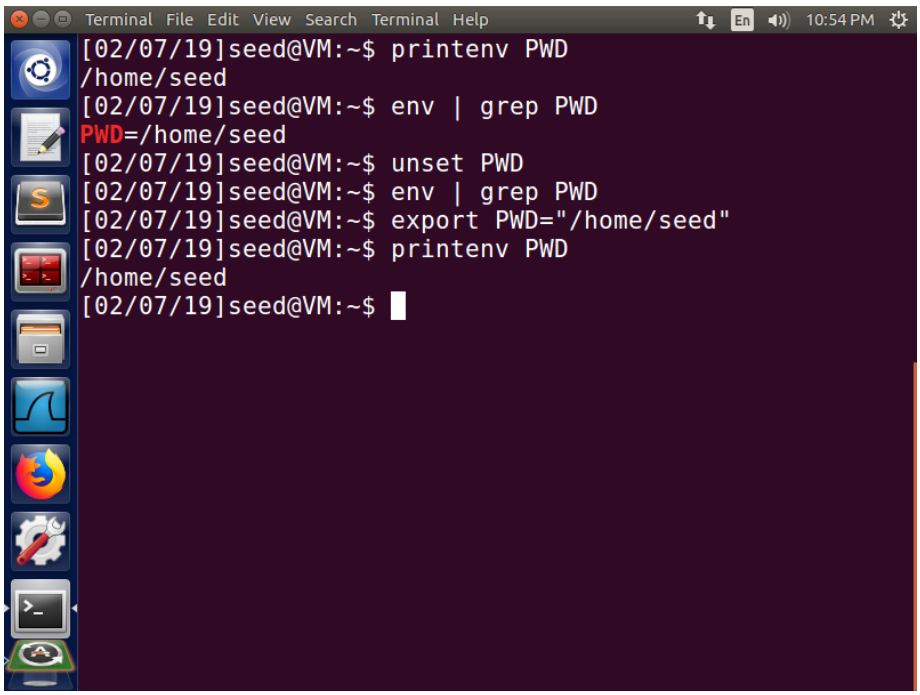
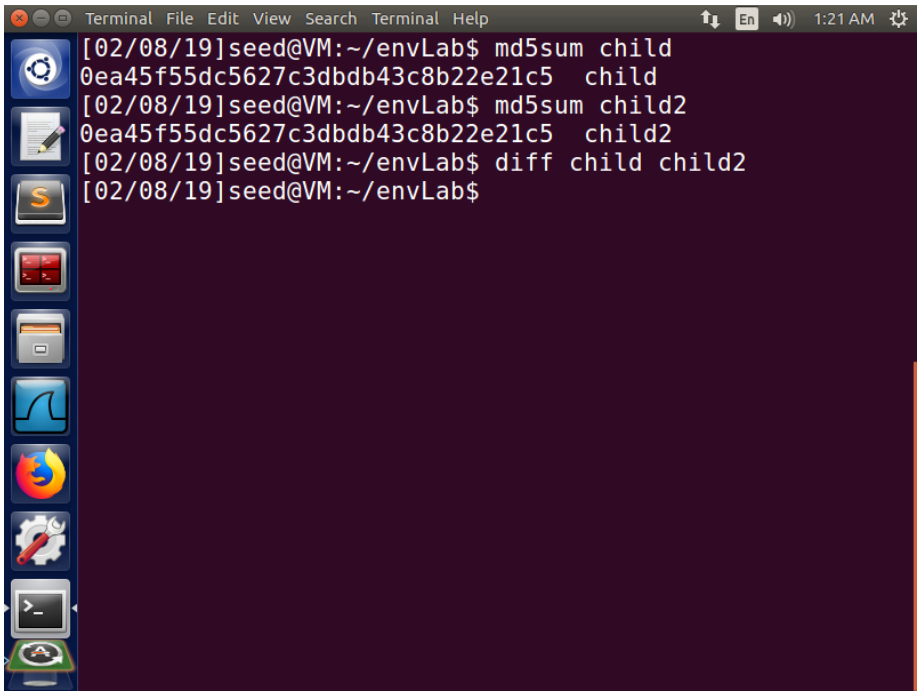
Environment Variable and Set-UID Program Lab

