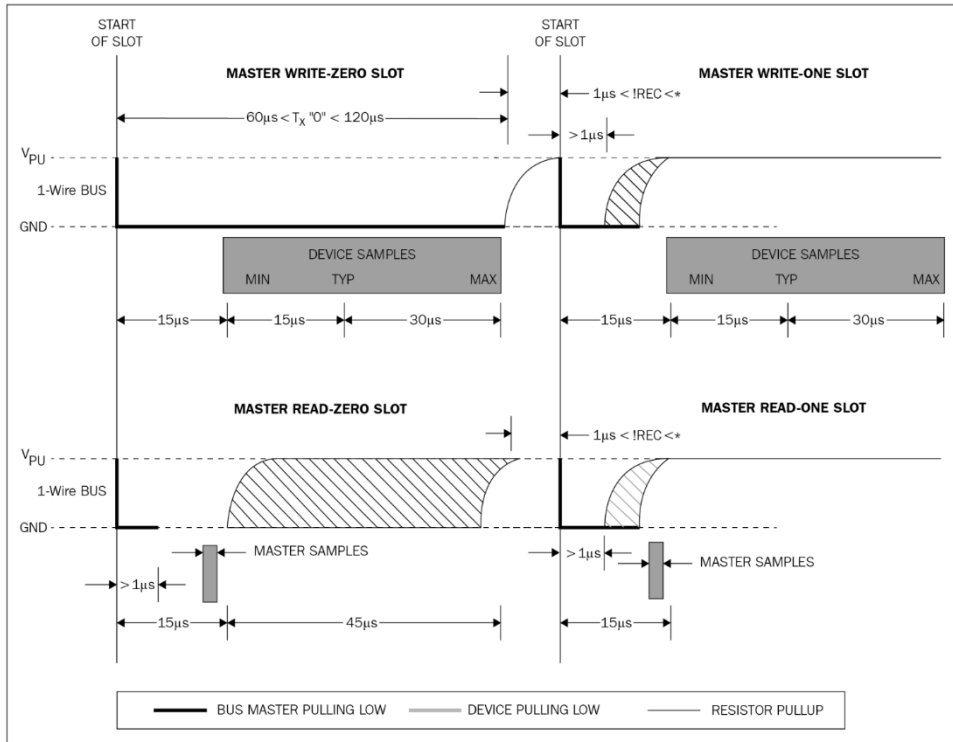


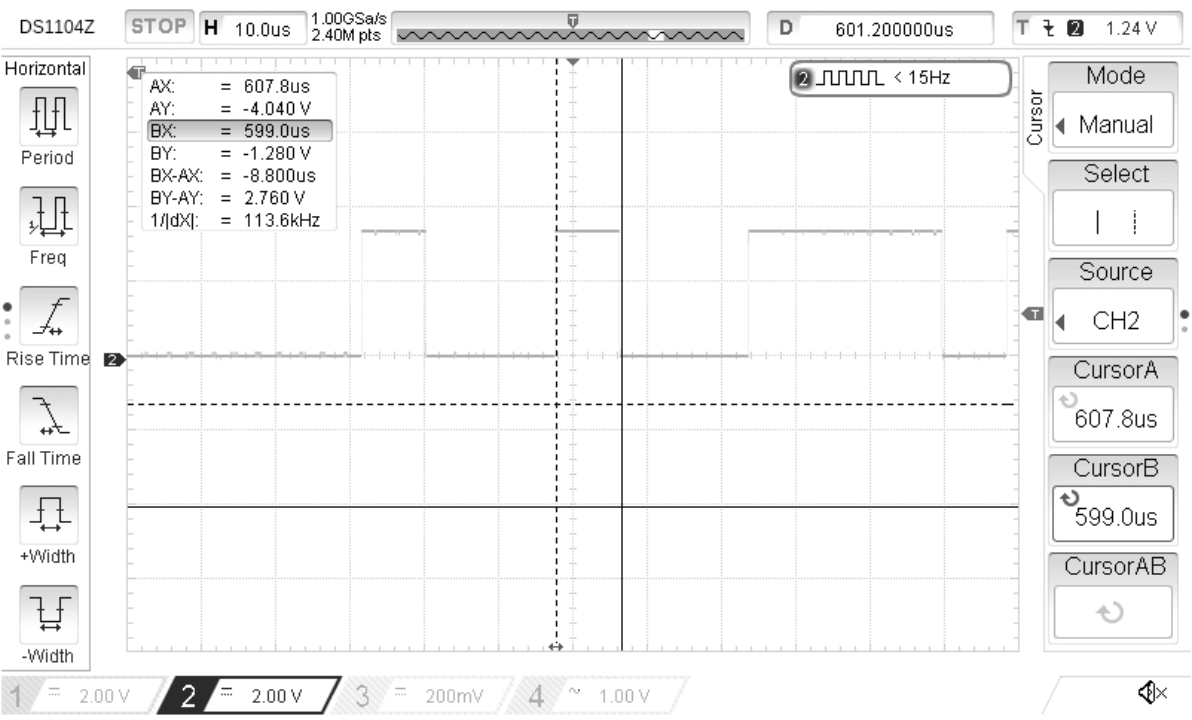




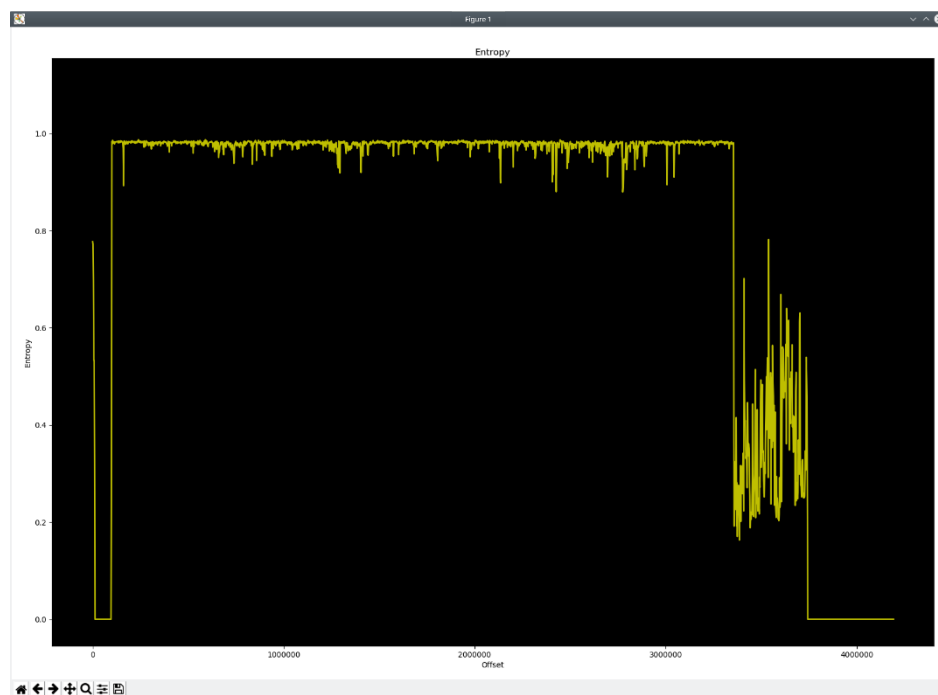
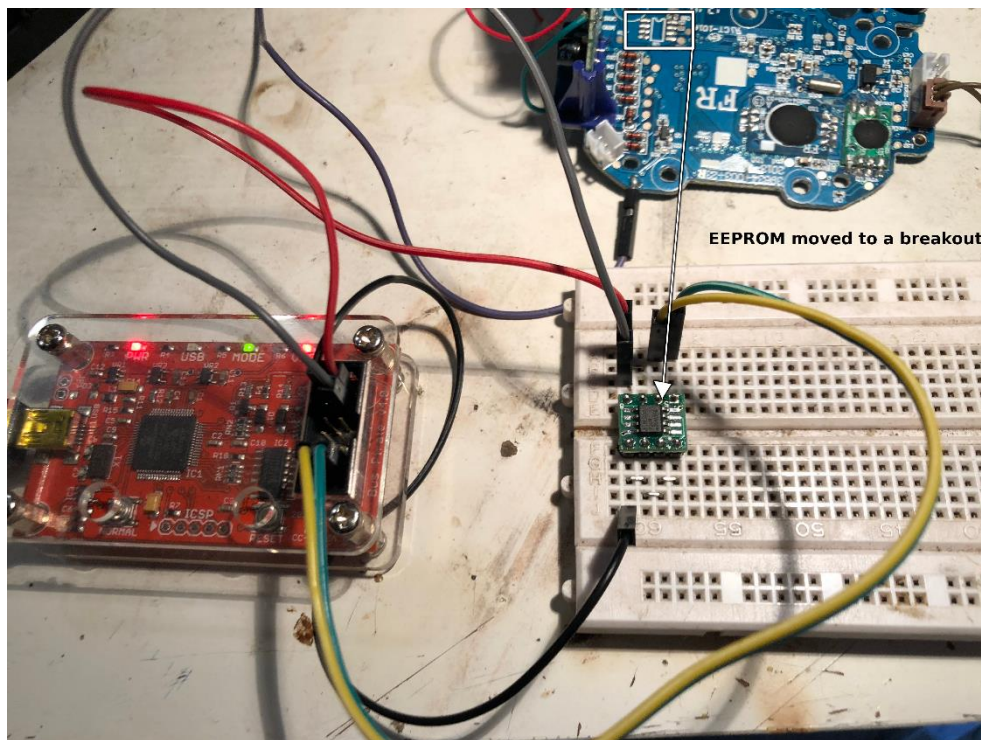
ritzing





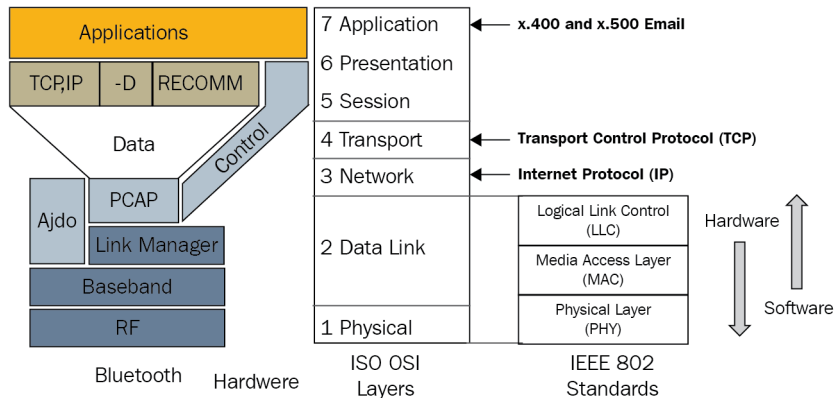


Chapter 7: Extracting and Manipulating Onboard Storage.



