### Lab 4

Student 1: Võ Anh Kiệt

ID Student 1: 20520605

Student 2: Nguyễn Bảo Phương

ID Student 2: 20520704

Class: NT209.M21.ANTN

#### Level0

### Check the test function

```
니콜 IDA View-A 및 니콜 Pseudocode-A 🛂 UJ Hex View-1 🕍 [A] Structures 💟 🖫 Enums 🕍 약필 Imports
   1 int test()
   2 {
      int v0; // ST18_4@1
int result; // eax@2
int v2; // [sp+Ch] [bp-Ch]@1
   3
       v0 = uniqueval();
      v2 = getbuf();
if ( uniqueval() == v0 )
  9
  10
         if ( v2 == cookie )
  12
           printf("Boom!: getbuf returned 0x%x\n", v2);
result = validate(3);
• 13
14
  15
  16
         élse
  17
           result = printf("Dud: getbuf returned 0x%x\n", v2);
18
  19
  20
  22
23
        result = puts("Sabotaged!: the stack has been corrupted");
26 }
```

# Then check the getbuf function

```
1 signed int getbuf()
2 {
3    char v1; // [sp+0h] [bp-28h]@1
4    Gets(&v1);
6    return 1;
7 }
```

### And check the v1

```
-00000028 ; D/A/*
                     : change type (data/ascii/array)
000000028 ; N
                     : rename
 000000028 ; 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 ?
                           db ? ; undefined
00000027
                           db ? ; undefined
000000026
                           db ? ; undefined
00000025
00000024
                           db ? ; undefined
00000023
                           db ? ; undefined
                           db ? ; undefined
00000022
                           db ? ; undefined
000000021
                           db ? ; undefined
00000020
                           db ? ; undefined
-0000001F
0000001E
                           db ? ; undefined
                           db ? ;
00000010
                                  undefined
0000001C
                           db ? ;
                                  undefined
                           db ? ;
-0000001B
                                  undefined
                           db ? ; undefined
00000010
                           db ? ; undefined
00000019
                           db ? ; undefined
00000018
 00000017
                           db ? ; undefined
                           db ? ; undefined
dh ? : undefined
00000016
-00000015
```

# **E1.1 requirment**

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

```
Return address (getbuf)
ebp (getbuf's caller)
... (0x24)
v1

Return address of the getbuf function
ebp to call getbuf function
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

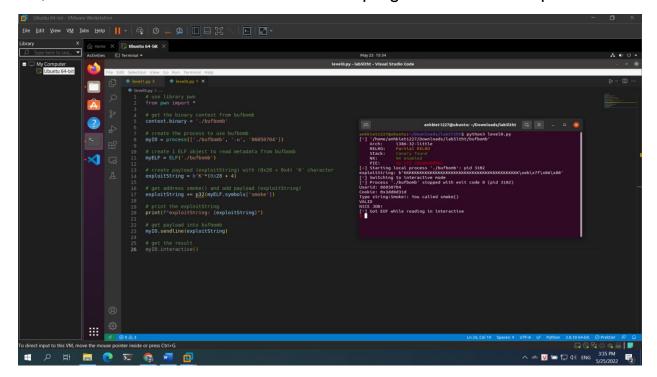


### After buffer overflow

Smoke address	Return address of the getbuf function
'KKKK'	ebp to call getbuf function
(0x24)	
'KKKK'	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);
    }
}
```

```
.text:80068018
.text:80068018
.text:80068018
                                                                           public fizz
.text:80068018 fizz:
.text:80068018
.text:80068019
                                                                                            ebp ebp, esp
ebp, esp
esp, 8
edx, [ebp+8]
eax, ds:cookie
edx, eax
short loc_8006804C
esp, 8
dword ptr [ebp+8]
offset aFizzYouCalledF; "Fizz?: You called fizz(0x%x)\n"
_printf
esp, 10h
esp, 0Ch
1
                                                                           push
.text:8006801B
.text:8006801E
.text:80068021
.text:80068026
.text:80068028
.text:8006802A
.text:8006802D
                                                                          push
push
call
add
sub
push
call
add
jmp
.text:80068030
.text:80068035
.text:8006803A
.text:8006803D
.text:80068040
.text:80068042
                                                                                               1
validate
.text:80068047
.text:8006804A
.text:8006804C;
                                                                                               esp, 10h
short loc_8006805F
.text:8006804C
```

#### The first stack is the same level0

Return address (getbuf)	
ebp (getbuf's caller)	
(0x24)	
v1	S

Return address of the getbuf function ebp to call getbuf function

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()

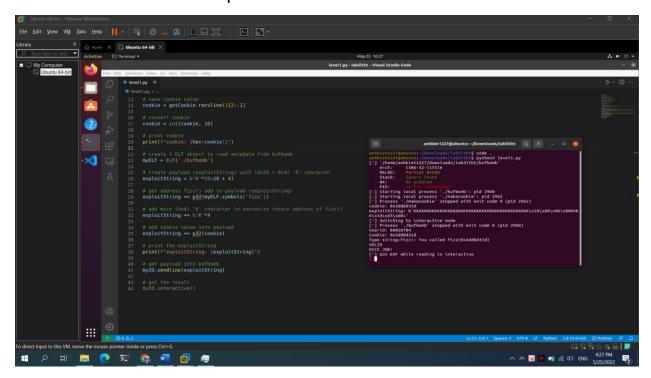
Argument1	
Return adress (fizz)	Return address of the fizz function
ebp (fizz's caller)	Stack top

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