Lab 4

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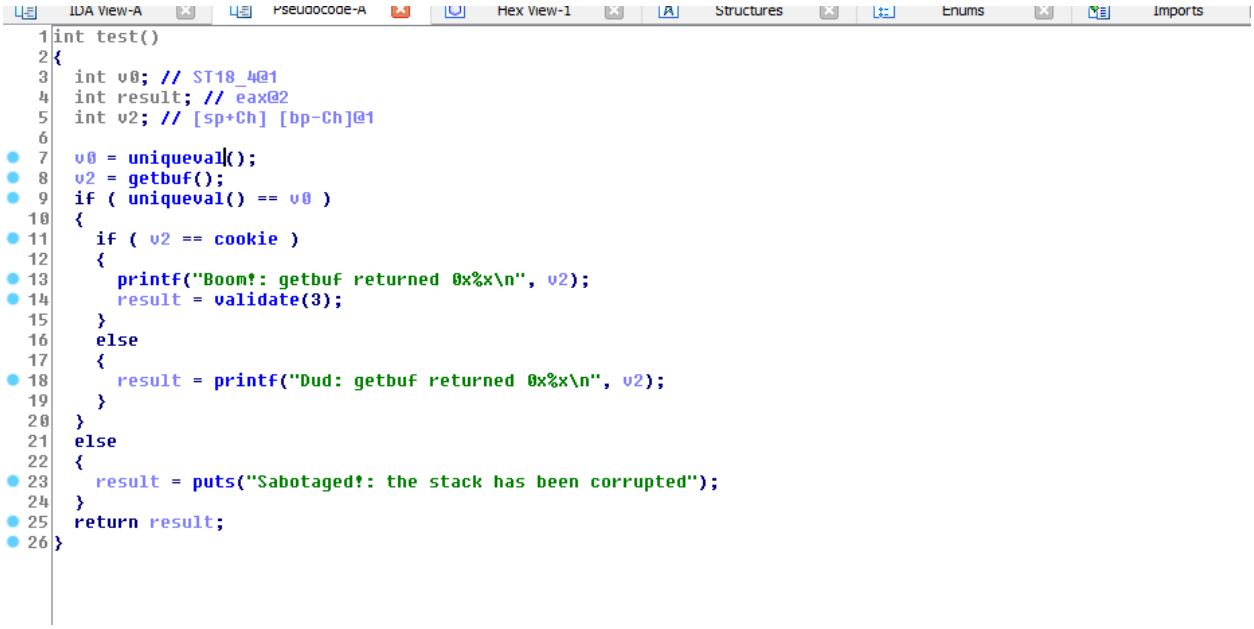
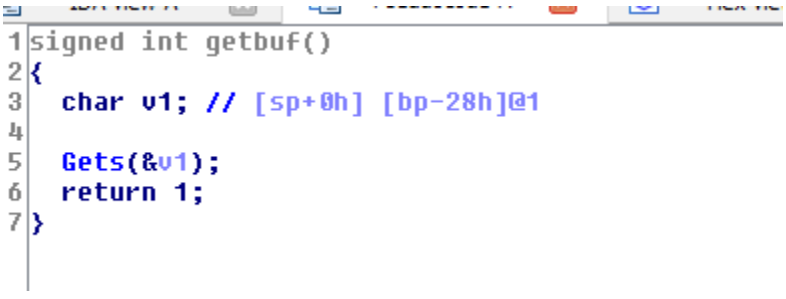
Class: NT209.M21.ANTN

Level0

Check the test function



Then check the getbuf function



And check the v1

```
-00000028 ; D/A/*   : change type (data/ascii/array)
-00000028 ; N       : rename
-00000028 ; U       : undefine
-00000028 ; Use data definition commands to create local variables and function arguments.
-00000028 ; Two special fields " r" and " s" represent return address and saved registers.
-00000028 ; Frame size: 28; Saved regs: 4; Purge: 0
-00000028 ;
-00000028
-00000028 var_28          db ?
-00000027                 db ? ; undefined
-00000026                 db ? ; undefined
-00000025                 db ? ; undefined
-00000024                 db ? ; undefined
-00000023                 db ? ; undefined
-00000022                 db ? ; undefined
-00000021                 db ? ; undefined
-00000020                 db ? ; undefined
-0000001F                 db ? ; undefined
-0000001E                 db ? ; undefined
-0000001D                 db ? ; undefined
-0000001C                 db ? ; undefined
-0000001B                 db ? ; undefined
-0000001A                 db ? ; undefined
-00000019                 db ? ; undefined
-00000018                 db ? ; undefined
-00000017                 db ? ; undefined
-00000016                 db ? ; undefined
-00000015                 db ? ; undefined
```

E1.1 requirment

I can see that the v1 has 40 bytes (0x28)

