Memory Corruption in Dynamic Arrays

Description: Track memory corruption in dynamic arrays by reversing execution.

Debugging Tasks: 1.

Compile: 2. Use GDB: o Set a breakpoint before the loop. o Step into the loop and observe memory writes. o Reverse-step to identify where the out-of-bounds write occurs.

3. Fix the loop bounds.

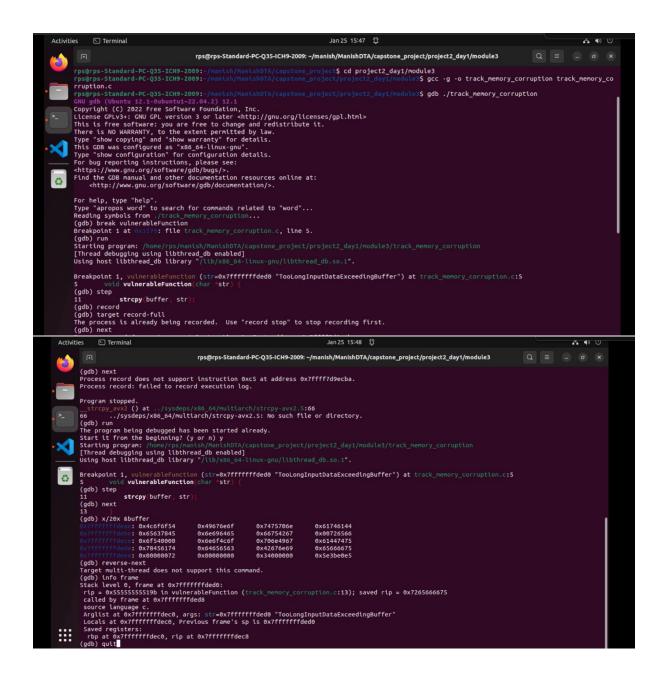
```
Find error track_memory_corruption:----
```

```
track_memory_corruption.c
#include <stdio.h>
#include <string.h>
void vulnerableFunction(char *str) {
  char buffer[10];
  // The following line introduces a buffer overflow vulnerability.
  strcpy(buffer, str);
}
int main() {
  // Input string larger than the allocated buffer size.
  char largeInput[] = "TooLongInputDataExceedingBuffer";
```

```
vulnerableFunction(largeInput);
  return 0;
}
Steps to debug to find track_memory_corruption using gdb
GDB Commands
Compile the Code with Debugging Symbols:
gcc -g -o track_memory_corruption track_memory_corruption.c
Start GDB:
gdb ./track_memory_corruption
break vulnerableFunction
Run
step
record
next
x/20x &buffer
reverse-next
```

reverse-step

info frame



Fix track_memory_corruption:----

#include <stdio.h>

#include <string.h>

void safeFunction(char *str) {

```
char buffer[10];

// Use strncpy to prevent buffer overflow.
strncpy(buffer, str, sizeof(buffer) - 1);
buffer[sizeof(buffer) - 1] = '\0'; // Ensure null termination.

printf("Buffer content: %s\n", buffer);
}

int main() {
    // Input string larger than the allocated buffer size.
    char largeInput[] = "TooLongInputDataExceedingBuffer";
    safeFunction(largeInput);
    return 0;
}
```

Steps to debug to verify to check the track_memory_corruption using gdb is fix or not

```
Steps to Verify the Fix

gcc -g -o fix_track_memory_corruption fix_track_memory_corruption.c

gdb ./fix_track_memory_corruption

break safeFunction

break strncpy

run

x/20x &buffer

next

print buffer

x/40x &buffer - 10

continue
```

