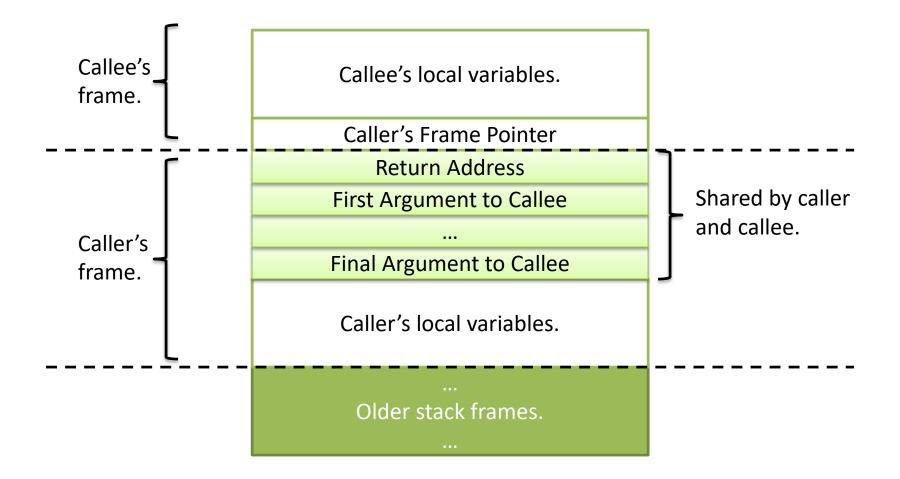
Buffer Overflows

See "Smashing The Stack For Fun And Profit"



```
void func(char *user_input) {
    char name[100];
    ...
}
```

Callee's local variables.

Caller's Frame Pointer

Return Address

First Argument to Callee

...

Final Argument to Callee

Caller's local variables.

Older stack frames.

•••

```
void func(char *user_input) {
    char name[100];
    ...
}
```

func's local variables.

Caller's Frame Pointer

Return Address

First Argument to Callee

•••

Final Argument to Callee

Caller's local variables.

Older stack frames.

•••

```
void func(char *user_input) {
    char name[100];
    ...
}
```

name:

Suppose we asked a user to input their name. Is it safe to copy that into our "name" char array?

Why or why not?

- A. Safe
- B. Not safe

Caller's Frame Pointer

Return Address

First Argument to Callee

...

Final Argument to Callee

Caller's local variables.

•••

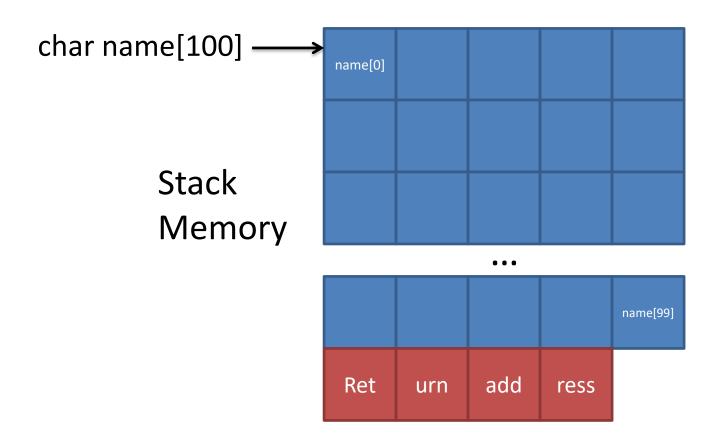
Older stack frames.

...