Task 1



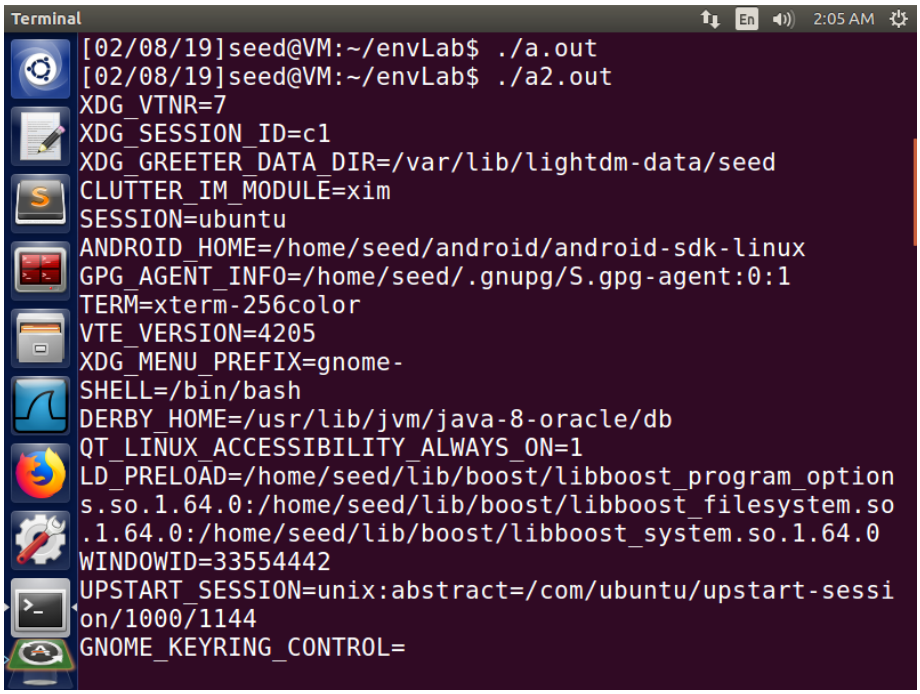
Task 2



The program prints all environment variables in the parent or the child process depending on which branch you comment out.

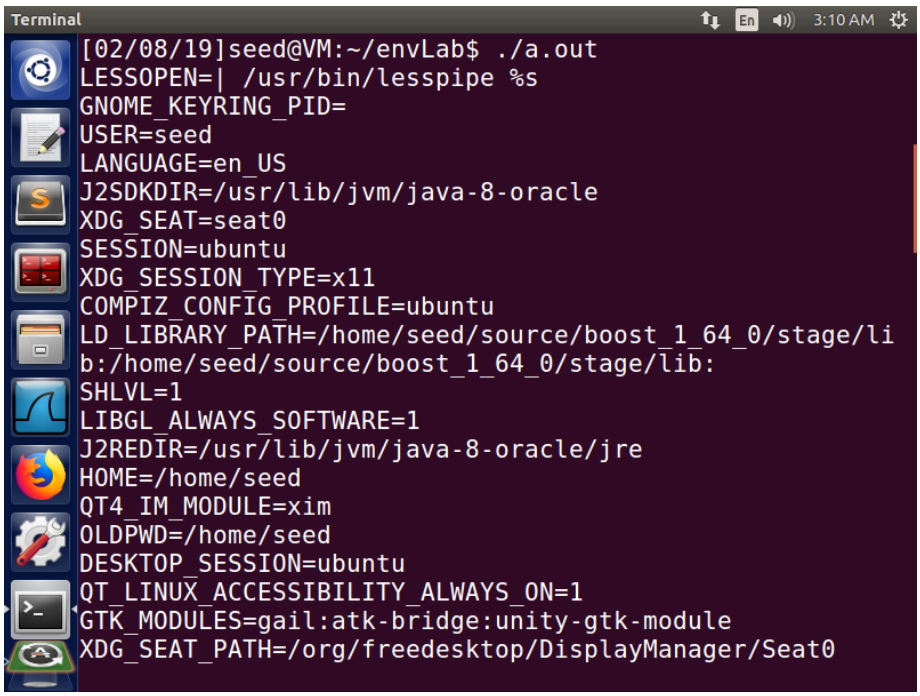
From the screenshot above, we can find that the parent process and child process have the same environment variables since they have the same output.

