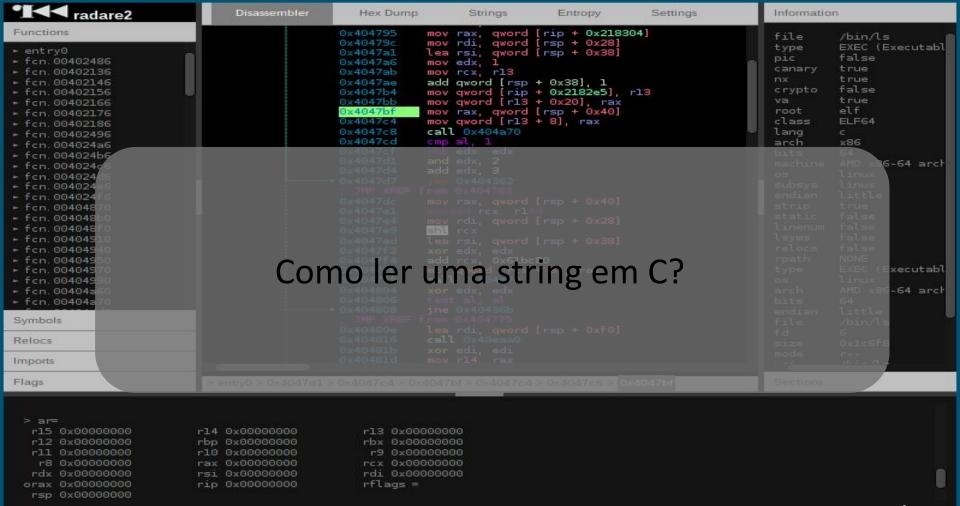
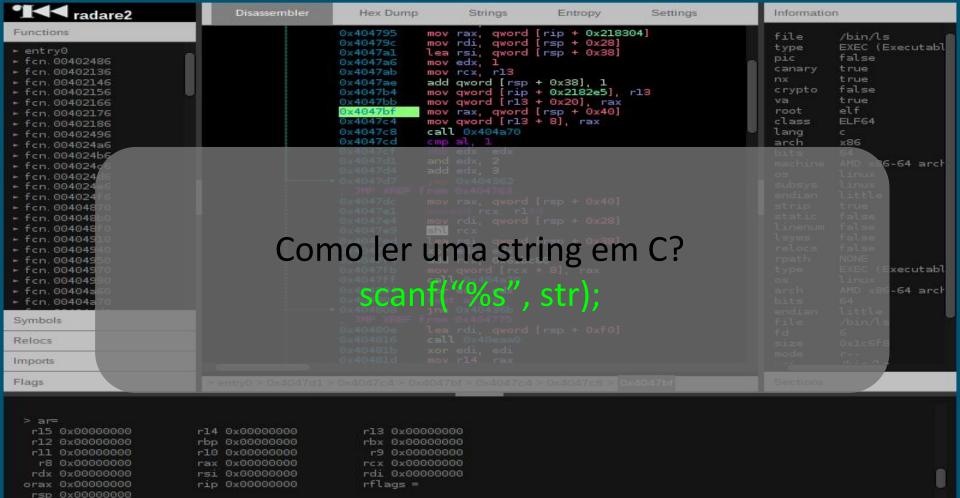


rbp 0x00000000 r12 0x000000000 rbx 0x00000000 rll 0x00000000 r10 0x00000000 r9 0x00000000 r8 0x00000000 rax 0x00000000 rcx 0x00000000 rdx 0x00000000 rsi 0x00000000 rdi 0x00000000 orax 0x00000000 rip 0x000000000 rflags = rsp 0x00000000





#### Qual o problema?



```
codigos bat alvol.c
      File: alvo1.c
      #include <stdio.h>
      void hack(void){
          printf("Hasked\n");
      int main(int argc, char *argv[]){
          char str[10];
          scanf("%s", str);
          printf("Você digitou %s\n", str);
          return 0;
```



```
→ codigos bat alvol.c
        File: alvo1.c
        #include <stdio.h>
        void hack(void){
            printf("Hasked\n");
        int main(int argc, char *argv[]){
            char str[10];
            scanf("%s", str);
            printf("Você digitou %s\n", str);
            return 0;
```

```
→ codigos ./alvol
Olas
Você digitou Olas
→ codigos ./alvo1
aaaaaaa
aaaaaaaaaaaaaaaaaa
*** stack smashing detected ***: <unknown> terminated
   3555 abort (core dumped) ./alvol
[1]
 codigos gcc alvol.c -o alvol -fno-stack-protector
codigos ./alvo1
aaaaaaaa
aaaaaaaaaaaaaaaaaaa
   3582 segmentation fault (core dumped) ./alvol
```

