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// -----  
// bufferoverflow.c  
//  
// cmdline:  
//      gcc bufferoverflow.c -o bufferoverflow.exe  
//      bufferoverflow.exe  
//  
//  
// in linux:  
//      gcc -fno-stack-protector -z execstack -no-pie bufferoverflow.c -o bufferoverflow -m32  
//      ./bufferoverflow  
//  
// -----  
  
#include <stdio.h>  
#include <stdlib.h>  
#include <string.h>  
  
void Hacked(void){  
    int nbytes = 80;  
    char *name = malloc(nbytes+1);  
    printf("\n\n\n");  
    printf("*****\n*");  
    printf("*   Please enter your name and student ID\n");  
    printf("*   Maximun %i characters\n", nbytes);  
    printf("*\n*\n*   ");  
    getline(&name, &nbytes ,stdin);  
    printf("*\n*\n*");  
    printf("*****\n*");  
    printf("*\n*\t\tBuffer Overflow Attack\n");  
    printf("*\t\t-----\n*");  
    printf("*   %s",name);  
    printf("*\n");  
    printf("*   You have sucessfully completed this task\n");  
    printf("*\n*\n");  
    printf("*   Function Hacked at\t0x00%x\n",&Hacked);  
    printf("*\n");
```

```
printf("* Stack contents\t0x%p --> Return  
address\n*\t\t\t\t0x%p\n*\t\t\t\t0x%p\n*\t\t\t\t0x%p\n*\t\t\t\t0x%p\n");  
    printf("**\n*****\n\n");  
}  
  
void displayStack(const char input[]){  
    char buf[8];  
    printf("-----\n");  
    printf("Before attack stack  
looks\n*\t\t\t\t0x%p\n*\t\t\t\t0x%p\n*\t\t\t\t0x%p\n*\t\t\t\t0x%p\n*\t\t\t\t0x%p\n*\t\t\t\t0x%p\n*\t\t\t\t0x%p\n*\t\t\t\t0x%p\n*\t\t\t\t0x%p\n*\t\t\t\t0x%p\n");  
    strcpy(buf, input);  
    printf("\nBuffer \n*\t\t\t\t%s\n\n", buf);  
    printf("After attack stack  
looks\n*\t\t\t\t0x%p\n*\t\t\t\t0x%p\n*\t\t\t\t0x%p\n*\t\t\t\t0x%p\n*\t\t\t\t0x%p\n*\t\t\t\t0x%p\n*\t\t\t\t0x%p\n*\t\t\t\t0x%p\n*\t\t\t\t0x%p\n");  
    printf("-----\n");  
}  
  
int main(int argc, char* argv[]){  
    int tempVar=0;  
    //Making life easie  
    printf("There is a buffer overflow weakness in this function\n");  
    printf("You are required to call the function at address 0xx\n", &Hacked);  
    if (argc != 2) {  
        printf("Please supply a string as your attack argument!\n");  
        return -1;  
    }  
    displayStack(argv[1]);  
    return 0;  
}
```