Task 3



The program compiled in step 1 (a.out) prints nothing, whereas the program in step 2 (a2.out) prints all environment variables. Therefore we know the environment variables are not inherited in the program. Instead, the program get them by external pointer `environ`.

Task 4

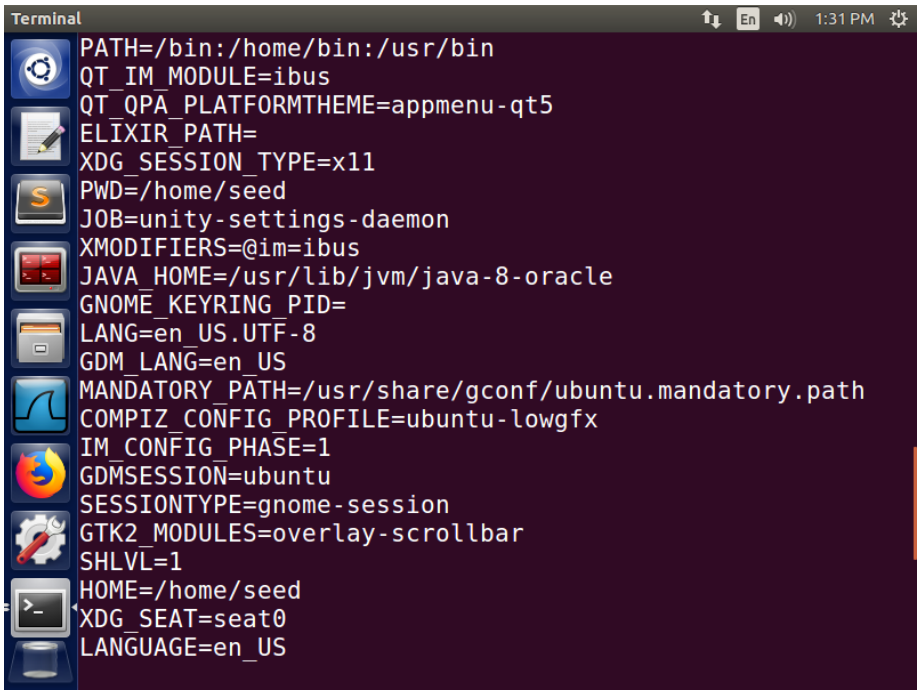


From the screenshot, the program prints all environment variables under `/usr/bin/env`. Therefore the `system()` function has passed environment variables to `/bin/sh`.

