

```
File Actions Edit View Help
fgets(flag, FLAGSIZE, f);
signal(SIGSEGV, sigsegv_handler);

gid_t gid = getegid();
setresgid(gid, gid, gid);

serve_patrick();

return 0;
}

void serve_patrick() {
    printf("ss %s\n%ss %s\n%ss",
        "Welcome to our newly-opened burger place Pico 'n Patty!",
        "Can you help the picky customers find their favorite burger?",
        "Here comes the first customer Patrick who wants a giant bite.",
        "Please choose from the following burgers:",
        "Breakfast_Burger, Gr%114d_Cheese, Bacon_D3lux3",
        "Enter your recommendation: ");
    fflush(stdout);

    char choice1[BUFSIZ];
    scanf("%s", choice1);
    char *menu1[3] = {"Breakfast_Burger", "Gr%114d_Cheese", "Bacon_D3lux3"};
    if (lon_menu(choice1, menu1, 3)) {
        printf("ss", "There is no such burger yet!\n");
        fflush(stdout);
    } else {
        int count = printf(choice1);
        if (count > 2 * BUFSIZE) {
            serve_bob();
        } else {
            printf("ss\n%ss\n",
                "Patrick is still hungry!",
                "Try to serve him something of larger size!");
            fflush(stdout);
        }
    }
}

void serve_bob() {
    printf("\n%ss %s\n%ss %s\n%ss",
        "Good job! Patrick is happy!",
        "Now can you serve the second customer?",
        "Sponge Bob wants something outrageous that would break the shop",
        "(!better be served quick before the shop owner kicks you out!)",
        "Please choose from the following burgers:");
}
```

```
int count = printf(choice1);
```

```
if (count > 2 * BUFSIZE) {
```

```
    serve_bob();
```

```
} else {
```

```
    printf("%s\n%ss\n",
```

```
        "Patrick is still hungry!",
```

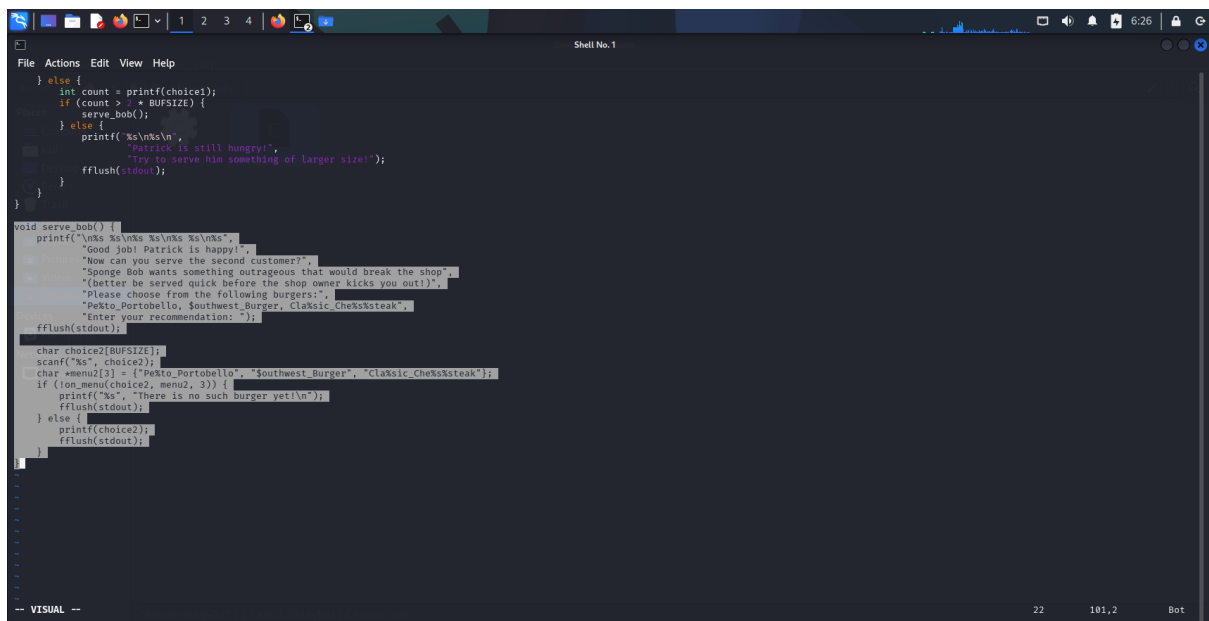
```
        "Try to serve him something of larger size!");
```

```
    fflush(stdout);
```

```
}
```

So if the input is 2 x bufsize then only first function will execute properly

Then we will use Gr%114d_Cheese , if printf encounters %114d, it expects to print a number with a size of 114 characters. but no number is provided, so it can print the rest with garbage data, inflating the count to 114 characters.



```
File Actions Edit View Help
} else {
    int count = printf(choice1);
    if (count > 2 * BUFSIZE) {
        serve_bob();
    } else {
        printf("%s\n",
            "Patrick is still hungry!",
            "Try to serve him something of larger size!");
        fflush(stdout);
    }
}

void serve_bob() {
    printf("\n%s\n%s\n%s\n%s\n",
        "Good job! Patrick is happy!",
        "Now can you serve the second customer?",
        "Sponge Bob wants something outrageous that would break the shop",
        "(better be served quick before the shop owner kicks you out!)");
    "Please choose from the following burgers: ";
    "PeKto_Portobello, $outhwest_Burger, ClaKsic_CheKsKsteak",
    "Enter your recommendation: ");
    fflush(stdout);

    char choice2[BUFSIZE];
    scanf("%s", choice2);
    char *menu2[3] = {"PeKto_Portobello", "Southwest_Burger", "ClaKsic_CheKsKsteak"};
    if (lon_menu(choice2, menu2, 3)) {
        printf("%s", "There is no such burger yet!\n");
        fflush(stdout);
    } else {
        printf(choice2);
        fflush(stdout);
    }
}
```

%s needs a string argument.

%steak is not valid, but %s will try to process it in its way

When printf processes %s without string argument, it can access arbitrary memory or cause the program to crash. This will lead to the flag .

