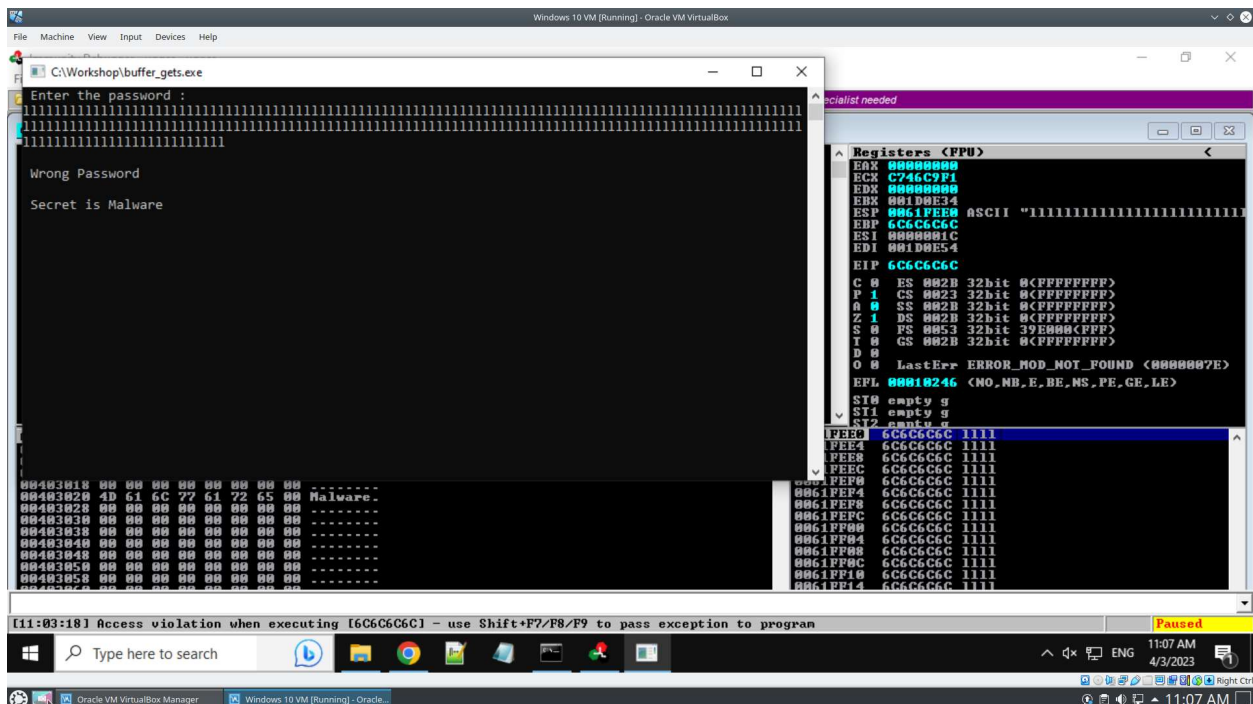
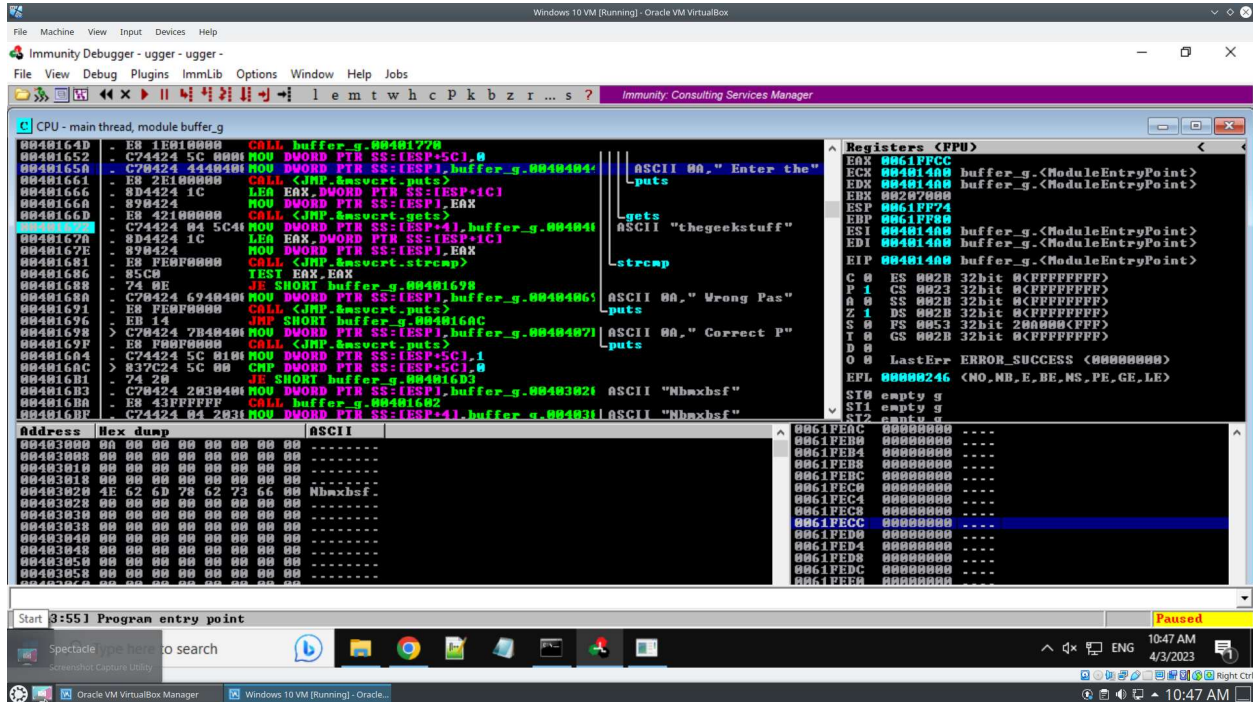


