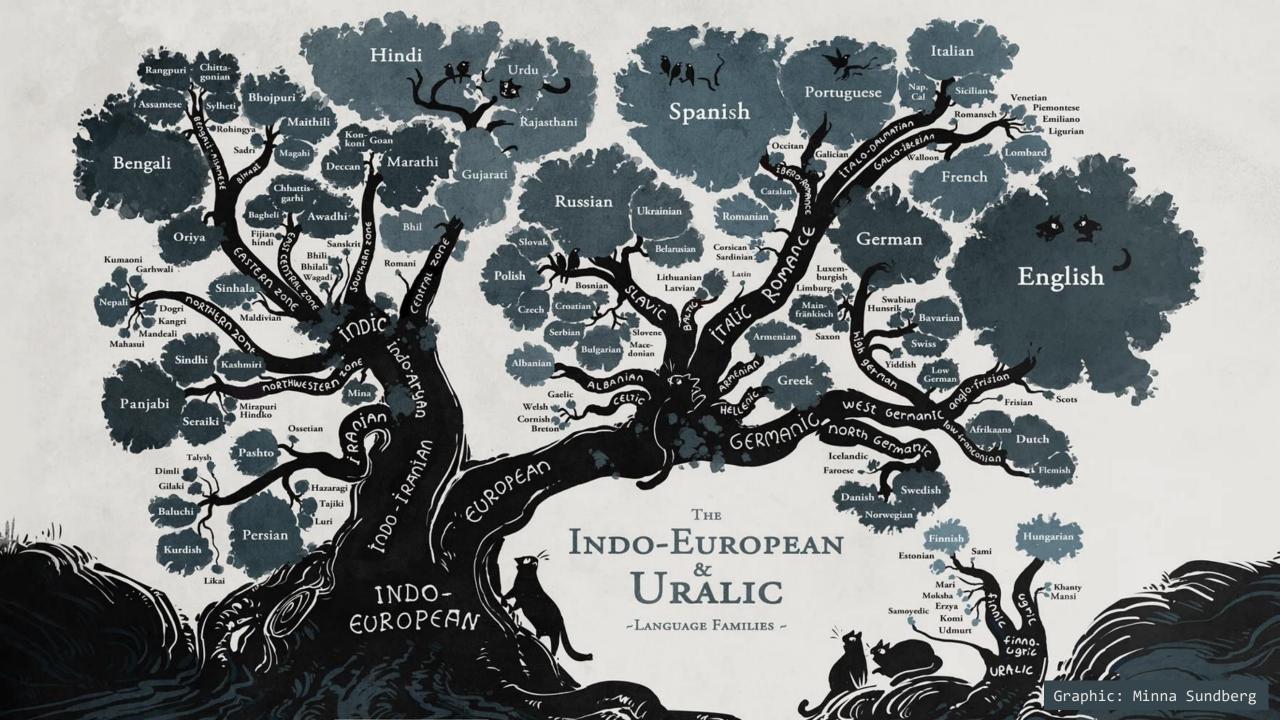
# Offensive Development in Modern Languages

Cas van Cooten

OrangeCon 2024





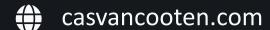
#### 01 | About

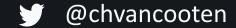
[cas@OrangeCon ~]\$ whoami

- Offensive Security enthusiast, Red Team operator
   & self-proclaimed "Malware Linguist"
- Likes building offensive tooling in modern languages ( Rust, Nim, Go & Python)
- Publishes OST and various offsec-related repositories on Github (for example Nimplant)
- Semi-pro shitposter on Twitter



Cas van Cooten





chvancooten

in /in/chvancooten



## 02 | Offensive Development

To develop or not to develop, that is the question

Developing in-house is ultimately a business decision



**Purchase** 

Purchase operations-ready commercial tools



Adapt

Modify open-source projects to fit your needs



Develop

Build your own tools from scratch

## **02** Offensive Development

"Offensive Development" vs. "Malware Development"



## **02** Offensive Development

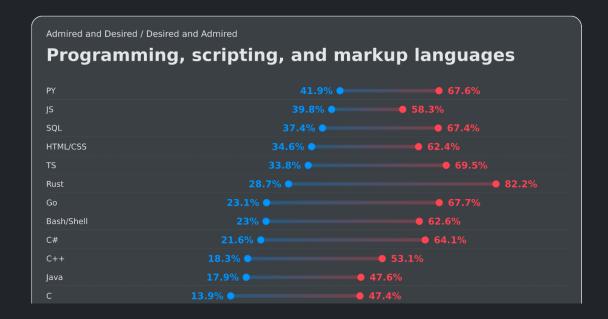
Putting the 'Development' in Offensive Development

- "Working code is better than perfect code", BUT
- Bad code has a real impact:
  - Readability & Maintainability
  - Stability
  - Security
- Adopting a 'developer mindset' is easier than you think
- Al can be of great help here!



