```
int j; // [rsp+38h] [rbp-8h]
int i; // [rsp+3Ch] [rbp-4h]
         8
ir
         9
      10
             _main();
             printf("input:\n");
ne
      11
             scanf("%s", s);
      12
ne
             v4 = strlen(s);
      13
     14
             printf("Waiting for the maze:\n");
      15
             change();
ne
     16
             for ( i = 0; i <= 4; ++i )
IOI
       17
     18
               for ( j = 0; j \leftarrow 4; ++j )
ЮІ
                 printf("%c ", (unsigned int)mp[5 * i + j]);
     19
     20
               printf("\n");
:m
        21
:n
     22
             if ( v4 != 8 )
               printf("fail!\n");
     24
:n
               exit(0);
·n Y
     25
        26
```

根据这个printf("Waiting for the maze")猜测是个迷宫题

这个双重循环猜是个5*5大小的迷宫

```
if ( v4 != 8 )
{
   printf("fail!\n");
   exit(0);
}
```

v4是上面出入的字符串的长度,预计走八步

```
DA View-A 🖂 🕒 Pseudocode-A 🔼 🖸 Hex View-1 🖾 🖪 Structures 🖂 🖽 Enums 🔼 🛅 Im:
  v5 = 0;
  if ( mp[0] != 's' )
    printf("fail!\n");
    exit(0);
  for (k = 0; k <= 7; ++k)
    if (s[k] == 'U' && (--v6 < 0 || mp[5 * v6 + v5] == '#'))
      printf("fail!\n");
      exit(0);
    if (s[k] == 'D' && (++v6 > 4 || mp[5 * v6 + v5] == '#'))
      printf("fail!\n");
      exit(0);
    if (s[k] == 'L' && (--v5 < 0 || mp[5 * v6 + v5] == '#'))
      printf("fail!\n");
      exit(0);
    if (s[k] == 'R' && (++v5 > 4 || mp[5 * v6 + v5] == '#'))
      printf("fail!\n");
```

往下看,字符串UDLR对应着上下左右

t是终点, flag是我们的输入

```
unction Instruction Data Unexplored
                                           External symbol Lumina function
                         📳 Pseudocode-A 🗵
                                                               🖪 Structures 🗵
                                                                                 詿
       🖪 IDA View-A 🗵
                                             O Hex View-1 ☑
         1 char *change()
   \wedge
         2 {
∕l ir
         3
             char *result; // rax
one
         4
             char v1; // [rsp+4h] [rbp-Ch]
one
             int v2; // [rsp+8h] [rbp-8h]
             int i; // [rsp+Ch] [rbp-4h]
          6
on€
          7
on€
         8
             for (i = 0; i \le 24; ++i)
one
         9
on€
       10
                v2 = -1;
       11
                v1 = mp[i];
moi
      12
                while (v2)
moi
        13
>::_
      14
                  --v2;
>::m
      15
                  ++\/1;
>::m
         16
>::m
      17
                result = mp;
      18
                mp[i] = v1;
>::m
5"n Y
         19
      20
>
              return result;
      21 }
₽ ×
```

观察这个函数,发现对于每个mp[i],都进行了mp[i]=mp[i]-1的操作

```
.data:000000000476004 align 10h
.data:000000000476010 public mp
.data:000000000476010 mp
.data:0000000000476010 mp
.data:0000000000476010 mp
.data:00000000000476010 ; DATA XREF: change(void
```

而mp长这样

所以迷宫为