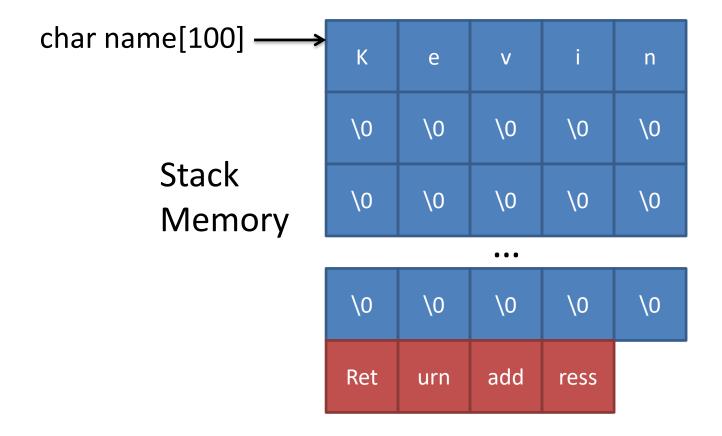
Is it safe? It depends...

- What function are we using to do the copy?
 - strcpy? When does it stop copying?
- What happens if we copy too much?
 - Does C ensure that we don't go beyond the buffer?
 - Does strcpy?
 - What will we overwrite?

Can we take advantage of that behavior?

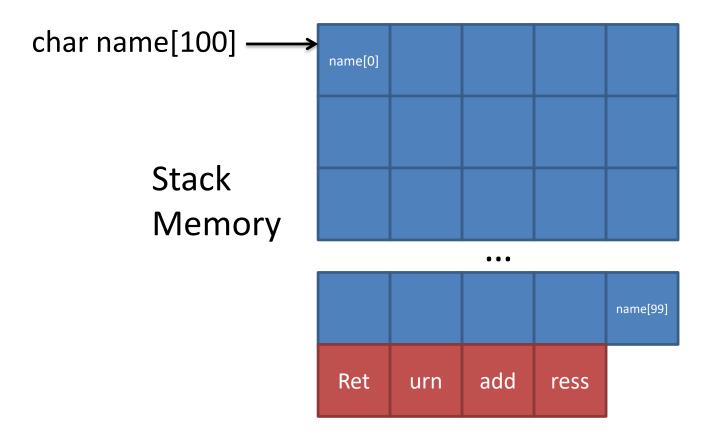


If used properly, with a reasonable name, no problem here.



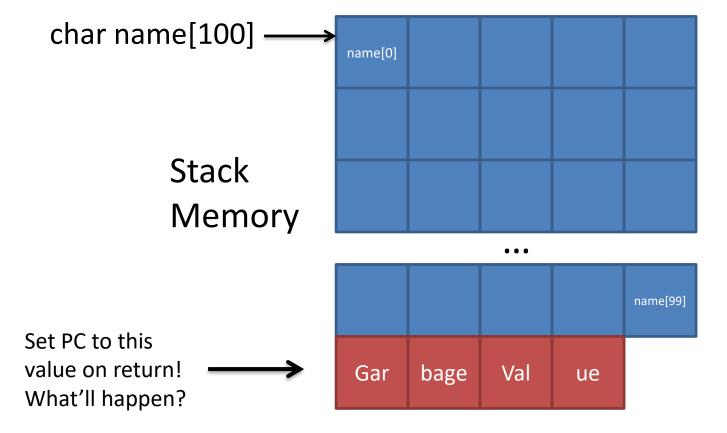
What if my cat steps on the keyboard and types in a name of:

asdfweffewaewerrr3f322frtfgfgdfgrgrdgrgdgvcdllliuiyytylj;jouiyiytuytrf bbncbvcxvcxznv,mn.,n..,mloijuytytytgjkghgfgdfdtreyteretdgfhdjfsdfsds



What if my cat steps on the keyboard and types in a name of:

asdfweffewaewerrr3f322frtfgfgdfgrgrdgrgdgvcdllliuiyytylj;jouiyiytuytrf bbncbvcxvcxznv,mn.,n..,mloijuytytytgjkghgfgdfdtreyteretdgfhdjfsdfsds