Chapter 8: Attacking Wi-Fi, Bluetooth, and BLE.

Bluetooth and IEEE 802



assoc_mocute.snoop

File Edit View Go Capture Analyze Statistics Telephony Wireless Tools Help

bthci_acl.src.bd_addr == d5:24:02:10:01:17

No.	Time	Source	Destination	Protocol	Length	Info
120	16.078432	d5:24:02:10:0...	localhost ()	SDP	114	Rcvd Service Search Attribute Response (fragment)
123	16.090930	d5:24:02:10:0...	localhost ()	SDP	114	Rcvd Service Search Attribute Response (fragment)
126	16.103426	d5:24:02:10:0...	localhost ()	SDP	114	Rcvd Service Search Attribute Response (fragment)
129	16.115178	d5:24:02:10:0...	localhost ()	SDP	63	Rcvd Service Search Attribute Response
136	16.136552	d5:24:02:10:0...	localhost ()	SDP	19	Rcvd Service Search Attribute Response
175	17.309547	d5:24:02:10:0...	localhost ()	L2CAP	20	Rcvd Connection Response - Success (SCID: 0x0041, D
177	17.312159	d5:24:02:10:0...	localhost ()	L2CAP	20	Rcvd Configure Request (DCID: 0x0041)

Bluetooth Linux Monitor Transport

Bluetooth HCI ACL Packet

- ... 0000 0100 0100 = Connection Handle: 0x044
- ..10 ... = PB Flag: First Automatically Flushable Packet (2)
- 00.. ... = BC Flag: Point-To-Point (0)
- Data Total Length: 16
- Data
- [Connect in frame: 85]
- [Source BD_ADDR: d5:24:02:10:01:17 (d5:24:02:10:01:17)]
- [Source Device Name: MOCUTE-032S A02-24D5]

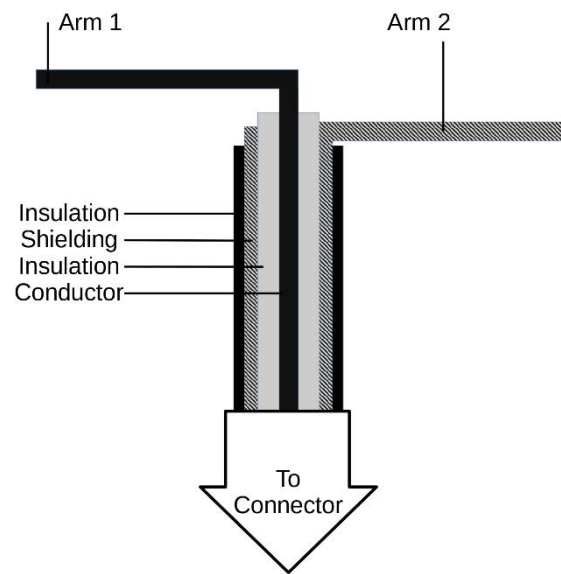
```

0000 44 20 10 00 0c 00 01 00 03 04 08 00 42 00 41 00  D ..B..A
0010 00 00 00 00
    
```

Bluetooth HCI ACL Packet (bthci_acl), 20 bytes

Packets: 431 · Displayed: 164 (38.1%) Profile: Default

Chapter 9: Software-Defined Radio Attacks.



Configure I/O devices ? ^ x

I/Q input

Device

Device string

Input rate

Decimation

Sample rate 8.000 Msp/s

Bandwidth

LNB LO

Audio output

Device

Sample rate

Gqrx 2.12 - hackrf=40218f

File Tools View Help

A 093.197.000 -100 -80 -60 -40 -20 0
-38 dBFS

B 3 197.000 kHz

Hardware freq: **C** 90.000000 MHz

D Frequency 93197.000 kHz

E

Filter width Normal

Filter shape Normal

Mode WFM (stereo)

AGC Medium

Squelch -150.0 dB A R

Noise blanker NB1 NB2

F

G

Receiver Options

Input cont... Receiver Opti... FFT Setti...