Task 5

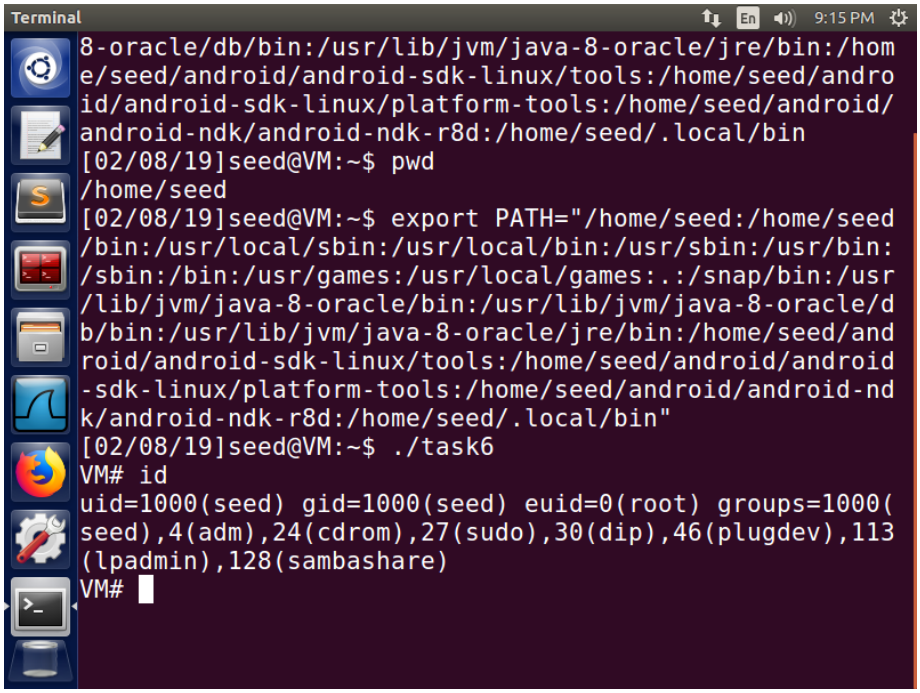
I run the following command at step 3

```
export PATH="/bin:/home/bin:/usr/bin"
export LD_LIBRARY_PATH=""
export ELIXIR_PATH=""
```



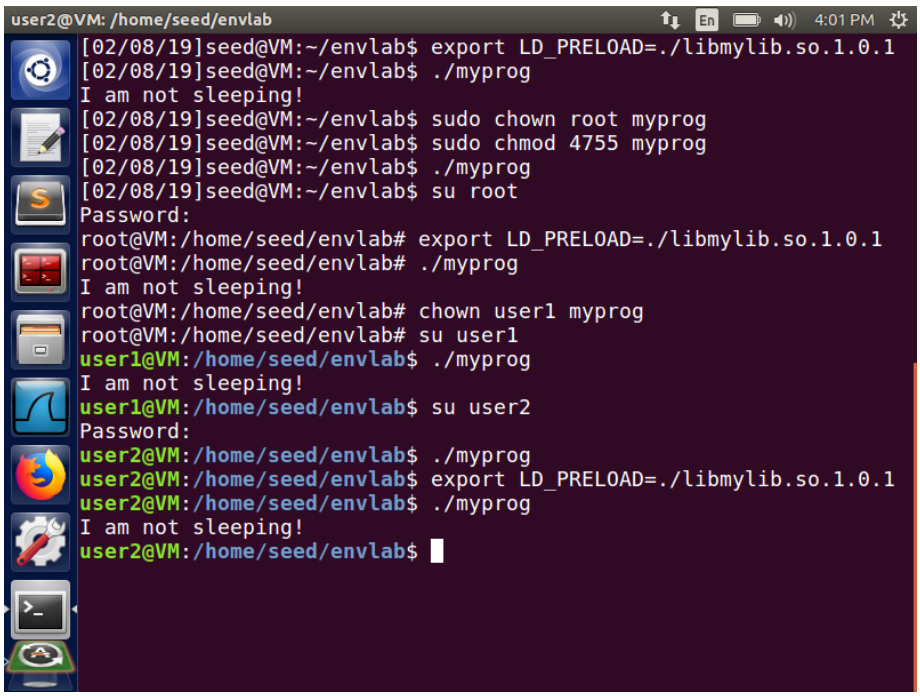
As shown in the screenshot, the `Path` is set to `/bin:/home/bin:/usr/bin`, but `LD_LIBRARY_PATH` is not printed, which means it didn't enter the child process.

Task 6



The program can gain root privilege if we copy `\bin\sh` to current directory and add current directory to `PATH`.

