Assignment 2 Report - Part 3

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1 Return Oriented Programming

• By looking at the code, the first step to overflow buffer and start our ROP exploit is to by pass the length check. We can do this by setting i to a negative number, it will pass the check and when it is cast into size_t which is an unsigned integer it underflows and becomes a large number, enabling us to read in the entirety of the exploit file.

```
#include <stdio.h>
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#include <stdlib.h>

void rop(FILE *f) {
    char buf[24];
    long i, fsize, read_size;
    puts("How many bytes do you want to read? (max: 24)");
    scanf("%ld", &i);

    if (i > 24) {
        puts("You can't trick me...");
        return;
    }

    fseek(f, 0, SEEK_END);
    fsize = ftell(f);
    fseek(f, 0, SEEK_SET);

    read_size = (size_t) i < (size_t) fsize ? i : fsize;
    fread(buf, 1, read_size, f);
    fclose(f);
    puts(buf);
}

int main(void) {
    FILE *f = fopen("./exploit", "r");
    setbuf(f, 0);
    if (!f)
        puts("Error opening ./exploit");
    else
        rop(f);
    return 0;
}</pre>
```

Next is to find the return address of the rop function, we create a break point
before it returns and see that it is 48 bytes after buf, so know we can pad buf
with 48 arbitrary bytes and set our return address.

- All we have to do next is find our gadgets and construct our program.
 - We find a "pop rdi; ret" gadget by using asmsearch gdb-pedas asmsearch "pop rdi; ret" Searching for ASM code: 'pop rdi; ret' in: binary ranges 0x004008c3 : (5fc3) pop rdi; ret
 - We find the "/bin/sh", "system", and "exit" files using find

```
gdb-peda$ find "/bin/sh"
Searching for '/bin/sh' in: None ranges
Found 1 results, display max 1 items:
libc : 0x7ffff7b99e17 --> 0x68732f6e69622f ('/bin/sh')
```

• We then construct the payload using our obtained values using a python script.

• Running the program with an input "-1" runs our exploit and gives us access to a shell within the rop process.