Audio

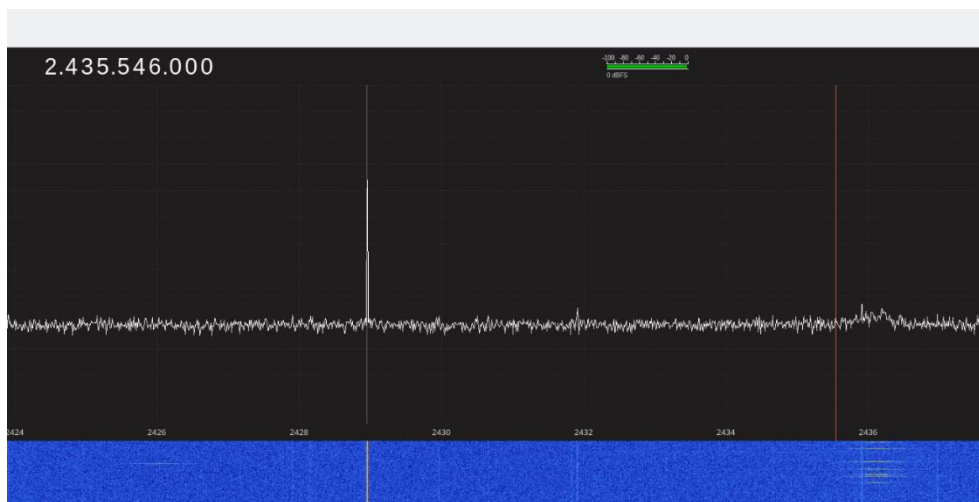
-20
-40

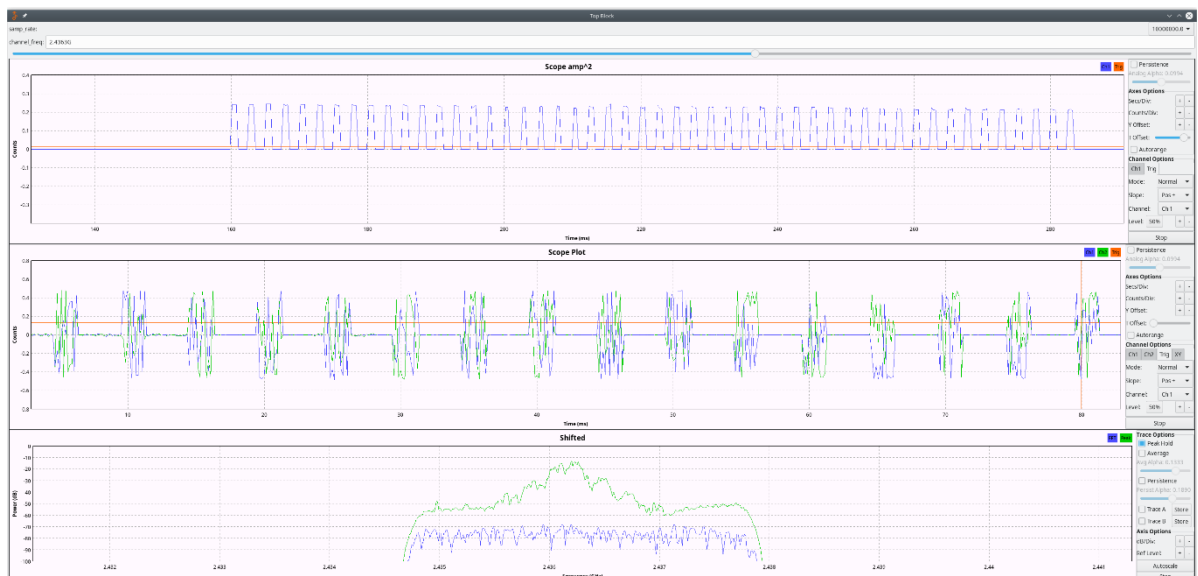
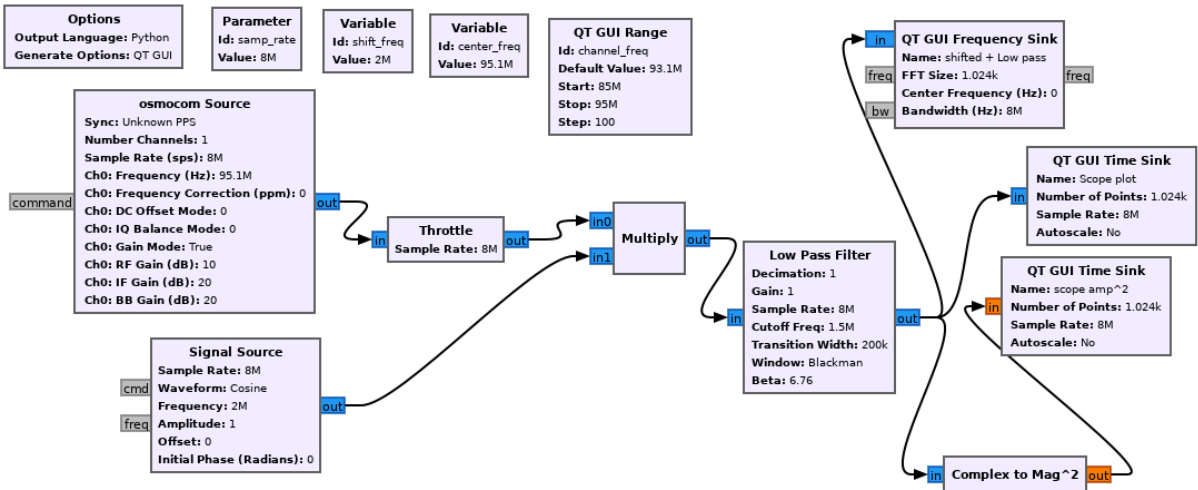
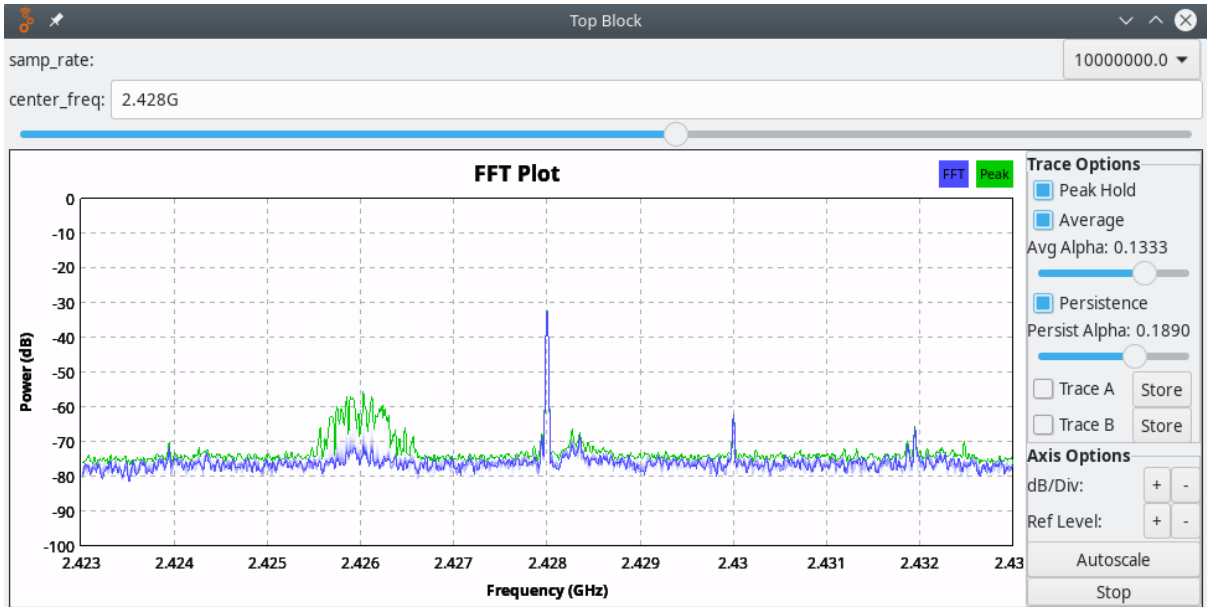
Gain: 0.9 dB

Mute UDP Rec Play

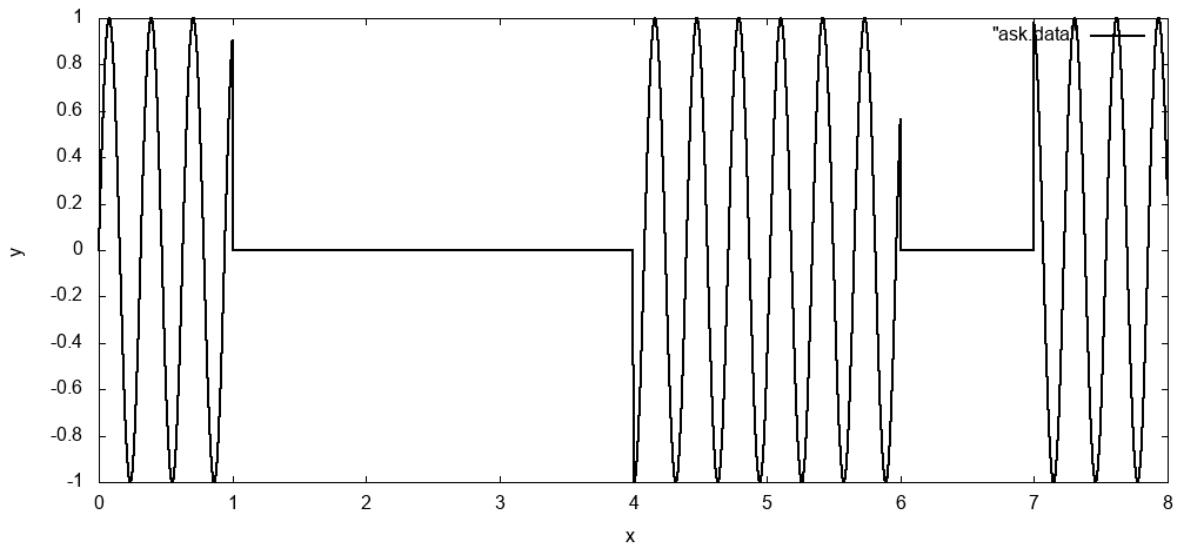
DSP

Click, drag or scroll on spectrum to tune. Drag and scroll X and Y axes for pan and zoom. Drag filter edges to adjust f

