

Buffer Overflow Homework

1. Server Denial of Service (5 pts)

- a. Download the server and client executables from <http://www.cse.msu.edu/~cornwe19/cse825/>
 - i. Download instructions:

```
cd <your favorite directory>
wget www.cse.msu.edu/~cornwe19/cse825/server.out
wget www.cse.msu.edu/~cornwe19/cse825/client.out
chmod 755 ./server.out ./client.out
```
 - ii. These can be run in separate terminals by starting with the server in the first and sending messages to it via the client with:

```
client.out 127.0.0.1 <server port> "message"
```
- b. The server has a **printf vulnerability** that can be exploited by the client. Find it and use it to crash the server. Attach a screenshot of both the client and server terminals during the crash to your homework submission.

2. Spawning a shell (15 pts)

- a. Payload generation:
 - i. Download the buffer overflow payload assembly code at shellspawn.s and modify the comments of the code with answers to the questions it asks. Attach your answers to your homework submission.
- b. Spawning a shell:
 - i. Using byte code from the above assembly program (or the pre-provided byte code - [shellcode.txt](#)), spawn a shell from the vulnerable server executable provided at [stack overflow server.out](#)
 - i. You can use the client provided in question 1 to attack this server. Note that the server must be run on a 32bit linux OS
 - ii. Provide the entirety of the input used to pull off the attack
 - iii. Provide a screen shot of the command line displaying the overflow happening
 - iv. Remember to turn off ASLR for your shell session:

```
sudo sh -c 'echo 0 > /proc/sys/kernel/randomize_va_space'
```
 - v. Hint: "\x90" represents a nop in shell hex-code
 - ii. ****Note** that due to the debugging environment provided by GDB, it may be easier to spawn a shell from your exploitable program while debugging it. We will accept a shell spawned from GDB's run time or from the console.

Email homework submission to cornwe19@cse.msu.edu