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```

; Attributes: bp-based frame

; int __cdecl _tmainCRTStartup()
_tmainCRTStartup proc near

var_20= dword ptr -2Ch
var_28= dword ptr -28h
nested= dword ptr -24h

```

```

ELSE (* Near absolute call *)
IF OperandSize = 64
  THEN
    tempRIP ← DEST; (* DEST *)
    IF stack not large enough
      THEN #SS(0); Fl;
    Push(RIP);
    RIP ← tempRIP;
  Fl;

```

| | | | | | | | |
|------|------|------|------|------|------|------|------|
| 6854 | 7369 | 6920 | 2073 | 756a | 7473 | 6120 | 6420 |
| 6d75 | 2062 | 6574 | 7478 | 6620 | 6c69 | 2c65 | 6220 |
| 7475 | 4920 | 6e20 | 6565 | 6564 | 2064 | 6f73 | 656d |
| 7420 | 7865 | 2074 | 6f73 | 7420 | 6168 | 2074 | 2049 |
| 6f63 | 6c75 | 2064 | 6174 | 656b | 6120 | 7320 | 7263 |
| 6565 | 736e | 6f68 | 2074 | 666f | 7320 | 6d6f | 2065 |
| 7573 | 6570 | 2072 | 7773 | 6565 | 2074 | 6f6c | 6b6f |
| 6e69 | 2067 | 6962 | 616e | 7972 | 202e | 6649 | 7920 |
| 756f | 6720 | 746f | 6220 | 726f | 6465 | 6520 | 6f6e |
| 6775 | 2068 | 6f74 | 6620 | 6769 | 7275 | 2065 | 756f |
| 2074 | 6877 | 7461 | 7420 | 6968 | 2073 | 6173 | 7379 |
| 202c | 6f79 | 2075 | 6873 | 756f | 646c | 6520 | 6d2d |
| 6961 | 206c | 656d | 6120 | 2074 | 7473 | 6167 | 6e69 |
| 4065 | 6173 | 646e | 6169 | 672e | 766f | 002e | |

Debugging Demonstration

Sherry Gaines

But first....

A BIT ABOUT SANDIA AND MY GROUP

Advanced Software Engineering





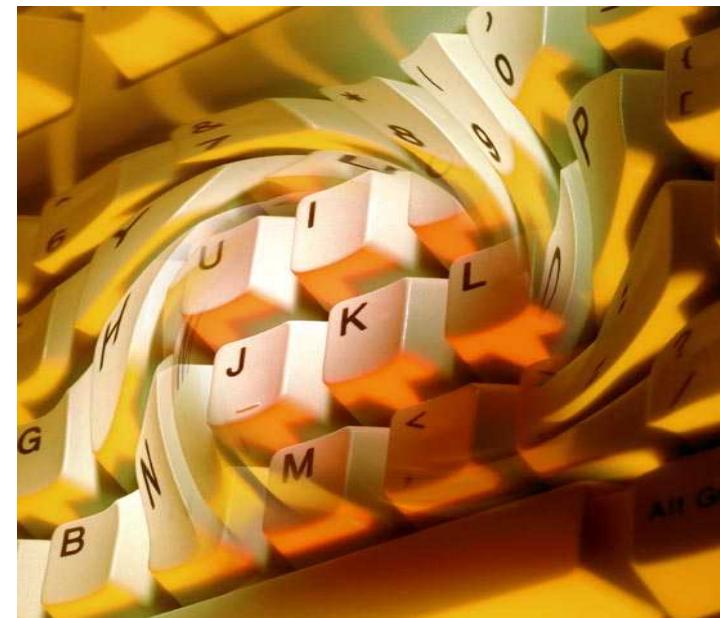
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- Cyber Modeling & Simulation Architecture Systems
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- Trusted Systems R&D
- Data Science & Analytics Services (Predictive Analytics)
- Integration Frameworks
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- Safeguards & Security Information Systems
- Native Mobile Application Software & Infrastructure (iOS, Surface, Android)
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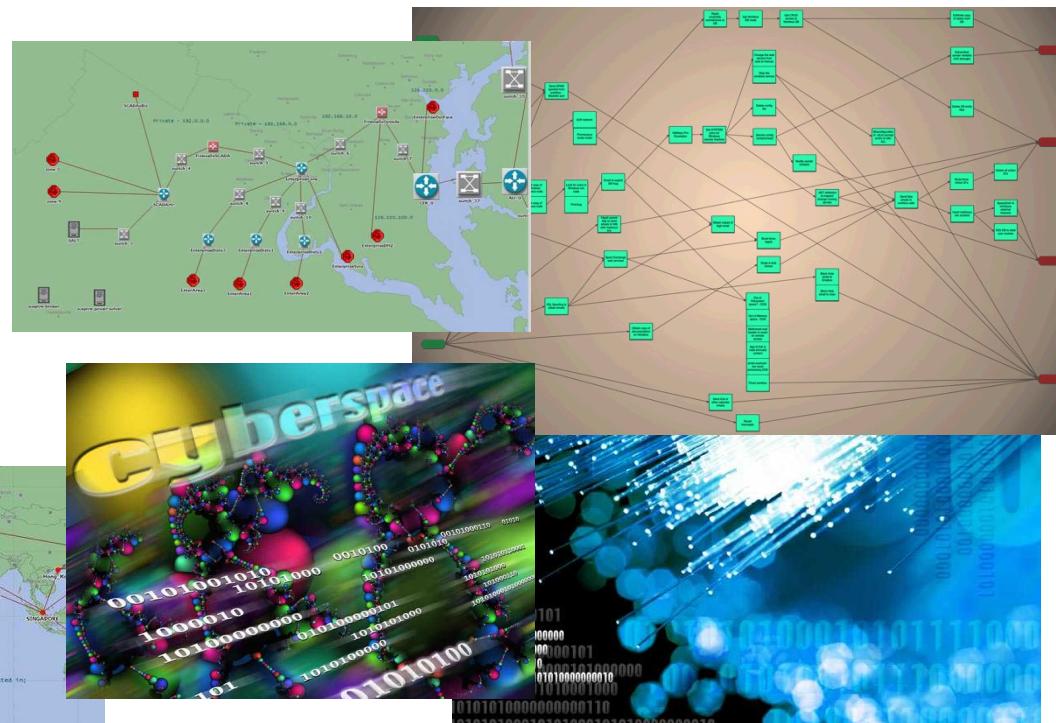




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Now onto debugging....

WHY DO I CARE?

Usually.... pointers



<https://xkcd.com/138/>



* 37prime.com



Which of these are pointers?