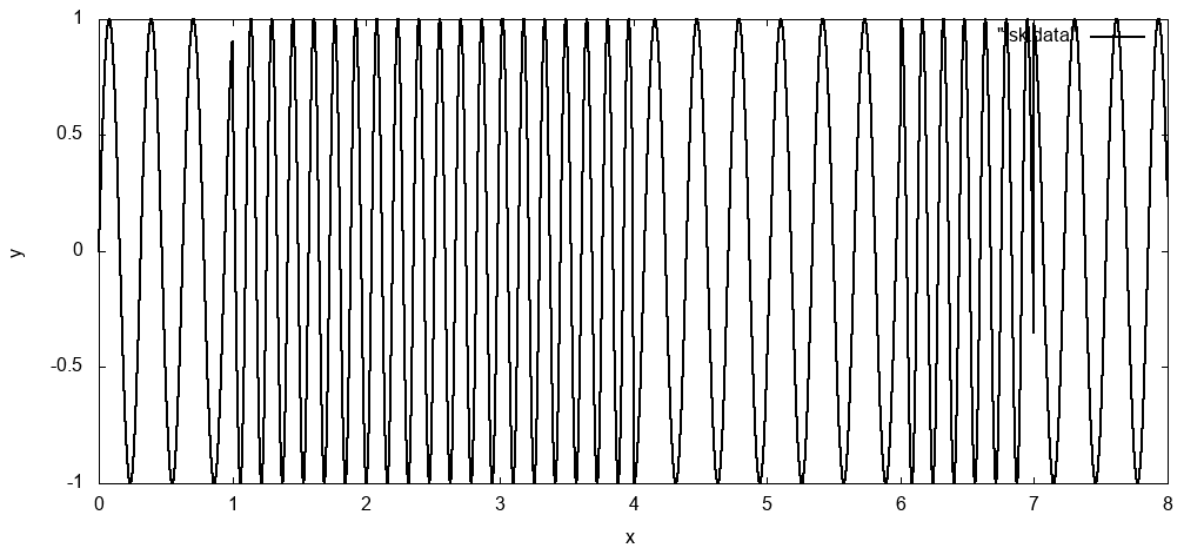




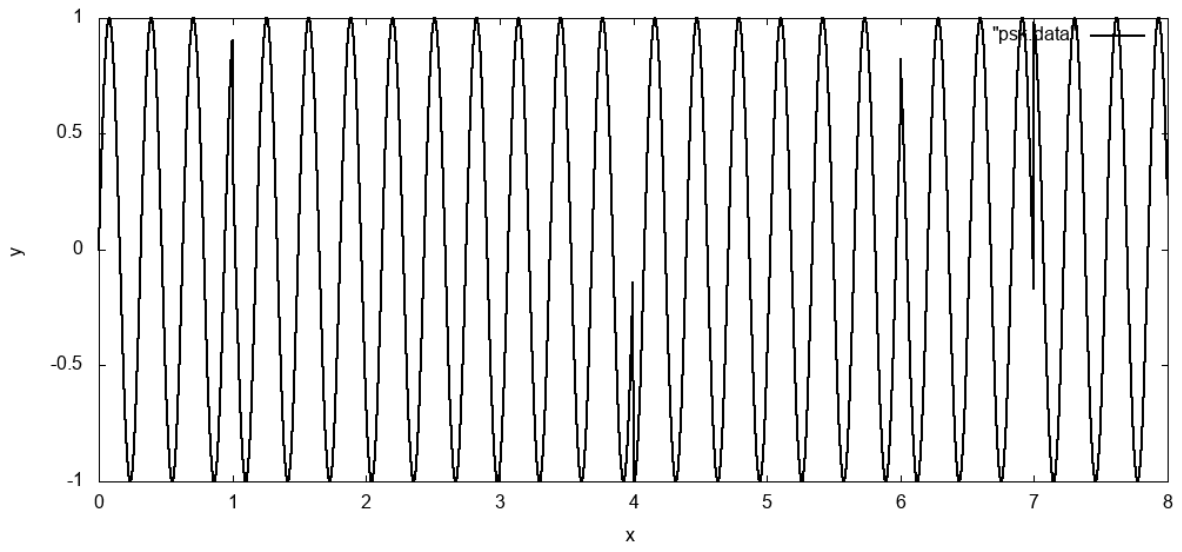
ASK



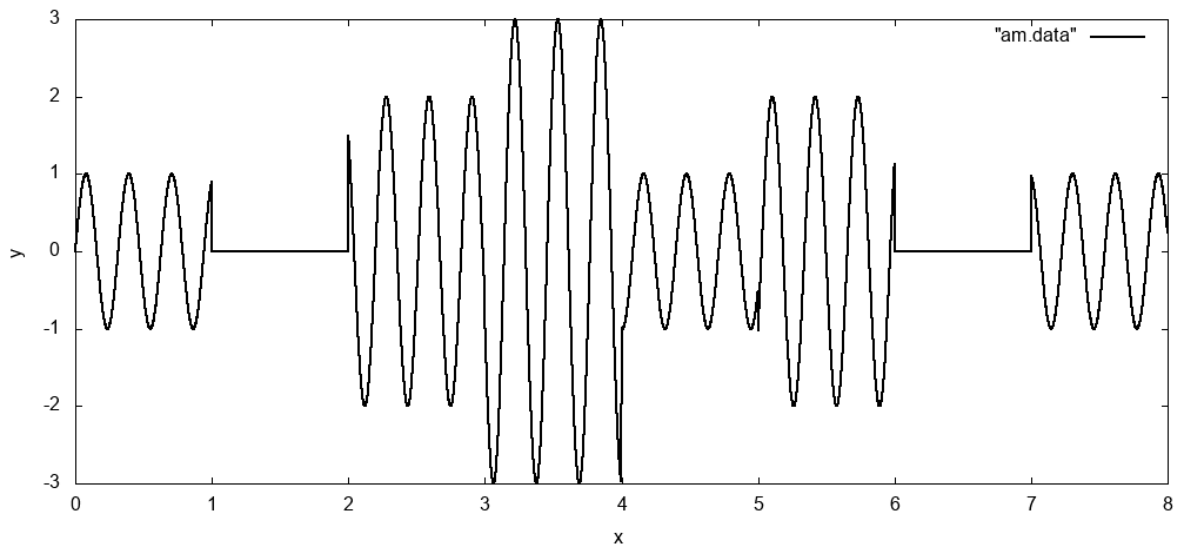
FSK

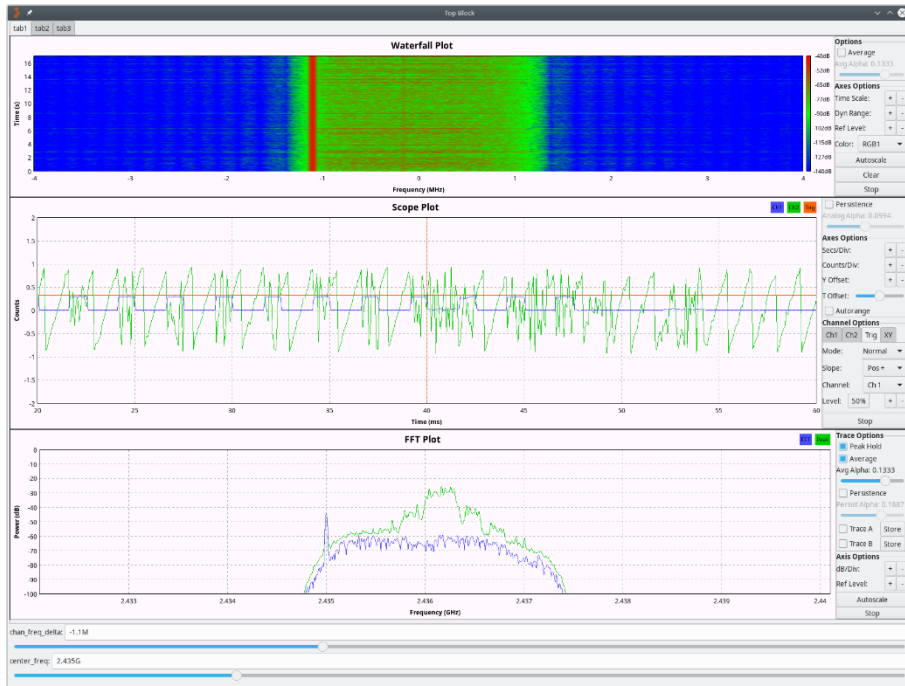


PSK



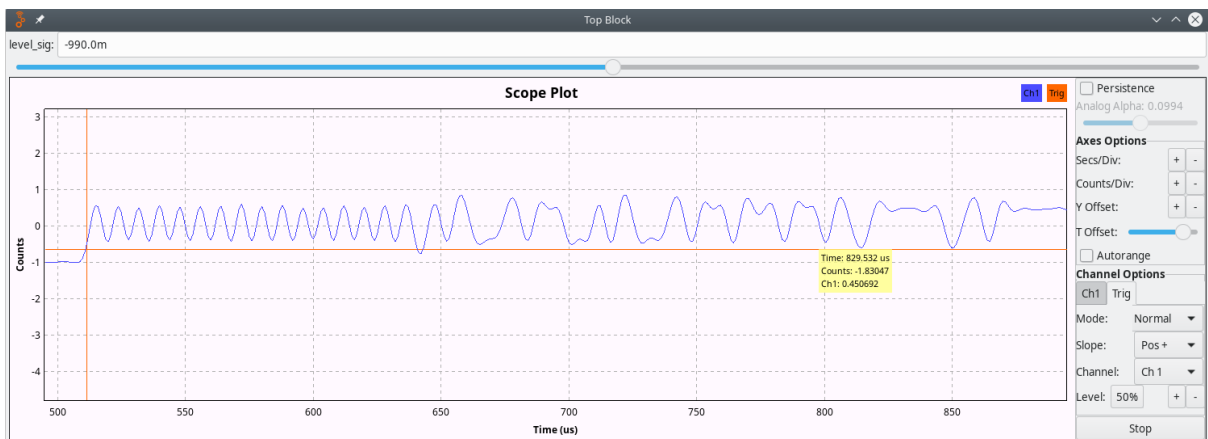
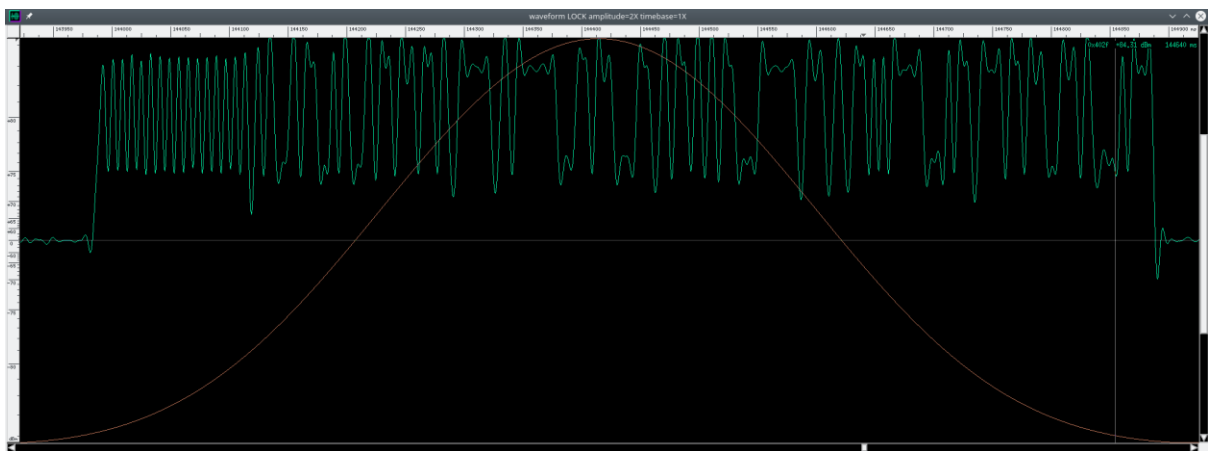
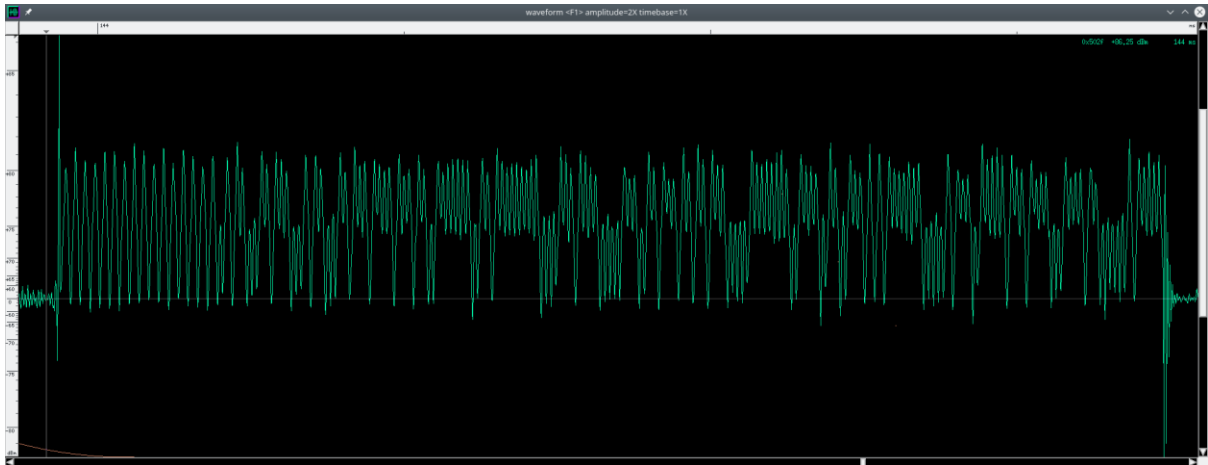
AM