Choosing the right language for the job

- Many programming languages can be used, each with benefits and drawbacks
- Considerations:
  - Interpreted or compiled
  - High or low level
  - Performance
  - Portability
  - Prevalence
  - Developer experience



Apex 0.7% • 42.8%

Cobol 0.7% • 26.2%

Prolog 0.7% • 23.5%

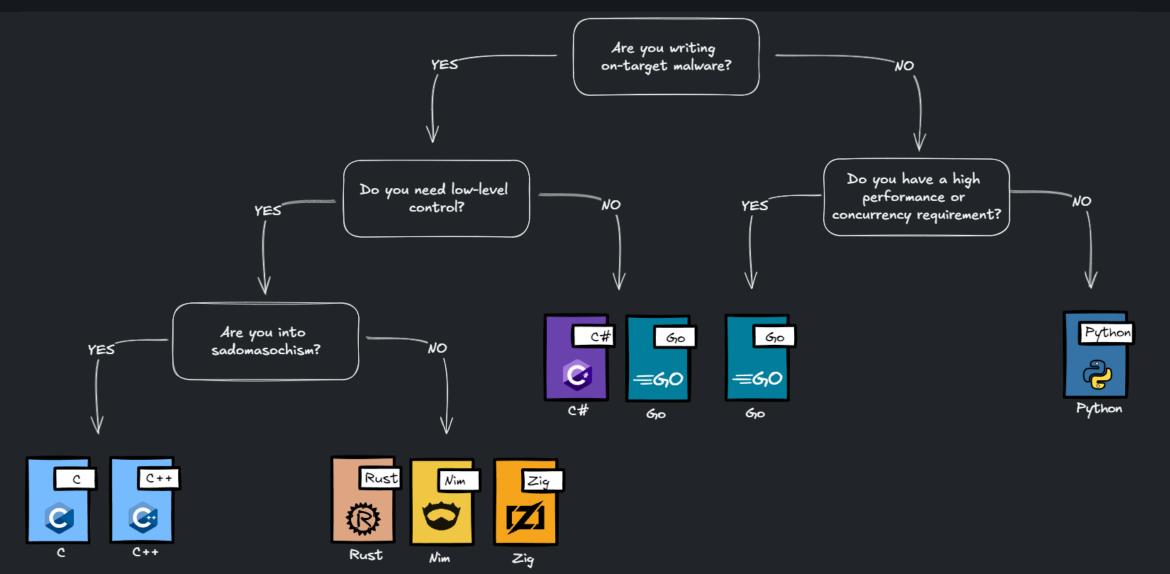
Zephyr 0.4% • 54.4%

• Desired • Admired

. . .



A totally un-biased decision tree



Rust

#### **Pros**

- Strongly typed, compiled
- "Borrow Checker"
  - No garbage collection
  - Compile-time safety checks
- Verbose, compile-time errors
- Mature "crate" ecosystem
- High adoption, blends in

#### Cons

- Steep learning curve
- Very verbose, hard to read
- Slow to compile
- Malware needs unsafe{}

It looks like you're trying to write idiomatic Rust code!

Would you like to use <a href="clippy::pedantic">clippy::pedantic</a>?



<u>FeroxBuster</u> <u>NimPlant</u> (.rs)

#### **Getting Started**

Rust by Example
The Rust Book
Black Hat Rust

```
use windows::{
    core::*,
    Win32::UI::WindowsAndMessaging::{MessageBoxW, MB_OKCANCEL},
};
fn show_message() -> Result<Option<i32>> {
    let result = unsafe {
        MessageBoxW(
            None,
           w!("Click OK to continue, Cancel to quit"),
           w!("Message"),
            MB_OKCANCEL,
    match result.0 {
        0 => Err(Error::from_win32()),
       1 => 0k(Some(1)), // OK clicked
        2 => Ok(Some(2)), // Cancel clicked
        _ => Ok(None), // Unexpected result
fn main() -> Result<()> {
    let mut attempts = 3;
    while attempts > 0 {
        match show_message()? {
           Some(1) => println!("Continuing..."),
           Some(2) => break,
            _ => println!("Unexpected response"),
        attempts -= 1;
    0k(())
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         => 0k(None),
```

Go

#### **Pros**

- Strongly typed, compiled
- Simple syntax, easy to learn
- Easy and performant concurrency
- Extensive standard library and package ecosystem
- Strong community and high prevalence

#### Cons

- Error handling can feel verbose
- Larger, identifiable binaries
- Garbage collected, less suitable for embedded platforms

#### **Example OST**

Nuclei Bettercap



#### **Getting Started**

Go by Example

Effective Go

Black Hat Go

```
package main
import (
    "fmt"
    "sync"
    "time"
func scanPort(host string, port int, wg *sync.WaitGroup) {
   defer wg.Done()
    address := fmt.Sprintf("%s:%d", host, port)
    conn, err := net.DialTimeout("tcp", address, 1*time.Second)
   if err == nil {
       conn.Close()
        fmt.Printf("Port %d is open\n", port)
func main() {
   host := "example.com"
   var wg sync.WaitGroup
    for port := 1; port <= 1024; port++ {
       wg.Add(1)
       go scanPort(host, port, &wg)
    wg.Wait()
    fmt.Println("Port scan completed")
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    if err == nil {
        conn.Close()
        fmt.Printf("Port %d is open\n", port)
    }
}
```

## 04 Takeaways

Go forth and develop offensively!



**Build your own tools** 

...or hire someone to do it.

It's no longer optional



Be a good dev

Strive for readable and maintainable code to improve collaboration



Learn all the languages

Try many languages and see which ones work for you (and your project)