Return address (getbuf)	Return address of the getbuf function
ebp (getbuf's caller)	ebp to call getbuf function
… (0x24)	
v1	Stack top

Check the smoke

```
1 void __noreturn smoke()
2 {
3   puts("Smoke!: You called smoke()");
4   validate(0);
5   exit(0);
6 }
```

E1.2 requirment

In order that we need 0x28 + 0x4 + 0x4

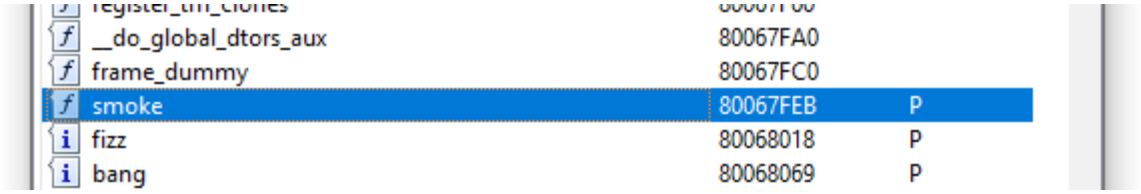
0x28 for the buffer

0x4 for overwite the ebp

0x4 for the smoke()

E1.3 requirment

Check the smoke() address



After buffer overflow

Smoke address
‘KKKK’
… (0x24)
‘KKKK’

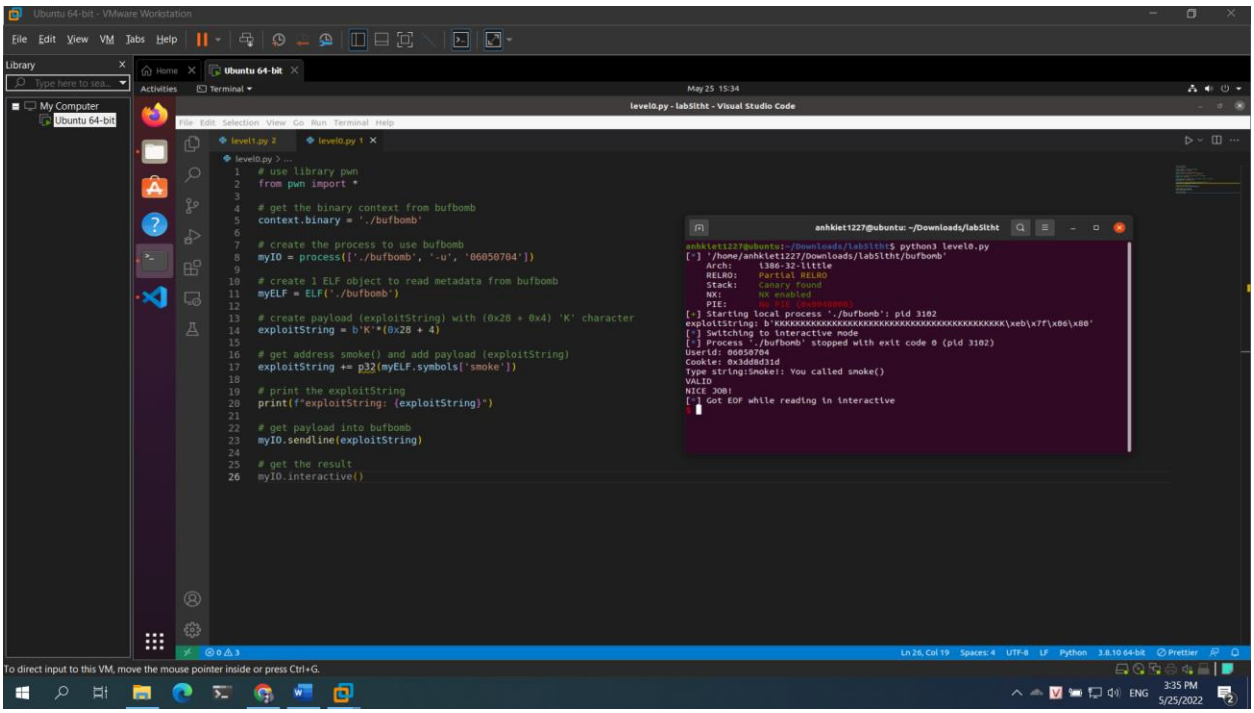
Return address of the getbuf function

ebp to call getbuf function

Stack top

E1.4 and E1.5 requirment

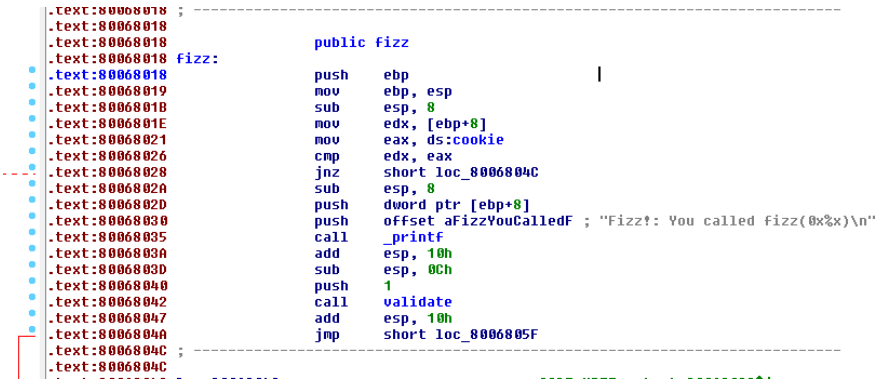
So, with these materials we can code the program to solve this problem



