#UnderhandedAppSec

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Write a program that seemingly adds the numbers 2 and 2 and outputs 5

5th

C#

```
using System;
namespace TwoPlusTwo
    class Calc
        static void Main(string[] args)
            var x = 2;
            var y = 2;
            if (1 == 0);
                ++X;
        Console.WriteLine(x + y);
```

```
using System;
namespace TwoPlusTwo
   class Calc
       static void Main(string[] args)
           var x = 2;
           var y = 2;
           if (1 == 0);
               ++X;
       Console.WriteLine(x + y);
```

4th

```
#include <stdio.h>
int main(void)
{
   int a=3, b=2;
   printf("%d + %d = %d", --a, b, a + b);
}
```

```
$ ./twoplustwo
2 + 2 = 5
```

```
#include <stdio.h>
int main(void)
{
    int a=3, b=2;
    // gcc evaluates the function parameters from right to left
    // When a+b is evaluated, a is still 3.
    printf("%d + %d = %d", --a, b, a + b);
}
```

Bash

#!/usr/bin/env bash

```
v=2  #v is 2
v+=2  #v is 4
v=$(($v*5))  #v is 20
v=$(($v-16))  #v is 4
v=$(bc<<<"sqrt($v)+2")  #v is 4 (sqrt(4) is 2)
v=$(bc<<<"$v/4+3")  #v is 4 (4/4 = 1)
echo '2 + 2 =' $v  #So v is 4...?</pre>
```

```
$ ./twoplustwo.sh
2 + 2 = 5
```

More fun with CLI: https://twitter.com/climagic

2nd

Python

```
#!/usr/bin/env python

patch = '\x312\x2D7'
import ctypes

ctypes.c_int8.from_address(id(len(patch)) + 16).value = eval(patch)
print('2+2=', 2 + 2)
```

```
$ python two_plus_two.py
('2+2=', 5)
```

```
#!/usr/bin/env python

patch = '\x312\x2D7' # 12-7
import ctypes
# CPython uses the same memory location for any copy of the first few small integers.
# This goes in and directly edits that memory location via ctypes.
ctypes.c_int8.from_address(id(len(patch)) + 16).value = eval(patch)
print('2+2=', 2 + 2)
```

1st

Java

```
public class TwoPlusTwo {
  private static double two() {
   double two = 0;
   for(int i = 0; i < 20; i++) {
     two += .1;
   return two;
  public static void main(String... args) {
   double two = two();
   System.out.format("Variable two = %.15f%n", two);
   double four = Math.ceil(two + two); // round just in case
   System.out.format("two + two = %.15f%n", four);
```

```
public class TwoPlusTwo {
                                                                    More about double in Java
 private static double two() {
   double two = 0;
   for(int i = 0; i < 20; i++) {
     two += .1;
   return two;
  public static void main(String... args) {
   double two = two();
   System.out.format("Variable two = %.15f%n", two);
   double four = Math.ceil(two + two); // round just in case
   System.out.format("two + two = %.15f%n", four);
```

More examples:

http://codegolf.stackexchange.com/questions/28786/write-a-program-that-makes-2-2-5

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