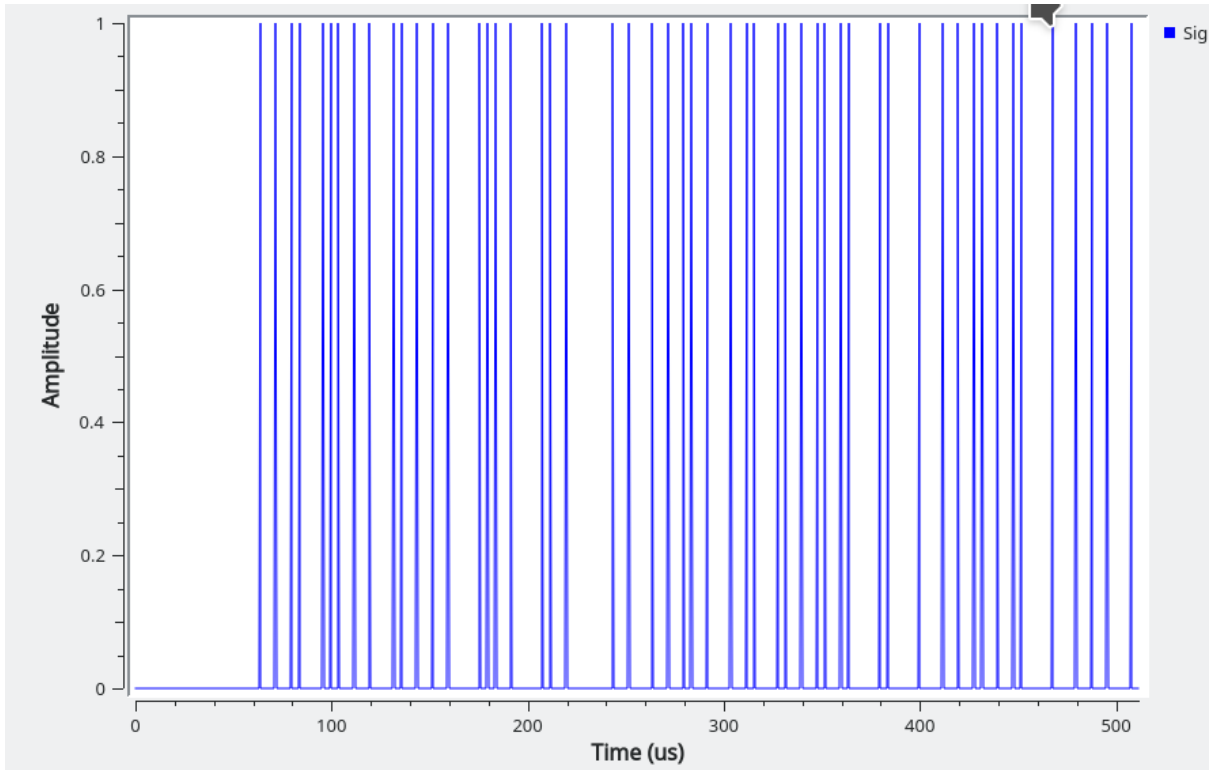




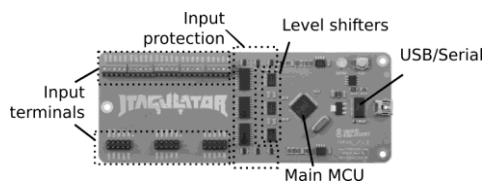
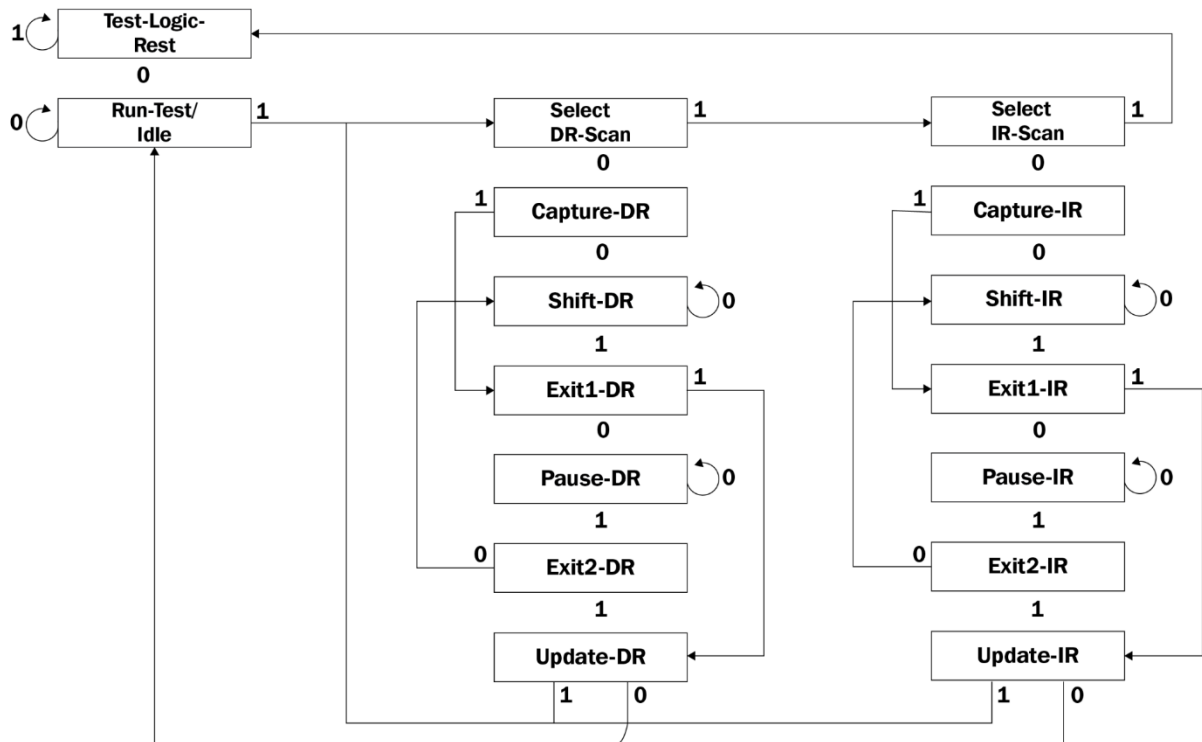
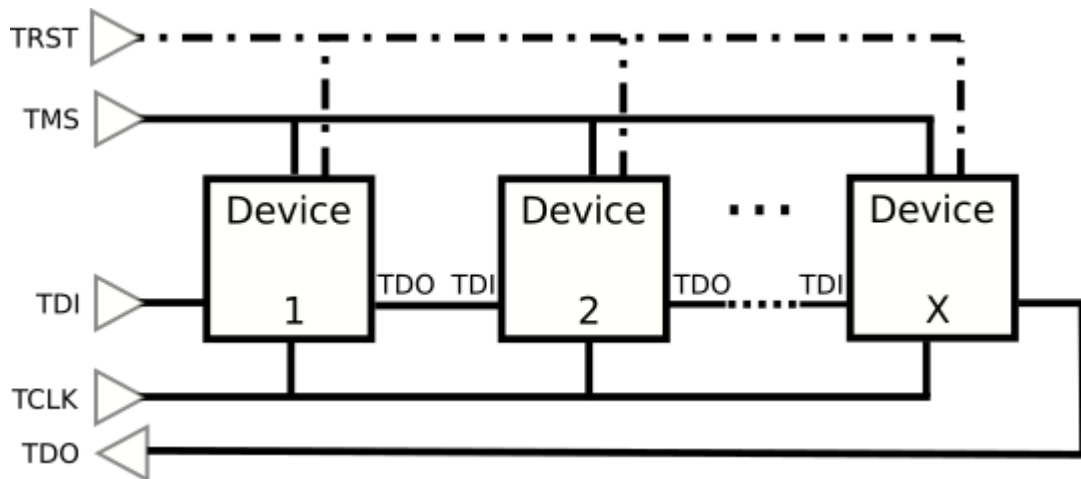
The figure shows a screenshot of an audio workstation interface, titled ".aup".

