## Lesson

```
[*] Question number 0x1:

Is this a '32-bit' or '64-bit' ELF? (e.g. 1337-bit)

>> |
```

```
(vigneswar% VigneswarPC)-[~/Pwn/Lesson/challenge]
$ file main
main: ELF 64-bit LSB executable, x86-64, version 1 (SYSV), dynamically linked, interpreter ./glibc/ld-linux-x86-64.so.2,
BuildID[sha1]=da663acb70f9fa157a543a6c4affd05e53fbcb07, for GNU/Linux 3.2.0, not stripped
```

```
(vigneswar® VigneswarPC)-[~/Pwn/Lesson/challenge]
$ checksec main
[*] '/home/vigneswar/Pwn/Lesson/challenge/main'
Arch: amd64-64-little
RELRO: Full RELRO
Stack: No canary found
NX: NX enabled
PIE: No PIE (0x400000)
RUNPATH: b'./glibc/'
```

```
void print_msg(char *user){
  char formatter[0x20];
  strncpy(formatter, user, 5);
  for (size_t i = 0; i < 5; i++) formatter[i] = tolower(formatter[i]);
  printf(strncmp(formatter, "admin", 5) == 0 ? "\nWelcome admin!\n\n" : "\nWelcome user!\n\n");
}</pre>
```

```
int main(int argc, char **argv){
  char name[0x20] = {0};
  unsigned long x, y;
  printf("Enter your name: ");
  scanf("%s", name);
  print_msg(name);
  return 0;
}
```

```
void under_construction(){
  printf("This is under development\n");
}
```

```
OBBORDO OBBORD
```

```
int main(int argc, char **argv){
  char name[0x20] = {0};
  unsigned long x, y;
  printf("Enter your name: ");
  scanf("%s", name);
  print_msg(name);
  return 0;
}
```

```
32 + 8 \text{ (rbp)} + \text{newline} -> 40 \text{ A}
```

```
HINT: Run 'gdb ./main' to open the binary in the debugger, then
                                                0
      run 'p <function_name>' to see the address of a function.
0
                                                0
0
                                                0
      e.g. pwndbg> p main
0
                                                0
         $2 = {<text variable, no debug info>} 0x401294 <main>
0
[*] Question number 0x8:
What is the address of 'under_construction()' in hex? (e.g. 0x401337)
>>
```

```
vigneswar@ VigneswarPC)-[~/Pwn/Lesson/challenge]
sobjdump -d main -M intel | grep under
0000000004011d6 <under_construction>:
```