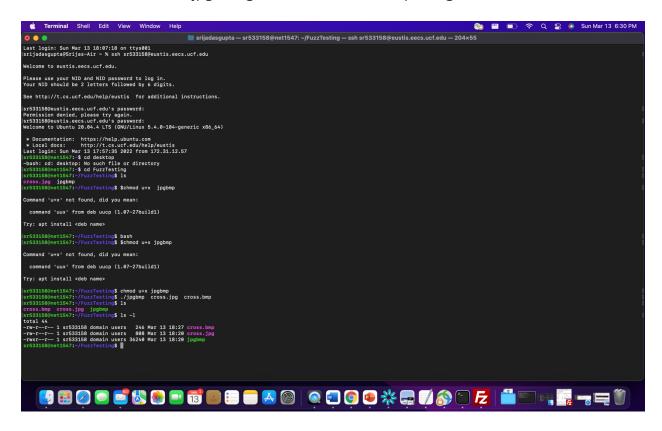
I completed this assignment as described in the following steps, with attached screenshots to show the steps. The **jpgbmp** executable and the **cross.jpg** were copied into the subject folder as shown below. I checked that the jpgbmp was executable with the **ls-l** command. To make it executable I have used the commands such as:

\$chmod u+x jpgbmp \$./jpgbmp cross.jpg cross.bmp It will convert the 'cross.jpg' image file to the 'cross.bmp' image file.



Then I have uploaded Fuzzer.c file where I have written my C program for Fuzz Testing. And used the command: gcc Fuzzer.c -o Fuzzer.

```
Table Space Space No. 23 1809% on type88 

#ploans to eurit.ecs.ucf.edu.

#lease se your ND and ND password to log in.

Town xD Smoke To 2 18tes Space Space
```

Program Design:

I designed the program to mutate the image file at random values. I created a loop to further increase the reach of the randomization. I filled four consecutive bytes with random values. Within the loop, I also generated another new random value, filled four consecutive bytes with 0 and the fifth byte with the random value. This increased the range of bugs detected by my Fuzzer program.

I ran the Fuzzer program with ./Fuzzer &> output.txt; this saves the output, with the names of the images that caused crashes, to a single txt file.

I allowed the **Fuzzer** to cause more than 16,000 crashes before terminating the program, as shown in the image below.

Agter that I have compiled Fuzzer.c with the commands: gcc Fuzzer.c

./a.out

The directory is populated with the images that caused the executable jpg2bmp program to crash, with the corresponding number of crashes. Then after using ls I got the images created during the testing. I have uploaded only one part of the whole result.

```
crashed-110. jpg crashed-200. jpg crashe
```

Empirical Results:

Then it has started showing the results for bugs.

```
File mass 1: created-Std.jpg

Tile mass 2: created-Std.jpg

Tile mass 2: created-Std.jpg

Tile mass 2: created-Std.jpg

Tile mass 2: created-Std.jpg

Tile mass 3: created-Std.jpg

Tile m
```

I then picked seven(7) images randomly that caused the crash to know the bug# that was triggered. In total, 7 bugs were successfully detected as shown in the output image below. Then I have renamed one image for each bugs into "test-x.jpg" format where x is the number of bugs such as 1,2,3 etc.

```
sr533158@net1547:~/FuzzTesting$ mv crashed-417.jpg test-1.jpg
sr533158@net1547:~/FuzzTesting$ mv crashed-28.jpg test-2.jpg
sr533158@net1547:~/FuzzTesting$ mv crashed-160.jpg test-3.jpg
[sr533158@net1547:~/FuzzTesting$ mv crashed-416.jpg test-4.jpg
sr533158@net1547:~/FuzzTesting$ mv crashed-103.jpg test-5.jpg
sr533158@net1547:~/FuzzTesting$ mv crashed-155.jpg test-7.jpg
[sr533158@net1547:~/FuzzTesting$ mv crashed-154.jpg test-8.jpg
[sr533158@net1547:~/FuzzTesting$
```

Finally, I used the **test-x.jpg** images to trigger bugs corresponding to the test image number, as shown below.

```
sr533158@net1547:~/FuzzTesting$ ./jpgbmp test-1.jpg temp.bmp
You triggered Bug #1 !.
Segmentation fault (core dumped)
sr533158@net1547:~/FuzzTesting$ ./jpgbmp test-2.jpg temp.bmp
You triggered Bug #2 !
[Segmentation fault (core dumped)
[sr533158@net1547:~/FuzzTesting$ ./jpgbmp test-3.jpg temp.bmp
You triggered Bug #3 !
Segmentation fault (core dumped)
[sr533158@net1547:~/FuzzTesting$ ./jpgbmp test-4.jpg temp.bmp
You triggered Bug #4!
Segmentation fault (core dumped)
sr533158@net1547:~/FuzzTesting$ ./jpgbmp test-5.jpg temp.bmp
You triggered Bug #5 !
Segmentation fault (core dumped)
[sr533158@net1547:~/FuzzTesting$ ./jpgbmp test-7.jpg temp.bmp
You triggered Bug #7 !
Segmentation fault (core dumped)
sr533158@net1547:~/FuzzTesting$ ./jpgbmp test-8.jpg temp.bmp
You triggered Bug #8!
Segmentation fault (core dumped)
sr533158@net1547:~/FuzzTesting$
```

Statistical Representation:

BUG#	FREQUENCY
1	44
2	505
3	121
4	10048
5	396
6	0
7	383
8	3973
TOTAL	15470

A total of 15,470 crashes were caused by the **Fuzzer** program. The graph below shows distribution of the rate of occurrence of each of the 8 bugs triggered, with bug#4 being the highest appearing and bug#6 with zero trigger.

Distribution of Triggered Bugs

