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./ pwn college
```

./ About

pwn.college is an education platform for students (and other interested parties) to learn about, and practice, core cybersecurity concepts in a hands-on fashion. In martial arts terms, it is designed to take a "white belt" in cybersecurity to becoming a "blue belt", able to approach (simple) CTFs and wargames. The philosophy of pwn.college is "practice makes perfect".

pwn.college was created by [Zardus \(Yan Shoshitaishvili\)](#) and [kanak \(Connor Nelson\)](#) at Arizona State University. It powers ASU's Computer Systems Security course, CSE466, and is now open, for free, to participation for interested people around the world!

./ Modules

- [Module 0: Introduction](#)
- [Module 1: Program Interaction](#)
- [Module 2: Program Misuse](#)
- [Module 3: Assembly Refresher](#)
- [Module 4: Shellcoding](#)
- [Module 5: Sandboxing](#)
- [Module 6: Debugging Refresher](#)
- [Module 7: Binary Reverse Engineering](#)
- [Module 8: Memory Errors](#)
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- [Module C: Race Conditions](#)
- [Module D: Kernel Security](#)
- [Module E: Advanced Exploitation](#)


```
./ Module: Misusing Programs
```

```
But can you do that... 50 more times?
```

```
DEMO TIME!
```


./ Module: Shellcode Injection

Compile it:

```
gcc -static -nostdlib -o shellcode-elf shellcode.s
```

Take a dump of the .text section:

```
objcopy --dump-section .text=shellcode-raw shellcode-elf
```

Pipe it to the binary:

```
(cat shellcode-raw; cat) | /challenge/babysHELL_level1
```


./ End Goal



The final presentations of ASU's CSE 598, Applied Vulnerability Research.

[0:26:28](#) Team Syntax (target: Pillow)

[0:50:13](#) Team Transmitter (target: mujs)

[1:22:17](#) Team Conclusion (target: radare2)

[1:51:17](#) Team Unconquerable (target: gameboy emulator)

[2:23:17](#) Team Airspace (target: PHP)