

Attack Lab Bootcamp Handout

Tue, Jun 7, 2022

To download the activity, enter into a Shark machine:

```
$ wget https://www.cs.cmu.edu/~213/activities/attack-lab-activity.tar
$ tar xvf attack-lab-activity.tar
$ cd attack-lab-activity
$ gdb activity
```

Activity 1

The goal of this activity is to input a string that causes the program to call `win(0x15213)`, and thereby win a cookie¹. Work with your group to fill in the stack diagram, and discuss:

1. Where is `long before` stored on the stack? What about `long after`?
2. How many bytes can `Gets()` copy before overwriting something?
3. If the user types `"abcdefgh12345678\n"`, what will the resulting stack look like? (Fill in the stack diagram on the back.) What will the corresponding value read from `%rdx` be?
4. How can you use GDB to check if your buffer overflow worked as intended?

Activity 2

We've upped the stakes! Can you figure out how to call `win(0x18213)` for two cookies?

1. Which lines of assembly correspond to `win(0x15213)` and `win(0x18213)`?
2. Which value will the `retq` instruction read off of the stack? Can it be overwritten?

Activity 3

If you finished the other activities early, see if you can manage to call `win(0x18613)`!

1. Note the suspiciously named function `gadget1`. Does it obey calling conventions by preserving the stack pointer when it returns? What value will it place into `%rdi`?

¹ Actual availability of cookies is neither guaranteed or implied. However, there are always plenty of [stack cookies](#) available for you to choose from!