Task 7



1. Make `myprog` a regular program, and run it as a normal user.

The program will use the environment variable set by user and call the `sleep()` in `libmylib.so.1.0.1`.

2. Make `myprog` a `Set-UID` root program, and run it as a normal user.

In this case, the program will ignore `LD_PRELOAD` set by user and use the default `sleep()` function.

3. Make `myprog` a `Set-UID` root program, export the `LD_PRELOAD` environment variable again in the root account and run it.

In this case, exported `LD_PRELOAD` dominants. The program will use the `sleep()` in `libmylib.so.1.0.1`.

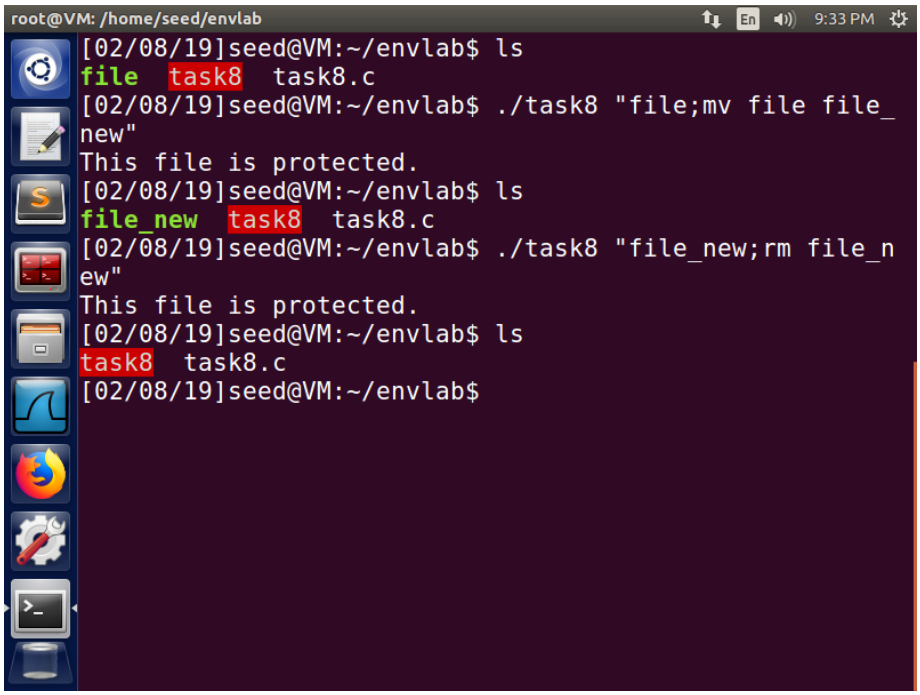
4. Make `myprog` a `Set-UID` user1 program (i.e., the owner is user1, which is another user account), export the `LD_PRELOAD` environment variable again in a different user's account (not-root user) and run it.

