



THE UNIVERSITY of
NEW ORLEANS

DEPARTMENT OF
COMPUTER SCIENCE

CSCI 2467, Spring 2020

Class Activity: More overflow practice

The program for this activity can be found in `/home/CSCI2467/labs/bonustarget/btarget`.

Level 1

The goal of this activity is to input a string that causes the program to call `win(0x15213)`, and thereby win a cookie.

1. Where is `long` before stored on the stack? What about `long` after?
2. How many bytes can `Gets()` copy before overwriting something?
3. If the user types `"12345678\n"`, what will the resulting stack look like? (Fill in the stack diagram on the back.) What will the corresponding value read from `%rdx` be?
4. How can you use GDB to check if your buffer overflow worked as intended?

Level 2

For a little bit more of a challenge: Can you figure out how to call `win(0x18213)` for two cookies?

1. Which lines of assembly correspond to `win(0x15213)` and `win(0x18213)`?

Level 3

If you finished the other activities early, see if you can manage to call `win(0x18613)`!

1. Note the suspiciously named function `gadget1`. Does it obey calling conventions by preserving the stack pointer when it returns? What value will it place into `%rdi`?

<pre> 4006b5: sub rsp,0x38 4006b9: mov QWORD PTR [rsp+0x28],0xb4 4006c0: 4006c2: mov QWORD PTR [rsp+0x8],0xaf 4006c9: 4006cb: lea rdi,[rsp+0x10] 4006d0: call 40073f <Gets> 4006d5: mov rdx,QWORD PTR [rsp+0x28] 4006da: movabs rax,0x3331323531 4006e1: 4006e4: cmp rdx,rax 4006e7: jne 4006f3 <solve+0x3e> 4006e9: mov edi,0x15213 4006ee: call 40064d <win> 4006f3: mov rdx,QWORD PTR [rsp+0x8] 4006f8: movabs rax,0x3331323831 4006ff: 400702: cmp rdx,rax 400705: jne 400711 <solve+0x5c> 400707: mov edi,0x18213 40070c: call 40064d <win> 400711: add rsp,0x38 400715: ret </pre>	<pre> void solve(void) { long before = 0xb4; char buf[16]; long after = 0xaf; Gets(buf); if (before == 0x3331323531) win(0x15213); if (after == 0x3331323831) win(0x18213); } </pre>
---	---

Table 1: Code

	7	6	5	4	3	2	1	0	Notes
0x602058	00	00	00	00	00	00	00	00	Return Adres
0x602050									
0x602048									
0x602040									
0x602038									
0x602030									
0x602028									
0x602020									

Table 2: Stack Diagram