

## 1 Introduction

To get started, use this invitation link <https://classroom.github.com/a/n-w2vnV1> to create your turn-in repository. `git clone` the repo to your the machine you will be working on, and run `make pick-C` or `make pick-rust` in the resulting folder.

## 2 Watch your language

Texas school district 666 needs your help in protecting their minors from harmful content. Specifically, if a program tries to write “evolution” to any file descriptor, they want it to instead write ”GOD”.

Your solution needs to work on unmodified system binaries, such as `cat` and `echo`, so we will implement a shared library to intercept writes and replace all occurrences of the offensive term. School district administration will ensure that the `LD_PRELOAD` environment variable is appropriately set when installing your fix. For now, intercepting only calls to `write` will be sufficient.

### 2.1 Preparation (50%)

Changing the behavior of the `write()` system call wrapper has implications beyond saving children’s innocent minds. Because many functions that write to a file descriptor make use of this wrapper function, it can be difficult to debug problems in its implementation. Specifically, if it doesn’t work, you can’t print. And probably neither can `gdb`. Makes it hard to debug things.

As an intermediate step, create a shared library `libsafeprep.so`, which provides a new function `safewrite()` that takes arguments exactly like the `write()` system call wrapper.

The function `safewrite()` replaces every occurrence of the word `evolution` (lower-case only) in the passed in buffer, with the word `GOD`. It writes the new buffer using the standard `write()` function. It is not important whether it calls `write()` once or several times per call to `safewrite()`.

Test `libsafeprep.so` by linking it with the provided `safecat.c` file. `safecat` works like `cat`, but uses `safewrite()` instead of `write()` to write its output.

### 2.2 Turn-in Instructions

In the C folder, include a file `safe` which, when compiled with `gcc --shared safeprep.c -o libsafeprep.so` produces a shared library. When linked with `safecat.c` it produces a program that replaces every instance of the word ”evolution” with the word ”GOD” for every line of input before it is printed back to `stdout`.

### 2.2.1 Rust version

In the Rust folder, include a crate `safeprep` which, when built with `cargo build` produces a shared library `safeprep.so`. When linked with `safecat.o` (compile this from `safecat.c` with the command `gcc -c safecat.c` it produces a program that replaces every instance of the word "evolution" with the word "GOD" for every line of input before it is printed back to `stdout`.

## 2.3 Real Implementation (50%)

Having successfully implemented `safewrite()` in `libsafeprep.so`, create a shared library `libsafesafe.so` that implements a function `write` that works just like `safewrite()`. However, while `safewrite()` can call `write()` to create output, this won't work for `write()`: you'd end up with infinite recursion. Instead, use `dlsym()` get a pointer to the original `write` function. You may have to fight the syntax for function pointers to make this pointer useful.

To test `libsafesafe.so`, run the target program with an `LD_PRELOAD` prefix like this:

```
LD_PRELOAD=libsafesafe.so cat darwin.txt
```

## 2.4 Turn-in Instructions

In the C folder, include a file `safe.c` which, when compiled with `gcc --shared safe.c -ldl -o libsafesafe.so` produces a shared library. When used with `LD_PRELOAD=./libsafesafe.so cat`, the library modifies the operation of `cat` so that every instance of the word "evolution" is changed to the word "GOD" for every line of input before it is printed back to `stdout`.

### 2.4.1 Rust version

In the Rust folder, include a crate `safe` which, when built with `cargo build` produces a shared library `libsafesafe.so`. When used with `LD_PRELOAD=./libsafesafe.so cat`, the library modifies the operation of `cat` so that every instance of the word "evolution" is changed to the word "GOD" for every line of input before it is printed back to `stdout`.