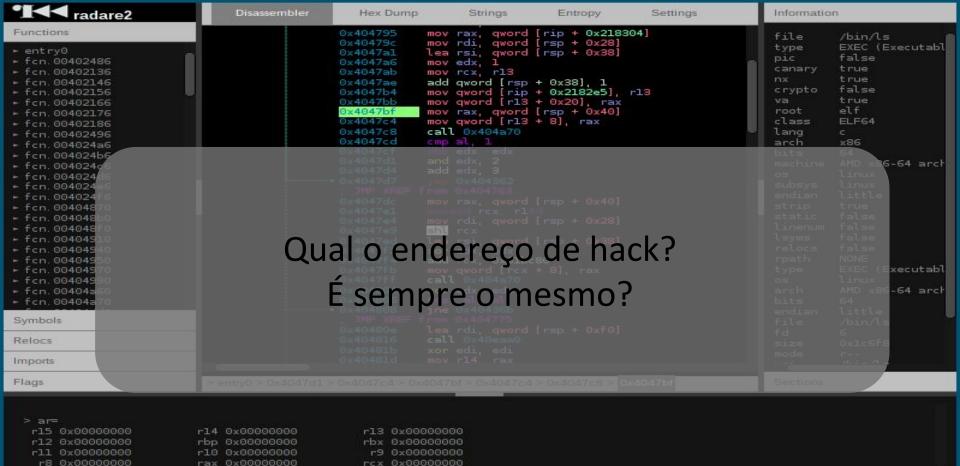
## Funcionamento da pilha



xxxxxA8	_libc_start_main	end. de retorno 8 bytes
xxxxxA0	?	rbp anterior 8 bytes
xxxxx00	<li><li><li></li></li></li>	str 10 bytes

Queremos sobrescrever
 o endereço de retorno e
 colocar o endereço da
 função hack





rdi 0x00000000

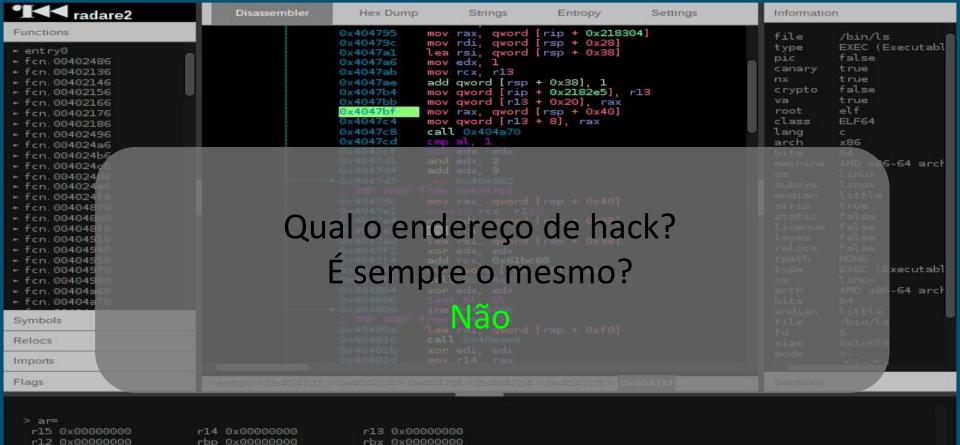
rflags =

rdx 0x00000000

rsp 0x00000000

orax 0x00000000

rsi 0x00000000



r9 0x00000000

rcx 0x00000000

rdi 0x00000000

rflags =

rll 0x00000000

rdx 0x00000000

rsp 0x00000000

orax 0x00000000

r8 0x00000000

r10 0x00000000

rax 0x000000000

rsi 0x00000000

## PIE





# PIE - Position Independent Code





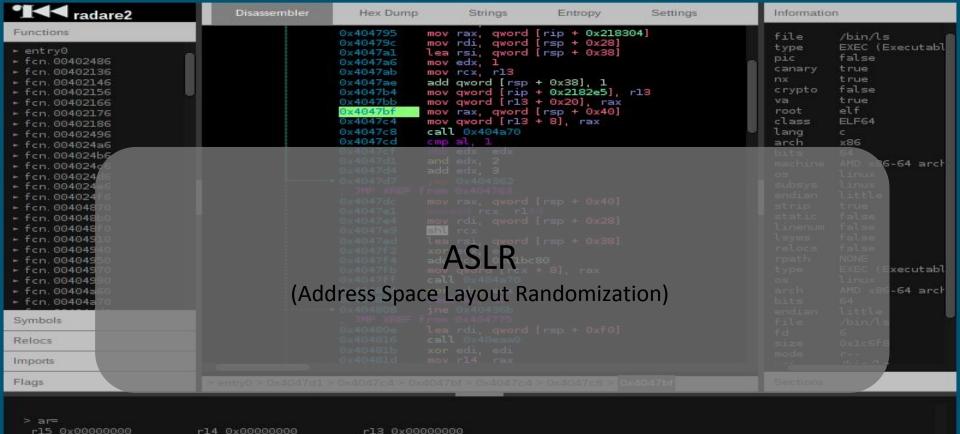
### E se a função hack não existisse?



#### Shellcode

- Queremos aproveitar a variável
   str e injetar código nela
- Podemos obter o endereço de str?
  - Se fosse global...

```
bits 64
global _start
section .text
_start:
    push 0x646e7770; 'dnwp'
    mov rax, 1; write
    mov rdi, 1
    mov rsi, rsp
    mov rdx, 4
    syscall
    mov rax, 60; exit
    mov rdi, 0
    syscall
```



rbx 0x00000000

rcx 0x00000000

rdi 0x00000000

rflags =

r9 0x00000000

r12 0x000000000

rll 0x00000000

rdx 0x00000000

rsp 0x00000000

orax 0x00000000

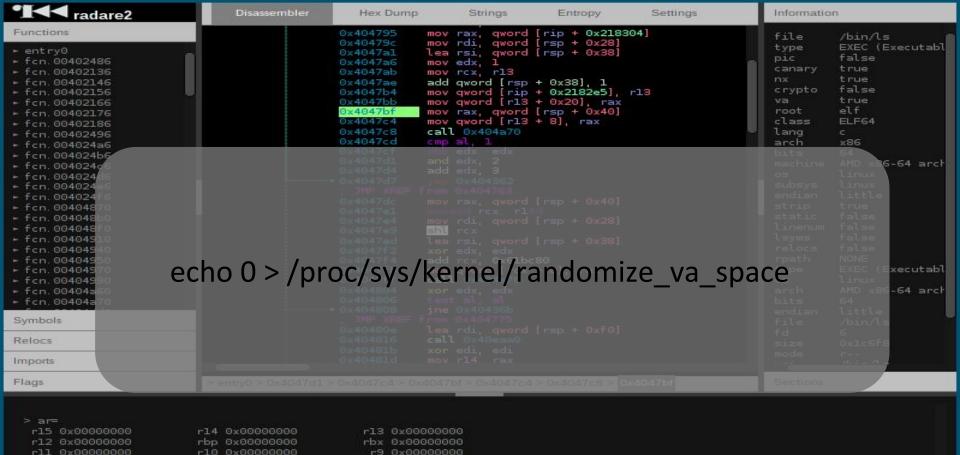
r8 0x00000000

rbp 0x00000000

r10 0x00000000

rax 0x000000000

rsi 0x00000000



rcx 0x00000000

rdi 0x00000000

rflags =

r8 0x00000000

rdx 0x00000000

rsp 0x00000000

orax 0x00000000

rax 0x000000000

rsi 0x00000000

### E se a função hack não existisse?



#### Shellcode

- Queremos aproveitar a variável str e injetar código nela
- Podemos obter o endereço de str?
  - Se fosse global...

```
bits 64
global _start
section .text
_start:
    push 0x646e7770; 'dnwp'
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    mov rdi, 1
    mov rsi, rsp
    mov rdx, 4
    syscall
    mov rax, 60; exit
    mov rdi, 0
    syscall
```



rcx 0x00000000

rdi 0x00000000

rflags =

r8 0x00000000

rdx 0x00000000

rsp 0x00000000

orax 0x00000000

rax 0x000000000

rsi 0x00000000

### Injetando shellcode



- Precisamos sempre fazer o código assembly?
  - Shell Storm <a href="http://shell-storm.org/shellcode/">http://shell-storm.org/shellcode/</a>
  - Pwntools Shellcraft

