Can you solve this? What two positive numbers can make this possible: n1 > n1 + n2 OR n2 > n1 + n2 Enter them here no saturn.picoctf.net 54967.

```
#include <stdio.h>
#include <stdlib.h>
static int addIntOvf(int result, int a, int b) {
  result = a + b;
  if(a > 0 && b > 0 && result < 0)
    return -1;
  if(a < 0 && b < 0 && result > 0)
    return -1;
  return 0;
int main() {
  int num1, num2, sum;
  FILE *flag;
  char c;
  printf("n1 > n1 + n2 OR n2 > n1 + n2 \n");
  printf("What two positive numbers can make this possible: \n");
  fflush(stdout);
  if (scanf("%d", &num1) && scanf("%d", &num2)) {
    printf("You entered %d and %d\n", num1, num2);
    fflush(stdout);
    sum = num1 + num2;
    if (addIntOvf(sum, num1, num2) == 0) {
      printf("No overflow\n");
      fflush(stdout);
      exit(0);
    } else if (addIntOvf(sum, num1, num2) == -1) {
      printf("You \ have \ an \ integer \ overflow\n");
      fflush(stdout);
    if (num1 > 0 | | num2 > 0) {
      flag = fopen("flag.txt","r");
      if(flag == NULL){
```

```
printf("flag not found: please run this on the server\n");

fflush(stdout);

exit(0);
}

char buf[60];

fgets(buf, 59, flag);

printf("YOUR FLAG IS: %s\n", buf);

fflush(stdout);

exit(0);
}

return 0;
}
```

So here we have Integer overflow Integer overflow occurs when a calculation or data conversion creates a number outside the range that can be represented by a given integer type (like int, long, etc.). When this happens, the value wraps around—meaning it loops back to the smallest representable number or vice versa. int x = 2147483647;

x = x + 1;

Then x becomes -2147483648 — that's overflow.

So here we are doing the same Maximum signed integer value is 2,147,483,647.

We are providing  $\,$  2147483647 and 1  $\,$ 

