



Exercise 42.2: More on setuid and Scripts

Suppose we have the following C program (`./writeit.c`) which attempts to overwrite a file in the current directory named `afile`. This file can be extracted from your downloaded SOLUTIONS file as `writeit.c`.



`writeit.c`

```
1  /*
2  @*/
3  #include <stdio.h>
4  #include <unistd.h>
5  #include <fcntl.h>
6  #include <stdlib.h>
7  #include <string.h>
8  #include <stdlib.h>
9  #include <sys/stat.h>
10
11 int main(int argc, char *argv[])
12 {
13     int fd, rc;
14     char *buffer = "TESTING A WRITE" ;
15     fd = open( "./afile" , O_RDWR | O_CREAT | O_TRUNC, S_IRUSR | S_IWUSR);
16     rc = write(fd, buffer, strlen(buffer));
17     printf( "wrote %d bytes \n " , rc);
18     close(fd);
19     exit(EXIT_SUCCESS);
20 }
```

If the program is called `writeit.c`, it can be compiled simply by doing:

```
$ make writeit
```

or equivalently

```
$ gcc -o writeit writeit.c
```

If (as a normal user) you try to run this program on a file owned by root you'll get

```
$ sudo touch afile
$ ./writeit
```

```
wrote -1 bytes
```

but if you run it as root:

```
$ sudo ./writeit
```

```
wrote 15 bytes
```

Thus, the root user was able to overwrite the file it owned, but a normal user could not.

Note that changing the owner of `writeit` to root does not help:

```
$ sudo chown root.root writeit
$ ./writeit
```

```
wrote -1 bytes
```

because it still will not let you clobber `afile`.

By setting the **setuid** bit you can make any normal user capable of doing it:

```
$ sudo chmod +s writeit  
$ ./writeit
```

```
wrote 15 bytes
```



Please Note

You may be asking, why didn't we just write a script to do such an operation, rather than to write and compile an executable program?

Under **Linux**, if you change the **setuid** bit on such an executable script, it won't do anything unless you actually change the **setuid** bit on the shell (such as **bash**) which would be a big mistake; anything running from then on would have escalated privilege!