- Menu Bar:** File, Edit, Select, View, Transport, Tracks, Generate, Effect, Analyze, Help.
- Transport Controls:** Includes play, stop, and record buttons, along with a "Click to Start Monitoring" button and a volume meter.
- Mixer:** Shows input selection (ALSA, default: Front Mic:0), channel configuration (2 (Stereo) Re), and output selection (default).
- Waveform Display:** Shows two channels of audio data. The top channel is labeled "Stereo, 100000Hz, 32-bit float". The waveform shows two distinct pulses of activity.
- Project Settings:**
 - Project Rate (Hz): 100000
 - Snap-To: Off
 - Audio Position: 00 h 00 m 00 s+00000 samples
 - Start and End of Selection: 00 h 00 m 00 s+00000 samples
- Status:** Stopped.

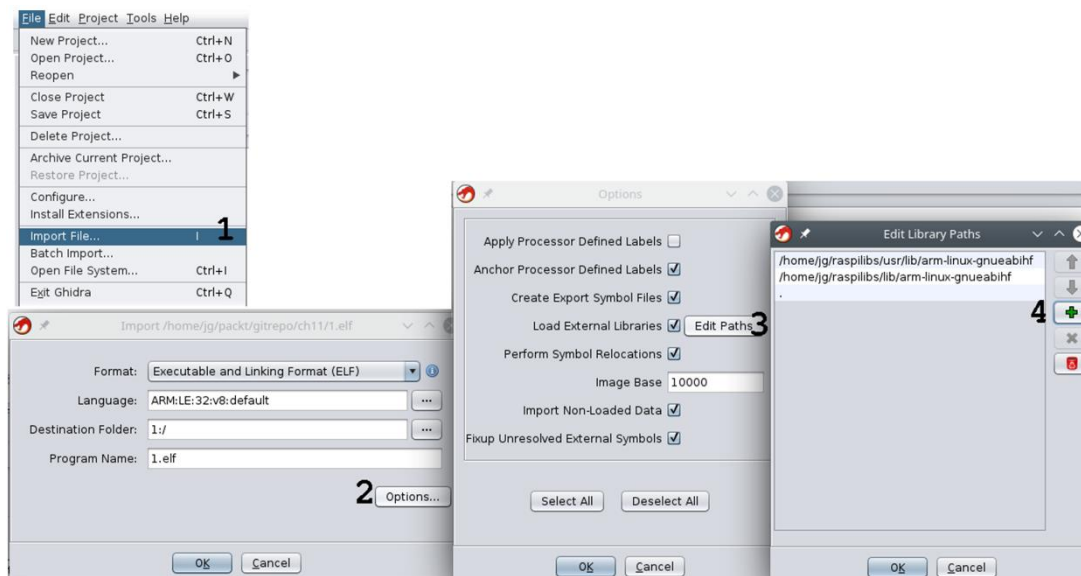
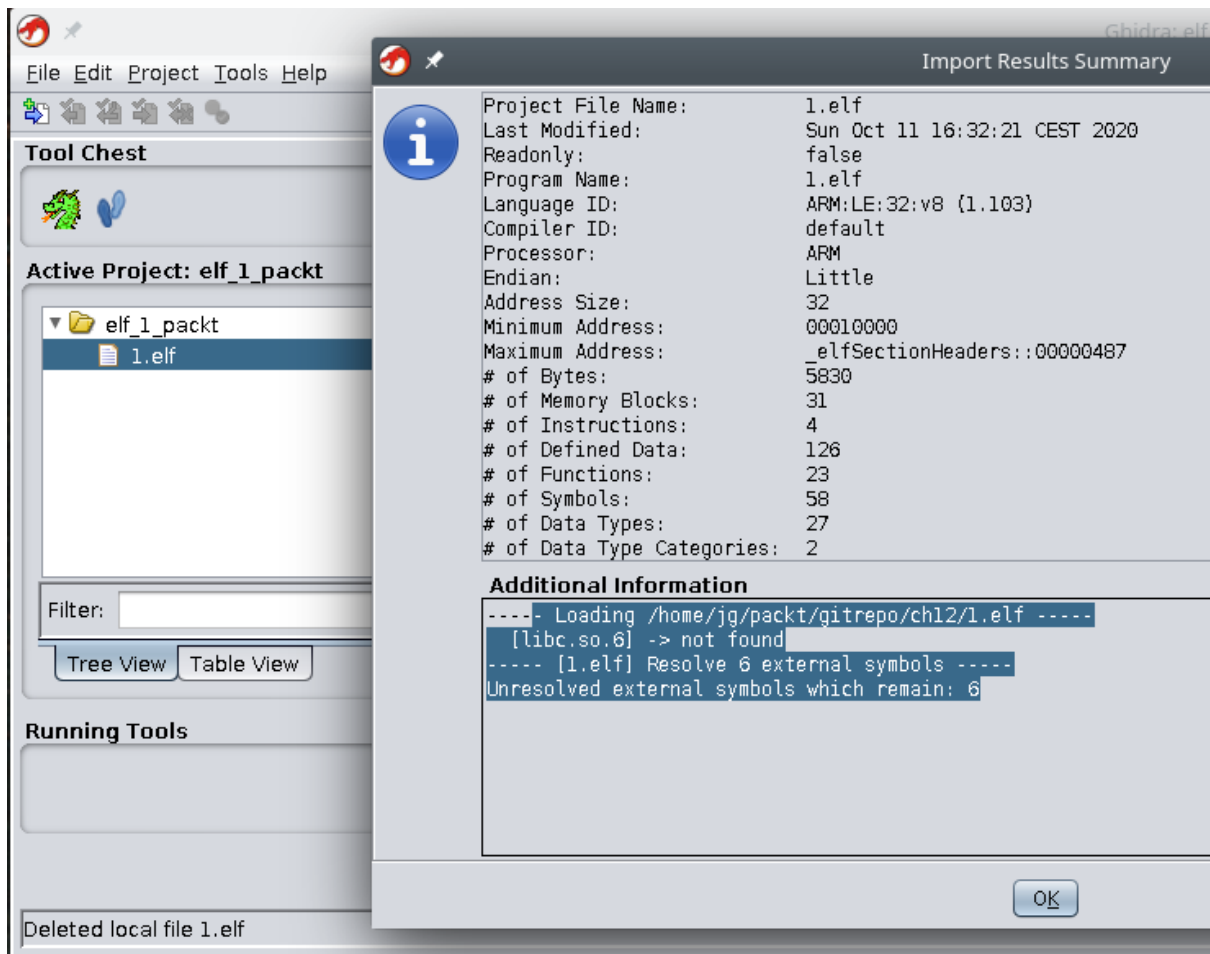


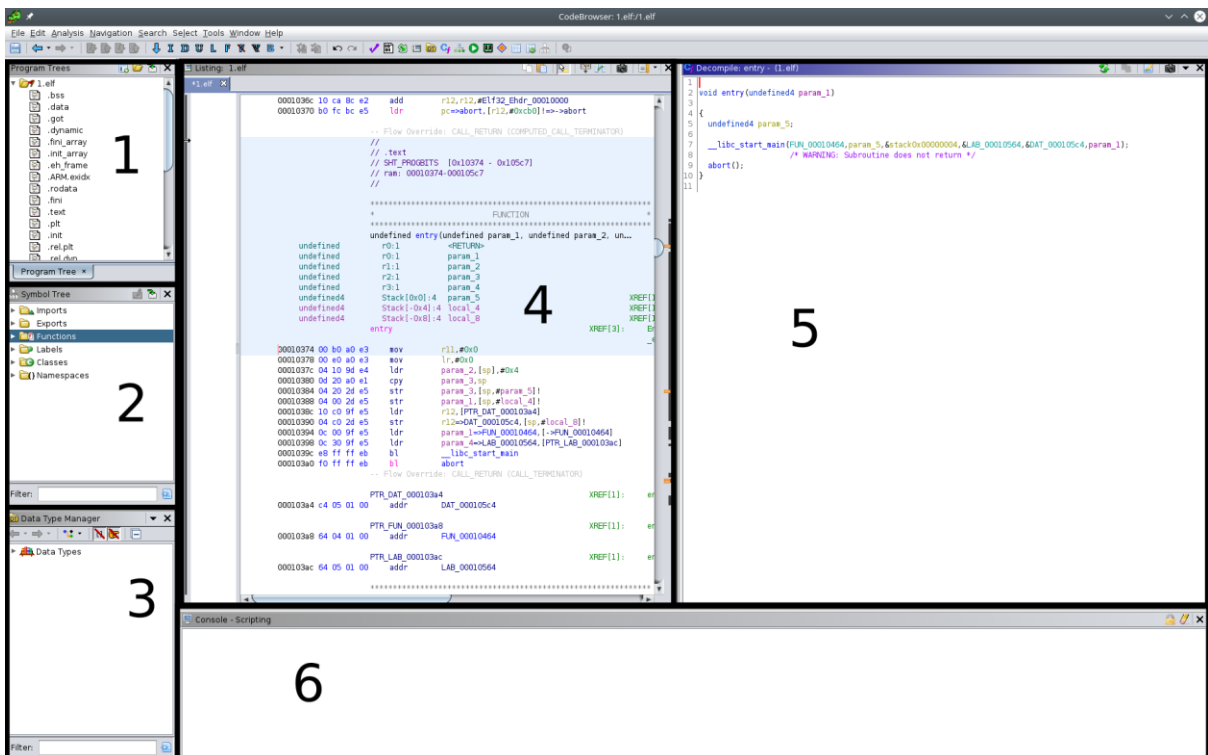
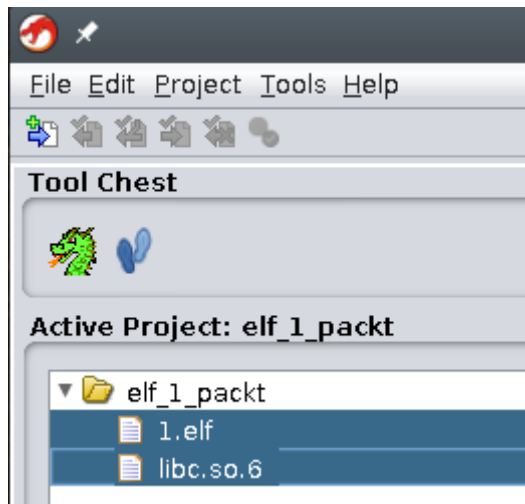


Chapter 10: Accessing the Debug Interfaces.