1. `char * superSweetChar;`
2. `char superSweetChars[42];`
3. `char lonelySweetChar;`
4. `UINT64 addressOfThing;`
5. `PUINT64 addressOfThing2;`
6. `int thisNeatFunction(int, char);`
7. `int (*thisOtherNeatFunction)(int, char);`

What do we use pointers for?

- Pointing to dynamically allocated data
- Referencing data within structures
- Typically for pointing to beginning of strings
- Pointing to start of arrays
-

Why do our programs crash?

- What about using pointers incorrectly makes our programs crash?
- Usually Operating System memory layout and protections!
 - Programs cannot read into each others memory
 - Unless specifically allowed
 - Programs cannot read address 0!
 - NULL == 0
 - User mode programs cannot read kernel mode memory
 - With new hardware features, the reverse is true in some cases as well
 - Page Tables!
 - Control what application can access what memory

Pointer problems cause vulnerabilities!

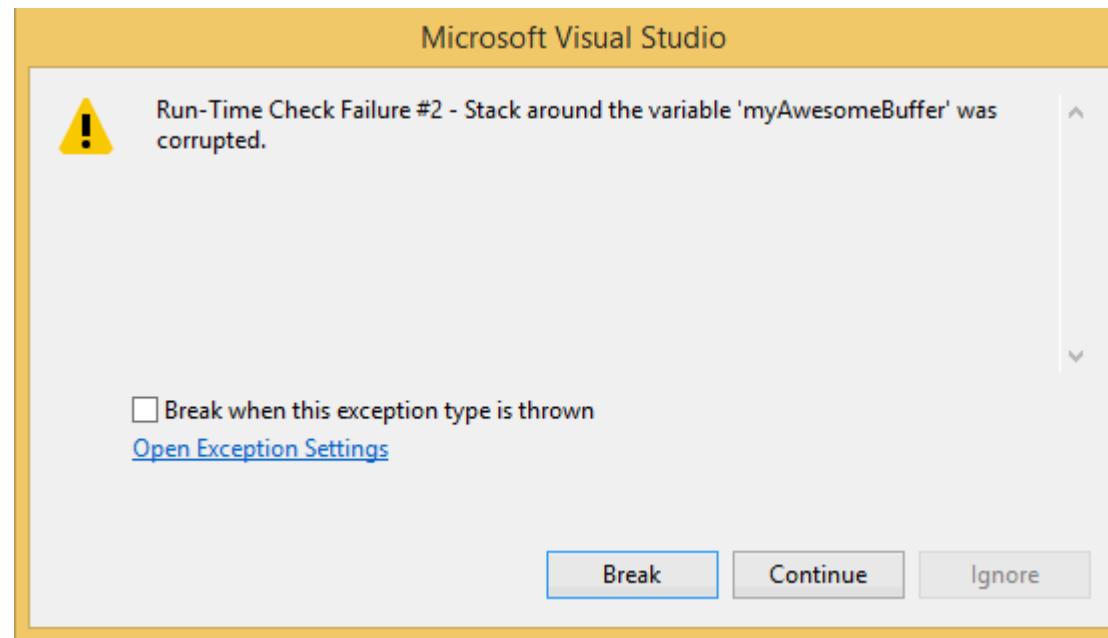
- Buffer overflow
- Heap overflow
- Stack smashing
- Double free
- Use after free
- Data corruption
- Data leakage
- Unintended code flows

That's scary!

- However, there are mitigations to what can be accomplished by an attacker via pointer issues
 - DEP/NX
 - ASLR
 - Memory manager improvements

Example!

- Lets take a simple program that has a buffer overflow vulnerability via the stack
 - DebuggingStackOverflow.cpp



Tips and Tricks

- RSP is the stack pointer
- RIP is the instruction pointer
- Stacks grow DOWN (contrary to how they are usually drawn)
- Heaps grow UP (ish)

Questions?

```
/*
DebuggingDemo.cpp : Defines the entry point for the console application.
```

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```
*/
```

```
#include "stdafx.h"

#define FUDGE_FACTOR 102
#define ARRAY_LEN 25
#define CHAR_IN_MY_BUFFER 'A'

bool bufferOverflowsAreBad(const char putThisCharInMyBuffer);

int _tmain(int argc, _TCHAR* argv[])
{
bufferOverflowsAreBad(CHAR_IN_MY_BUFFER);
return 0;
}

bool bufferOverflowsAreBad(const char putThisCharInMyBuffer)
{
unsigned int i = 0;
char myAwesomeBuffer[ARRAY_LEN];
for (i = 0; i < ARRAY_LEN + FUDGE_FACTOR; i++)
{
myAwesomeBuffer[i] = putThisCharInMyBuffer;
}
return true;
}
```