**10 points**

**Hint 1:** The purpose of this buffer overflow attack is not to change the return address. In Figure 1, we can see the variable *pass* controls if the code shows the secret or not. Actually *pass* is allocated on the stack above *buff* if you look at the assembly and the stack in IDA Pro or immunity debugger. Can overflowing *buff* overwrite *pass*?

**Hint 2:** To supply the arguments to a running program within Immunity Debugger, *Debug* -> *Arguments*. After the arguments are provided, Immunity Debugger will notify you the program shall be restarted: *Debug* -> *Restart*



3. Explain how this buffer overflow attack works and why the secret can be obtained with the buffer overflow attack. (3 points)

The buffer overflow works by inputting too many/a very long argument into the input. Which means too much data was put into the buffer and the program outputs whatever is contains. The buffer was a size of 64, so I inputted over 64 l's to do the buffer overflow attack.

Figure 1 buffer\_gets.c

```
1  /* buffer_gets.c */
2
3  #include <stdio.h>
4  #include <string.h>
5
6  char notSecret[128] = "Nbmxbbsf";
7
8  void secretEncoder(unsigned char *fustr) {
9      for (int i = 0; i < strlen(fustr); i++) {
10         fustr[i] = fustr[i]+1;
11     }
12 }
13
14 void secretDecoder(unsigned char *fustr) {
15     for (int i = 0; i < strlen(fustr); i++) {
16         fustr[i] = fustr[i]-1;
17     }
18 }
19
20 int main(void)
21 {
22     char buff[64];
23     int pass = 0;
24
25     printf("\n Enter the password : \n");
26     gets(buff);
27
28     if (strcmp(buff, "thegeekstuff"))
29     {
30         printf("\n Wrong Password \n");
31     }
32     else
33     {
34         printf("\n Correct Password \n");
35         pass = 1;
36     }
37
38     if (pass)
39     {
40         // Now Give root or admin rights to user
41         secretDecoder(notSecret);
42         printf("\n Secret is %s\n", notSecret);
43     }
44     return 0;
45 }
46
47 }
```