Chapter 11: Static Reverse Engineering and Analysis.

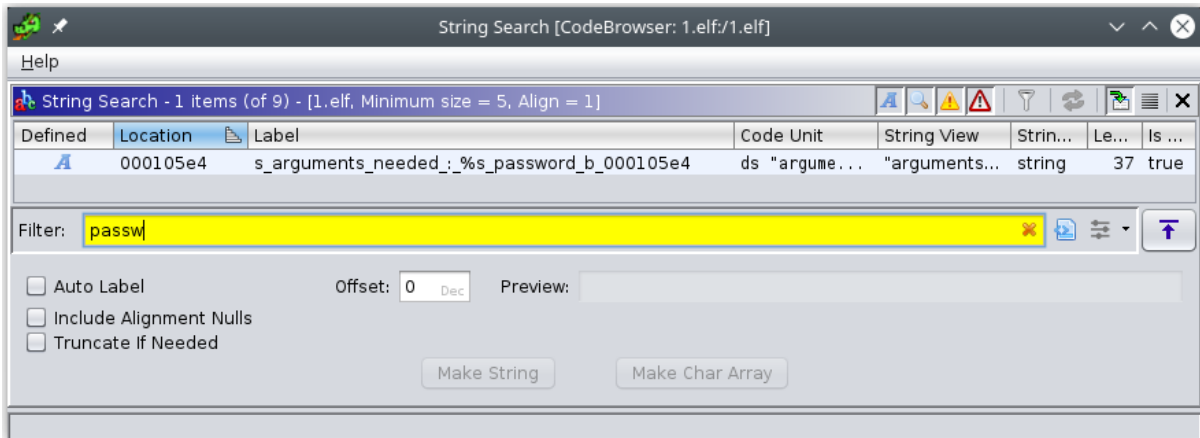
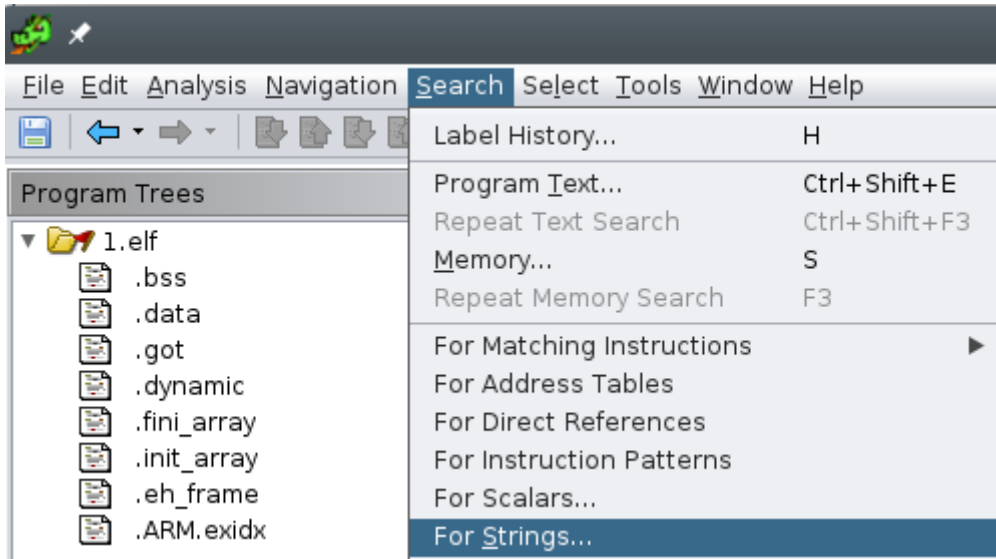




```

00010374 00 b0 a0 e3    mov     r11,#0x0
00010378 00 e0 a0 e3    mov     lr,#0x0
0001037c 04 10 9d e4    ldr     param_2,[sp],#0x4
00010380 0d 20 a0 e1    cpy     param_3,sp
00010384 04 20 2d e5    str     param_3,[sp,#param_5]!
00010388 04 00 2d e5    str     param_1,[sp,#local_4]!
0001038c 10 c0 9f e5    ldr     r12,[PTR_DAT_000103a4]
00010390 04 c0 2d e5    str     r12=>DAT_000105c4,[sp,#local_8]!
00010394 0c 00 9f e5    ldr     param_1=>FUN_00010464,[->FUN_00010464]
00010398 0c 30 9f e5    ldr     param_4=>LAB_00010564,[PTR_LAB_000103ac]
0001039c e8 ff ff eb    bl     __libc_start_main
000103a0 f0 ff ff eb    bl     abort
-- Flow Override: CALL_RETURN (CALL_TERMINATOR)

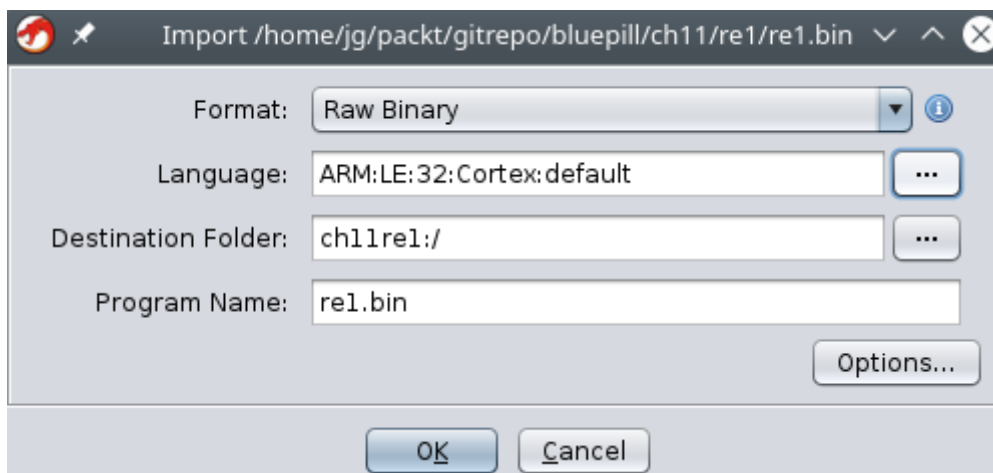
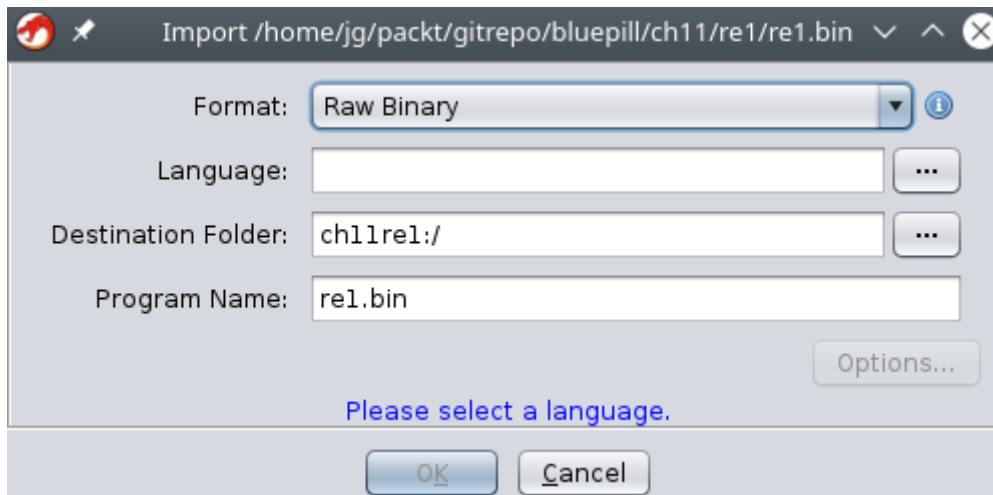
```

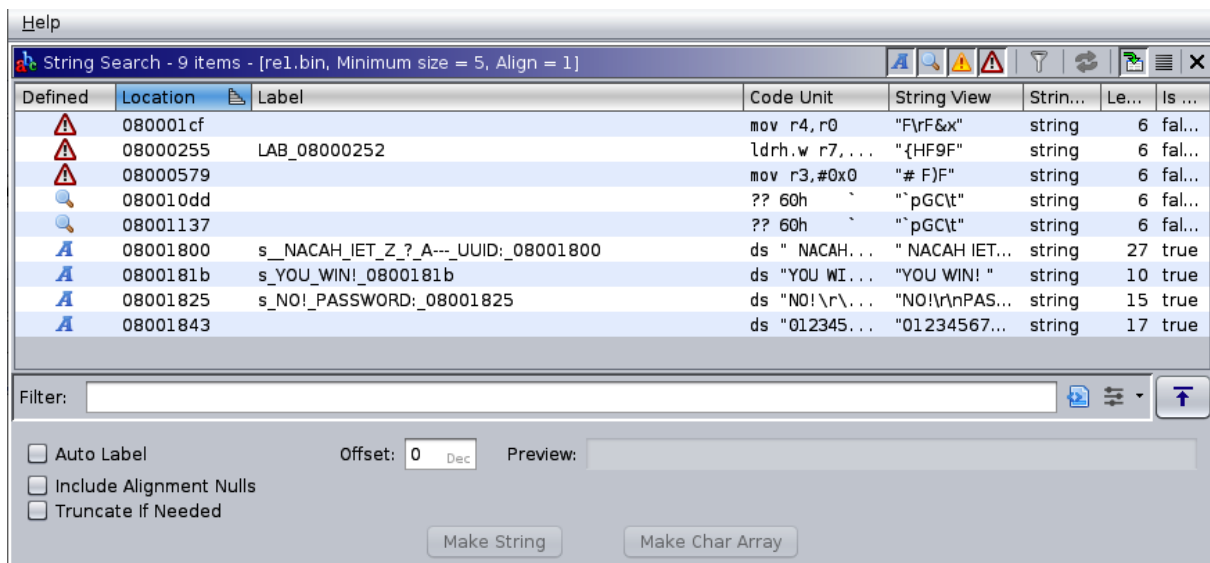
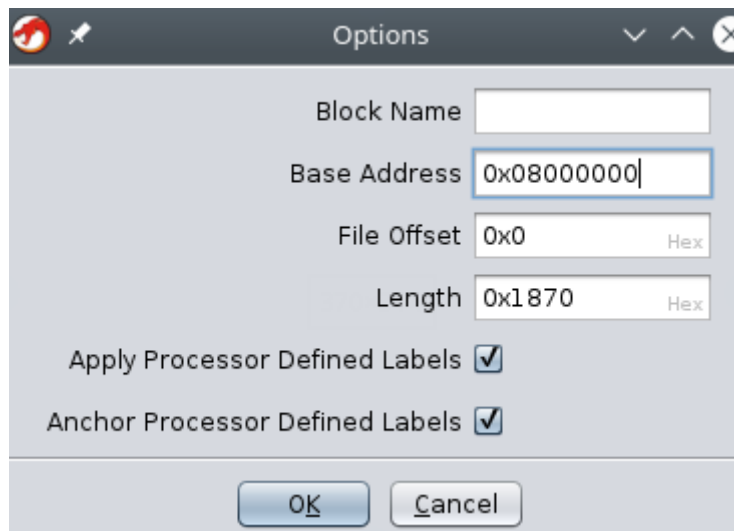
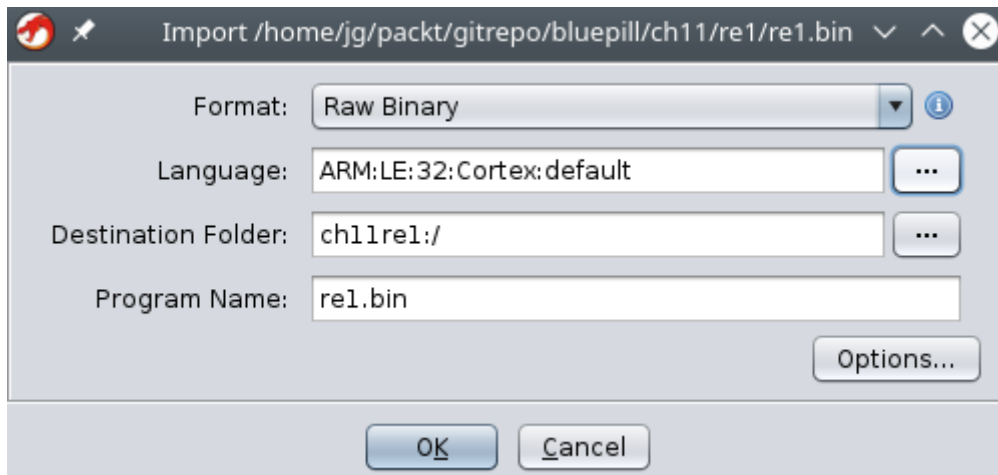


DAT_000105d4

XREF [4]: FUN_00010464:000104e4(R),
FUN_00010464:00010510(*),
FUN_00010464:0001051c(R),
00021030(*)

000105d4	8c	??	8Ch
000105d5	8a	??	8Ah
000105d6	8f	??	8Fh
000105d7	9a	??	9Ah
000105d8	8d	??	8Dh
000105d9	8f	??	8Fh
000105da	9e	??	9Eh
000105db	8c	??	8Ch
000105dc	8c	??	8Ch
000105dd	88	??	88h
000105de	90	??	90h
000105df	8d	??	8Dh
000105e0	9b	??	9Bh
000105e1	de	??	DEh
000105e2	00	??	00h
000105e3	00	??	00h





```

s_PASSWORD:_0800182a          XREF[2,2]: FUN_080001f0:080002ee(*),
s_NO!_PASSWORD:_08001825     0800033c(*),
                              FUN_080001f0:0800026c(*),
                              08000328(*)
08001825 4e 4f 21          ds      "NO!\r\nPASSWORD:"
          0d 0a 50
          41 53 53 ...

```

Rename Func...at 080001f0

Enter Name:
main

Namespace
Global

Properties
 Entry Point Primary Pinned

OK Cancel

```

void FUN_08000e54(void)
{
    undefined4 uVar1;
    undefined4 uVar2;

    FUN_080009b8(4);
    FUN_080009a8(4);
    FUN_08000a84(0);
    FUN_080009b8(3);
    FUN_080009a8(3);
    FUN_08000a84(1);
    FUN_08000be8(0);
    FUN_08000bac(3);
    FUN_08000bd4(4);
    FUN_08000bc0(0);
    FUN_080014d0(2);
    FUN_08000a98(7);
    FUN_08000ad4(1);
    FUN_08000ae8(0);
    FUN_080007b4();
    FUN_080009a8(0);
    FUN_08000a84(2);
    uVar2 = DAT_08000ed4;
    uVar1 = DAT_08000ecc;
    *DAT_08000ed0 = DAT_08000ecc;
    *DAT_08000ed8 = uVar2;
    *DAT_08000edc = uVar1;
    return;
}

```

DAT_08000a00

XREF[4]:

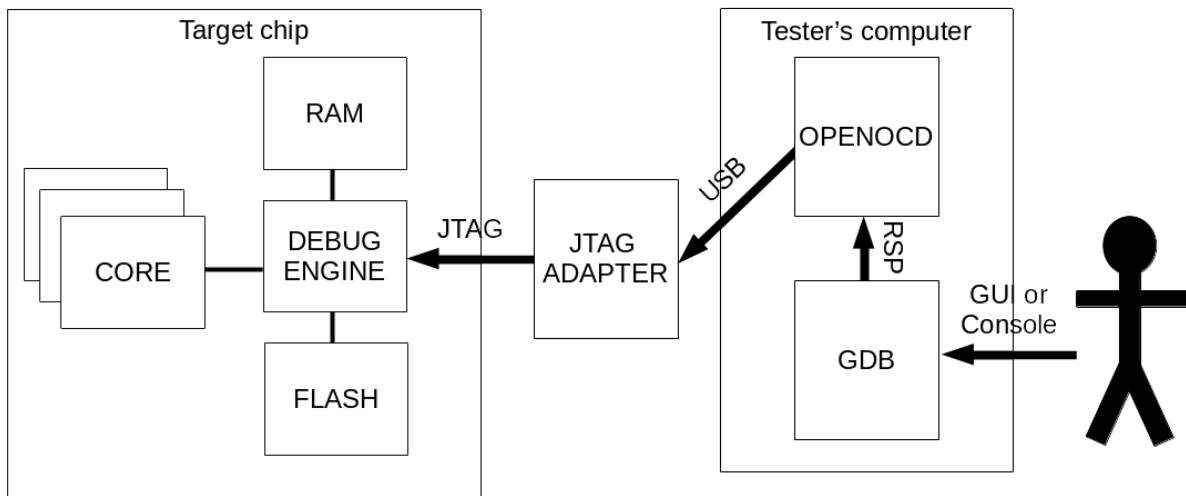
FUN_080009b8:080009cc (R),
FUN_080009b8:080009d8 (R),
FUN_080009b8:080009e2 (R),
FUN_080009b8:080009ec (R)

08000a00 00 10 02 40

undefined4 40021000h

```
do {  
    puVar10 = puVar10 + 1;  
    uVar1 = *puVar10;  
    FUN_0800060e(uVar2, (uint)uVar1);  
    uVar11 = uVar11 ^ (uint)uVar1;  
    puVar10 = puVar10;  
} while (puVar10 != puVar4);
```

Chapter 12: Dynamic Reverse Engineering.



```

undefined4 validate_password(undefined4 param_1,undefined2 param_2)
{
    undefined4 uVar1;
    int local_c;

    local_c = 0;
    while (local_c < 0x47) {
        *(undefined*)(local_c + DAT_08000304) = ~PTR_DAT_08000300[local_c];
        local_c = local_c + 1;
    }
    uVar1 = (*(code*)(DAT_08000304 + 1))(0,param_1,param_2);
    return uVar1;
}

```

The screenshot shows a debugger window with assembly and disassembly views. The assembly view on the left shows instructions like 'push {r7, lr}' and 'sub sp,#0x10'. The disassembly view on the right shows the corresponding C code for the 'validate_password' function, including the while loop and return statement. The code is color-coded to match the text above.

Chapter 13: Scoring and Reporting Your Vulnerabilities.

No Images

Chapter 14: Wrapping It Up – Mitigations and Good Practices.

No Images