Explanation:

- I followed the instructions in Lecture 21 step by step, and first construct server client connection, and run disas clientComm to set the break point for leaving the function. Then I examine the contents of stackframe for clientComm function. Which print out the what is stored in frame pointer and return address and stored in stack pointer. And after done several procedures to check out I ran ffffffffff at the client side and then run x /100b \$rsp at the server terminal, this time it examine 100 bytes on the stack starting at the location pointed to by stack pointer.

```
(gdb) x /100b $rsp
0x7fffffffdd10: 0xb0
                                  0xff
                                          0xff
                                                  0xff
                         0xdd
                                                           0x7f
                                                                   0x00
                                                                            0x00
0x7fffffffdd18: 0x78
                                          0xff
                                                  0xff
                         0xdd
                                  0xff
                                                           0x7f
                                                                   0x00
                                                                            0x00
0x7fffffffdd20: 0xa0
                         0xdd
                                  0xff
                                          0xff
                                                  0xff
                                                           0x7f
                                                                   0x00
                                                                            0x00
0x7fffffffdd28: 0x00
                         0x00
                                  0x00
                                          0x00
                                                  0x08
                                                           0x00
                                                                   0x00
                                                                            0x00
0x7fffffffdd30: 0x66
                         0x66
                                  0x66
                                          0x66
                                                  0x66
                                                           0x66
                                                                   0x66
                                                                            0x66
0x7fffffffdd38: 0x66
                                 0x0a
                                          0x00
                                                  0x00
                                                           0x00
                                                                   0x00
                                                                            0x00
                         0x66
0x7fffffffdd40: 0x10
                         0x30
                                 0x60
                                          0x00
                                                  0x00
                                                           0x00
                                                                   0x00
                                                                            0x00
0x7fffffffdd48: 0x00
                                 0x00
                                          0x00
                                                  0x0b
                                                                   0x00
                                                                            0x00
                         0x00
                                                           0x00
0x7fffffffdd50: 0xb0
                                  0xff
                                          0xff
                                                  0xff
                                                           0x7f
                                                                   0x00
                                                                            0x00
                         0xdd
0x7fffffffdd58: 0xd9
                                 0x40
                                          0x00
                                                  0x00
                         0x0c
                                                           0x00
                                                                   0x00
                                                                            0x00
0x7fffffffdd60: 0x98
                                  0xff
                                          0xff
                                                  0xff
                                                           0x7f
                                                                            0x00
                         0xde
                                                                   0x00
0x7fffffffdd68: 0xff
                         0xb5
                                  0xf0
                                                                   0x00
                                          0x00
                                                  0x02
                                                           0x00
                                                                            0x00
0x7fffffffdd70: 0x01
                         0x00
                                          0x00
                                  0x00
(gdb) print /x ((unsigned *) $rbp + 2)
$11 = 0x7ffffffdd58
```

As the screenshot shown there's 10 0x66 starting at the line 0x7ffffffdd30, which is the pattern that I sent from client side. And then I print out the ending position which is dd58, so there's 40 random characters in front of the last 4 hex.

After knowing this, I ran disas secretFunction to have the following, for the first line which I see it has 00400e18 which should locate at the end of 40 a's to construct the string. Below is the screenshot that I sent the string and then reach the secret function.

```
(gdb) disas secretFunction
Dump of assembler code for function secretFunction:
  0x00000000000400e18 <+0>:
                       push
                             %rbp
                             %rsp,%rbp
  0x00000000000400e19 <+1>:
                       mov
                       mov $0x400fa8,%edi
  0x00000000000400e26 <+14>: mov $0x1,%edi
                       callq 0x400a00 <exit@plt>
  0x00000000000400e2b <+19>:
End of assembler dump.
(gdb) cont
Continuing.
You weren't supposed to get here!
[Inferior 1 (process 14337) exited with code 01]
```

Modification for server.c

I have modified the line with strcpy function (strcpy(str, recvBuff);) that cause the buffer overflow vulnerability. This is because the strcpy function doesn't take the variable size as input so it doesn't know how long space it should reserve. I change it strncpy (strncpy(str, recvBuff, MAX_DATA_SIZE);) which take in the MAX_DATA_SIZE as variable length and it solves the buffer overflow vulnerability problem. Below is the output when I send the same string and it didn't reach the secret function this time.

```
From bounce-cn1-ZH_CNN_i_News_NDBAN04022024c706985b0-h-7aa3d0ac56=2@newsletters.cnn.com    Tue Apr 2 14:39:08 2024
 Subject: Welcome to Life, But Greener
 Folder: spamFolder
From bounce-cn1-ZH_CNN_i_News_NDBAN04022024c504415b0-h-e7922beb88=2@newsletters.cnn.com Tue Apr 2 14:39:09 2024
Subject: Are you enjoying this newsletter?
 Folder: spamFolder
                                                   31292
New message log:
Subject: So long, friend!
 Folder: spamFolder
New message log:
Subject: Do you still want to receive these emails?
 Folder: spamFolder
New message log:
New message log:
From bounce-cn1-ZH_CNN_i_News_NDBAN04022024c503742b0-h-a0d54399e7=2@newsletters.cnn.com Tue Apr 2 14:39:12 2024
Subject: Hello! I have a question for you
 Folder: spamFolder
                                                   42348
New message log:
Subject: Time to say goodbye?
 Folder: spamFolder
                                                   41967
New message log:
From bounce-cn1-ZH_CNN_i_News_NDBAN04022024c525535b0-h-be10fc6019=2@newsletters.cnn.com Tue Apr 2 14:39:13 2024
Subject: =?UTF-8?Q?Hola,_=C2=A1pong=C3=A1monos_al_d=C3=ADa!?=
 Folder: spamFolder
                                                   31243
New message log:
New message log:
From bounce-cn1-ZH_CNN_i_News_NDBAN04022024c526314b0-h-6b3385a350=2@newsletters.cnn.com Tue Apr 2 14:39:14 2024
Subject: Are you still enjoying this newsletter?
 Folder: spamFolder
Subject: You will no longer receive this newsletter
 Folder: spamFolder
                                                   32533
New message log:
From bounce-cn1-ZH_CNN_i_News_NDBAN04022024c529322b0-h-b6648e5e2f=2@newsletters.cnn.com Tue Apr 2 14:39:14 2024
Subject: Are you enjoying this newsletter?
 Folder: spamFolder
                                                   45341
Subject: =?UTF-8?Q?Let=E2=80=99s_catch_up?=
 Folder: spamFolder
```