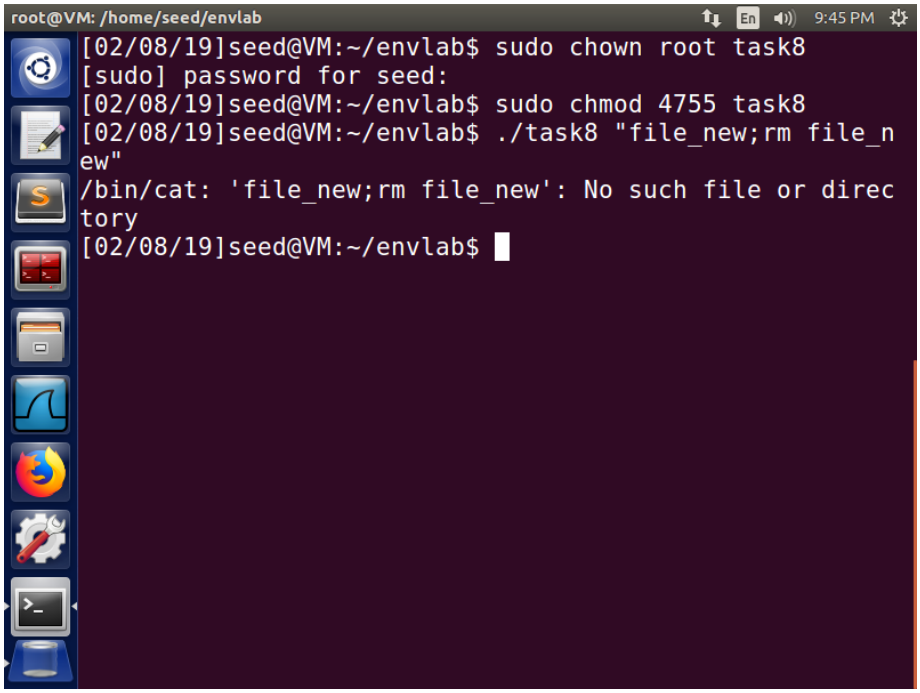
```
user1@VM: ~/envLab $ export LD_PRELOAD=./libmylib.so.1.0.1
user1@VM: ~/envLab $ gcc -o myprog myprog.c
user1@VM: ~/envLab $ chmod u+s myprog
user1@VM: ~/envLab $ su user2
user2@VM: ~/envLab $ ./myprog
user2@VM: ~/envLab $
```

In this case, `LD_PRELOAD` is not overwritten.

In conclusion, only the program owner can run the program with overwritten environment variables.

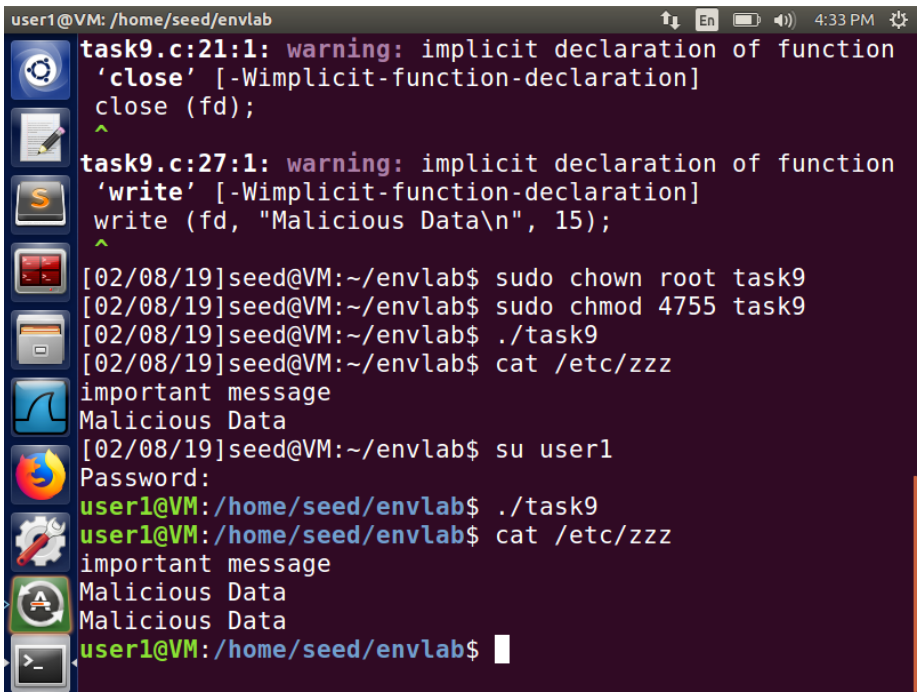
Task 8





In the first scenario, we can insert a command after `;` to modify protected file. However, in second scenario, `execve()` sees the argument as a whole name so we cannot make exploit on that.

Task 9



From the screenshot above, we can see that the file has been modified. This is because `zzz` is opened before `setuid()` and has root privilege.