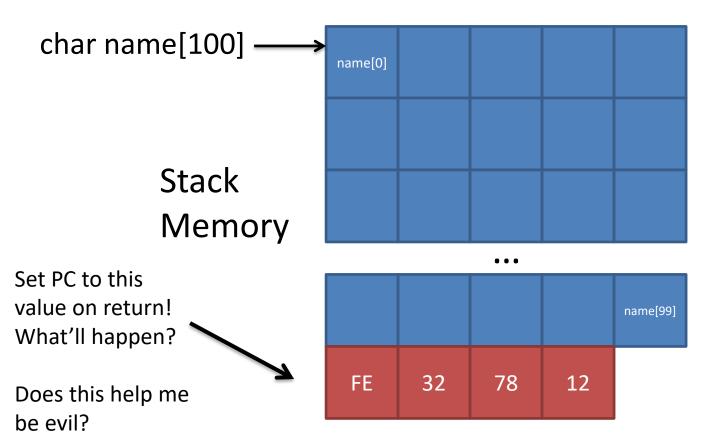
Cat, performing the classic "Denial of Pizza" attack.

Is crashing the program the worst we can do?

Suppose I want to change the return address to do Evil™

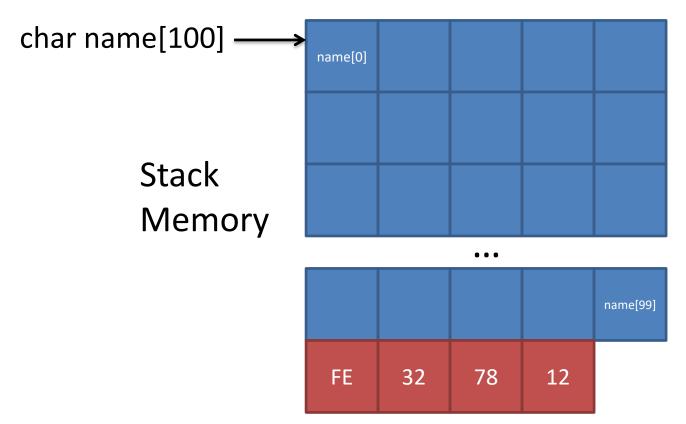
Fake_name_that's_really_long_to_fill_100_characters____..._

_0xFE32



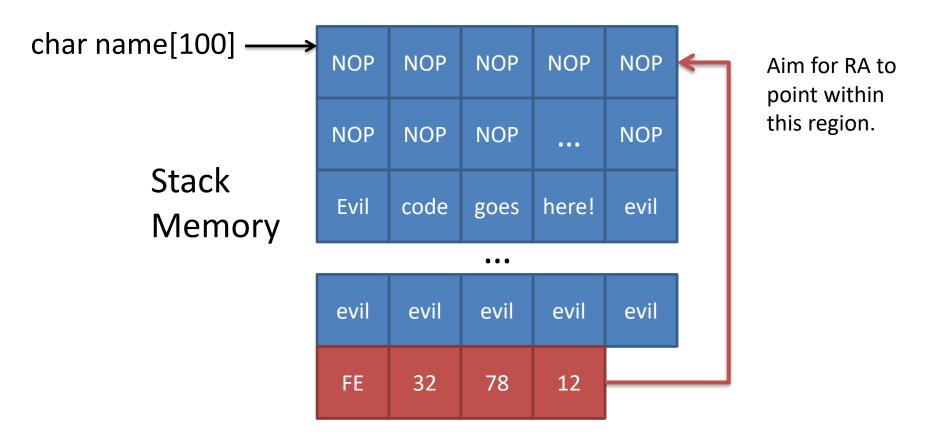
If I can set the return address to be an arbitrary pointer, I can control what gets executed next!

If only I could add my own instructions in memory somewhere...



Suppose I want to change the return address to do Evil™

[Do nothing (NOP)]...[Do nothing (NOP)] [Evil™ Code that sends all your secrets to me]0xFE327812



One careless streat ... Yours?



Remember-Only you can PREVENT BUFFER OVERFLOWS!

Front Spring . section