Level1

Check the fizz function

```
void fizz(int val)
{
	if (val == cookie) {
		printf("Fizz!: You called fizz(0x%x)\n", val);
		validate(1);
	} else {
		printf("Misfire: You called fizz(0x%x)\n", val);
		exit(0);
	}
}
```



The first stack is the same level0

Return address (getbuf)	Return address of the getbuf function
ebp (getbuf's caller)	ebp to call getbuf function
… (0x24)	
v1	Stack top

In order that we need 0x28 + 0x4 + 0x4

0x28 for the buffer

0x4 for overwite the ebp

0x4 for the fizz()

But with fizz function it has (int val) so we need to write stack the fizz()

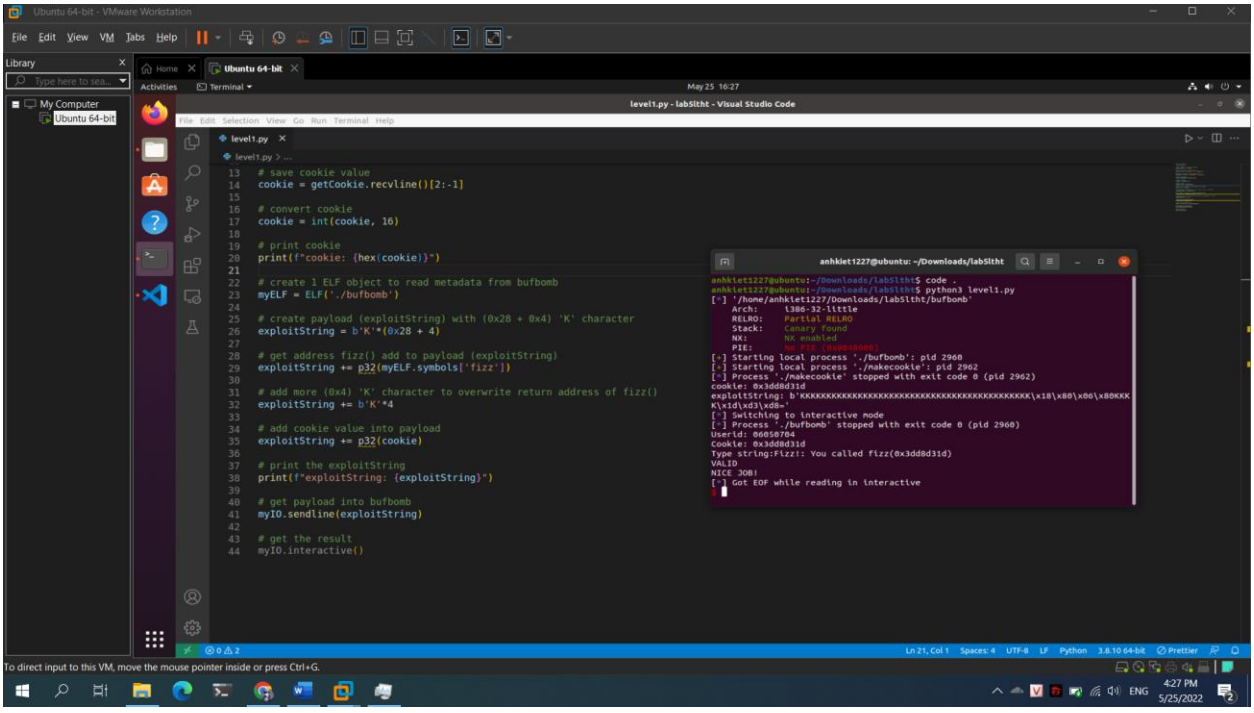
Argument1	
Return adress (fizz)	Return address of the fizz function
ebp (fizz's caller)	Stack top

With the epb + 8, we need 8 bytes to overwrite: 4 for return address and 4 for the value we want to input

Stack after buffer overflow

Cookie	First value of fizz()
'KKKK'	Return address of fizz()
Fizz address	Return address of getbuf()
'KKKK'	Ebp call getbuf()
…	
'KKKK'	Stack top

So that we can solve this problem



So, we can solve the problem