Stream Ripper 32 & Frigate

VULNERABILITY REPORT

Monday, May 17, 2021







MODIFICATIONS HISTORY

Version	Date	Author	Description
1.0	05/17/2021	Sai Viswas Nirukonda	Initial Version

CONFIDENTIAL



TABLE OF CONTENTS

1. General Information	4
1.1 Scope	4
1.2 Organisation	4
2. Executive Summary	5
3. Technical Details	6
3.1 title	6
4 Vulnerabilities summary	8





\sim	
(¬ ENIED A I	INFORMATION
CILILILAT	IINECANIVIALICIN

SCOPE

VIT-AP University has mandated us to perform security tests on the following scope:

Software Security

ORGANISATION

The testing activities were performed between 05/17/2021 and 05/17/2021.



EXECUTIVE SUMMARY



VULNERABILITIES SUMMARY

Following vulnerabilities have been discovered:

Risk	ID	Vulnerability	Affected Scope
High	IDX-003	Shell Code Injection	
High	IDX-001	Buffer Overflow	
Medium	VULN-002	Denial of Service	



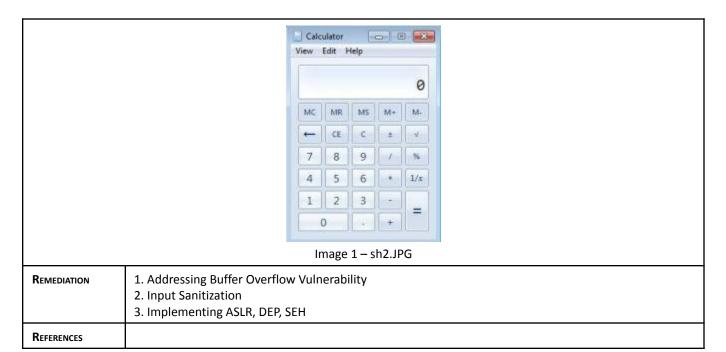
TECHNICAL DETAILS

SHELL CODE INJECTION

	High	CVSSv3 Score		8	
CVSSv3 criterias	Attack Vector :	Network	Scope :	Changed	
	Attack Complexity :	High	Confidentiality :	High	
	Required Privileges :	None	Integrity:	Low	
	User Interaction :	Required	Availability :	High	
AFFECTED SCOPE					
	Shell code injection is a hacking technique where the hacker exploits vulnerable programs. The hacker infiltrates into the vulnerable programs and makes it execute their own code. he injection is used by an attacker to introduce (or "inject") code into a vulnerable computer program and change the course of execution.this injection can result in data loss or corruption, lack of accountability, or denial of access. Injection can sometimes lead to complete host takeover.				
OBSERVATION	We have identified the different applications in			alicious code and can even t	trigge
	Vindows [Version 1				
	oft Corporation. A				



CONFIDENTIAL

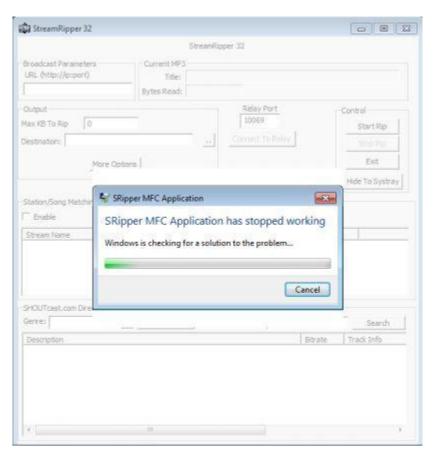




Buffer Overflow

CVSS SEVERITY	High	CVSSv3 Score		7
CVSSv3 CRITERIAS	Attack Vector :	Local	Scope :	6 Changed
	Attack Complexity :	High	Confidentiality:	High
	Required Privileges :	None	Integrity:	Low
	User Interaction :	Required	Availability :	High
AFFECTED SCOPE				
DESCRIPTION	A buffer overflow, or buffer overrun, is an anomaly where a program, while writing data to a buffer, overruns the buffer's boundary and overwrites adjacent memory locations. It exists when a program attempts to put more data in a buffer than it can hold or when a program attempts to put data in a memory area past a buffer. In this case, a buffer is a sequential section of memory allocated to contain anything from a character string to an array of integers. Writing outside the bounds of a block of allocated memory can corrupt data, crash the program, or cause the execution of malicious code.			
OBSERVATION	We have observed that this buffer overflow can potentially crash an application and unknowingly allows command injection attacks.			

TEST DETAILS





CONFIDENTIAL

Image 1 – doc.JPG				
Remediation	 Address space randomization (ASLR) Data execution prevention (DEP) Structured exception handler overwrite protection (SEHOP) 			
REFERENCES				



DENIAL OF SERVICE

CVSS SEVERITY	Medium	CVSSv3 Score		5 5	
CVSSv3 CRITERIAS	Attack Vector :	Local	Scope :	Unchanged	
	Attack Complexity :	Low	Confidentiality:	None	
	Required Privileges :	None	Integrity :	None	
	User Interaction :	Required	Availability :	High	
AFFECTED SCOPE					
DESCRIPTION	The Denial of Service (DoS) attack is focused on making an software unavailable for the purpose it was designed. If a service receives a very large number of requests, it may cease to be available to legitimate users. In the same way, a service may stop if a programming vulnerability is exploited, or the way the service handles resources it uses. I				
OBSERVATION	We have observed that the software crashes immediately as a result of large string input due to Buffer overflow vulnerability. This could impact the availability of software				
TEST DETAILS	If you clo	3.exe is not respondent of the program ose the program ait for the program	might lose information.		
REMEDIATION	!. Input Sanitization 2. Addressing Buffer Overflow				
References					