

# Fuzzing

Code can be found here: <https://github.com/c2003-tamu/413>

## Environment Setup

- Clone git repository
- Ensure that docker is installed
  - `sudo apt install docker.io`
- Navigate to 413/fuzzing directory

## Running AFL

NOTE: we are using the docker container found here:

<https://github.com/AFLplusplus/AFLplusplus>

NOTE: we are using a program that is vulnerable to a buffer overflow, using the `gets()` function

- Run command: `docker pull aflplusplus/aflplusplus`
- Navigate to 413/fuzzing
- Run command: `docker run -ti -v $(pwd):/src aflplusplus/aflplusplus`
- Inside docker container:
  - Run command: `mkdir seeds`
  - Run command: `mkdir res`
  - Run command: `./afl-cc -std=c99 src/bad.c -o bad.bin`
    - NOTE: we had to downgrade std to c99 in order to be able to use the vulnerable `gets()` function, which is what allows for a buffer overflow.
  - Run command: `echo A > seeds/input1.txt`
  - Run command: `./afl-fuzz -i seeds/ -o res/ -- ./bad.bin`
    - AFL will now be running, testing different inputs for our vulnerable application, as seen below:

