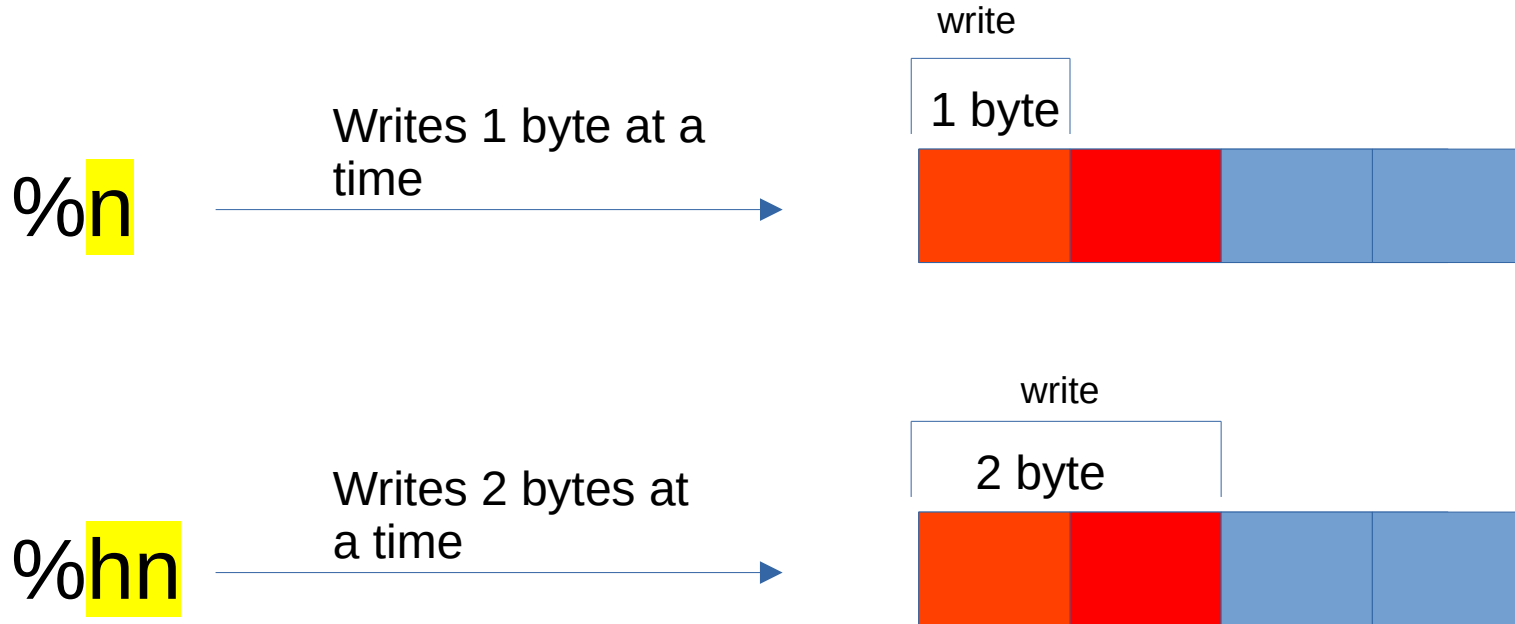
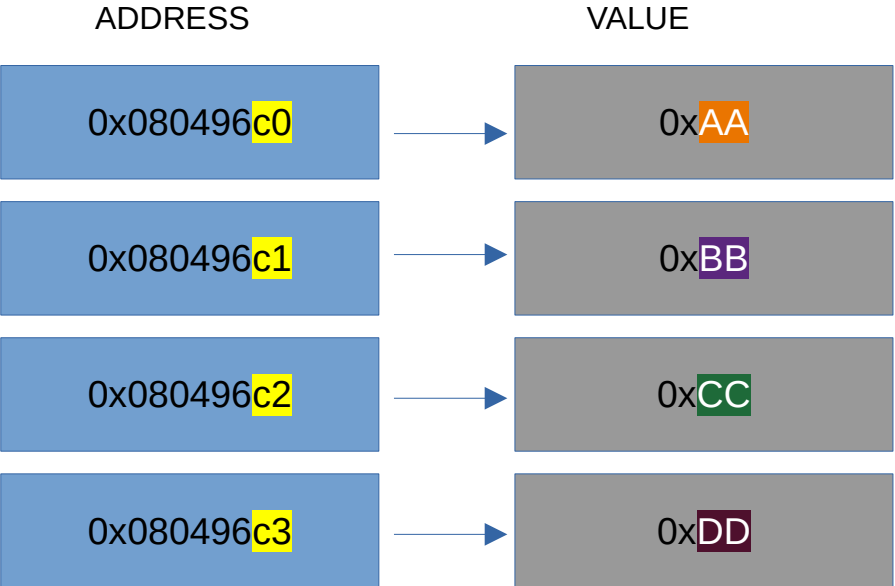
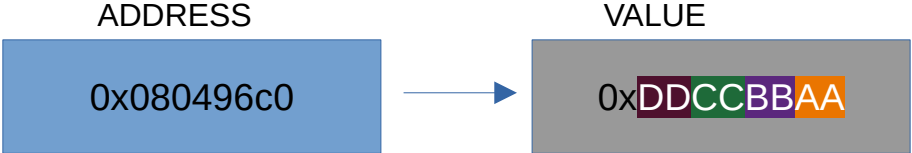


How to write at any arbitrary memory address

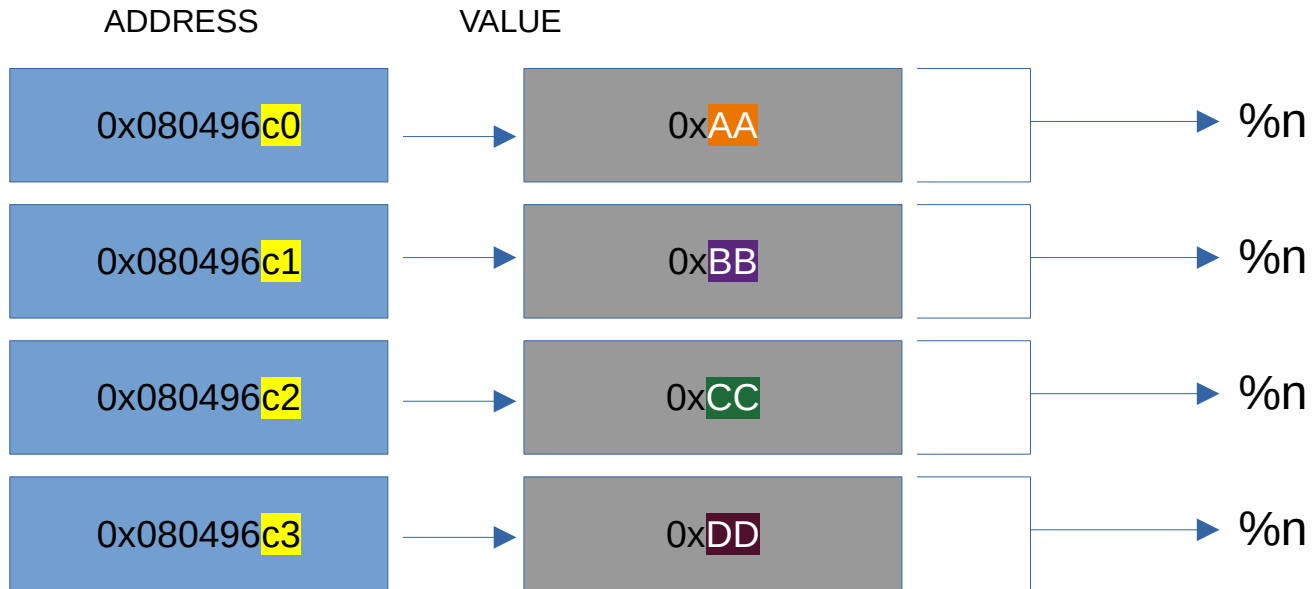
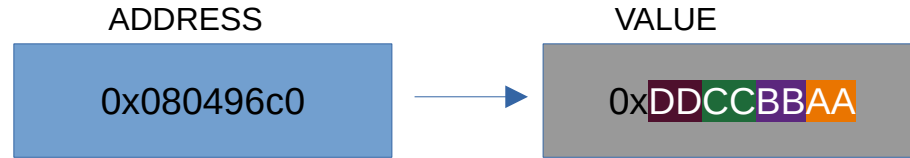
Overwriting memory address using `%n` & `%hn`



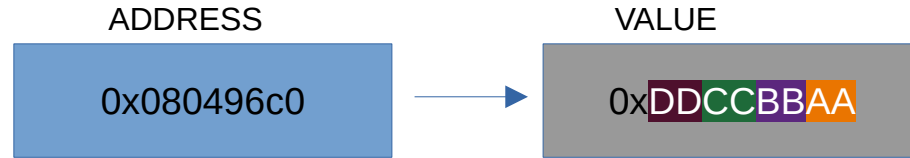
Addressing concept



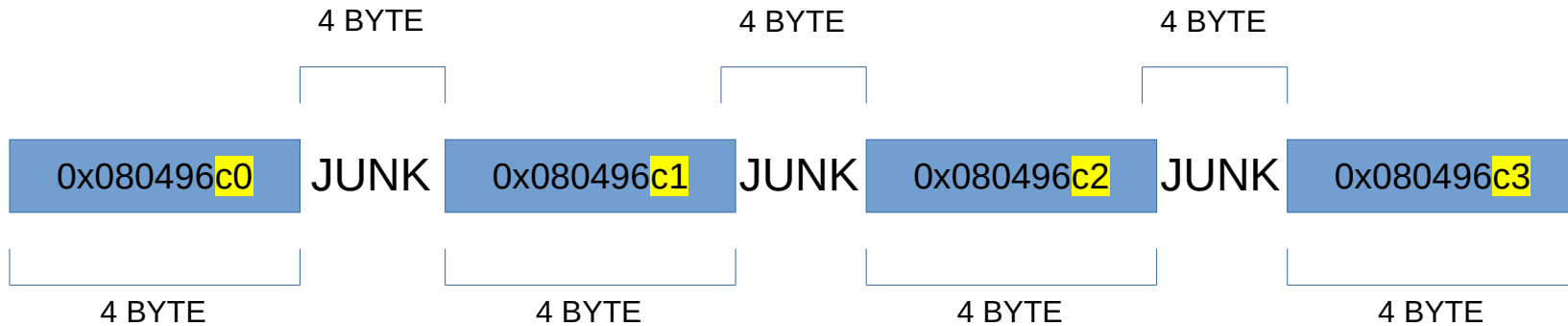
Single byte writing using %n



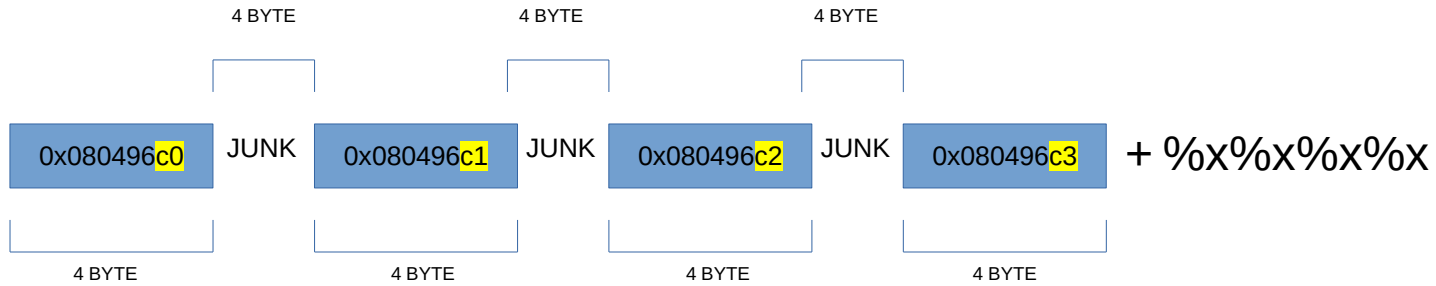
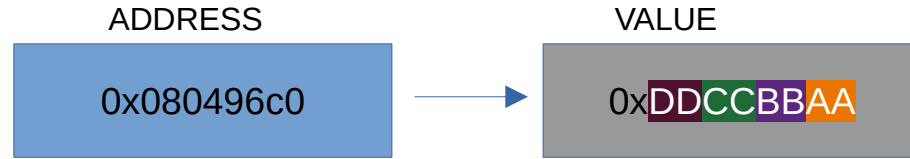
Single byte writing using %n



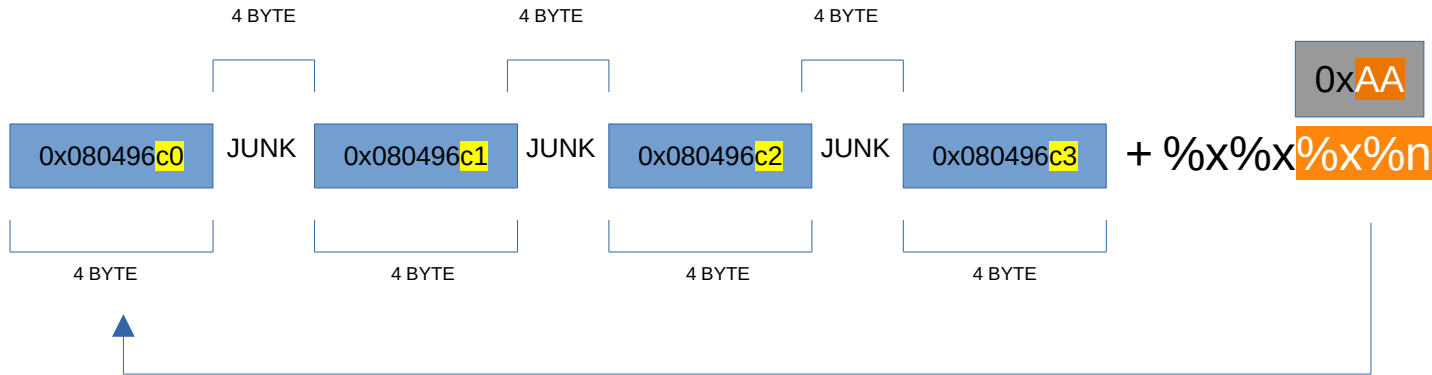
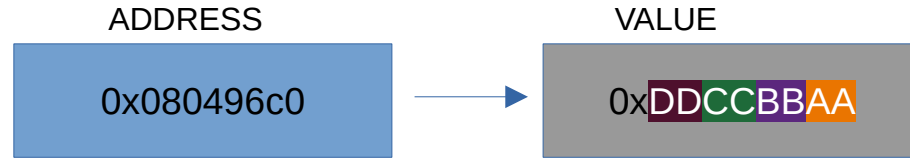
Crafting exploit input:



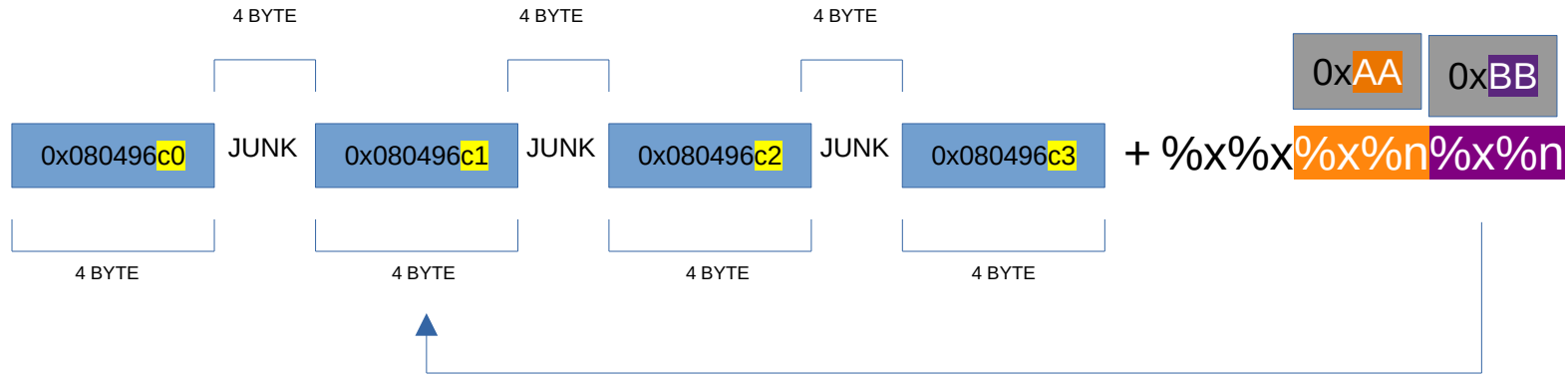
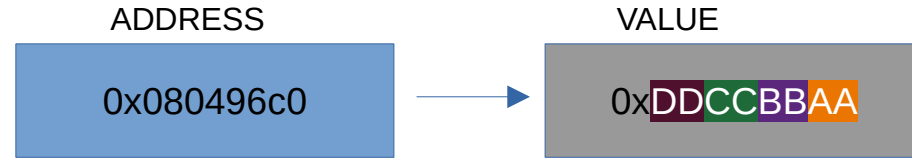
Single byte writing using %n



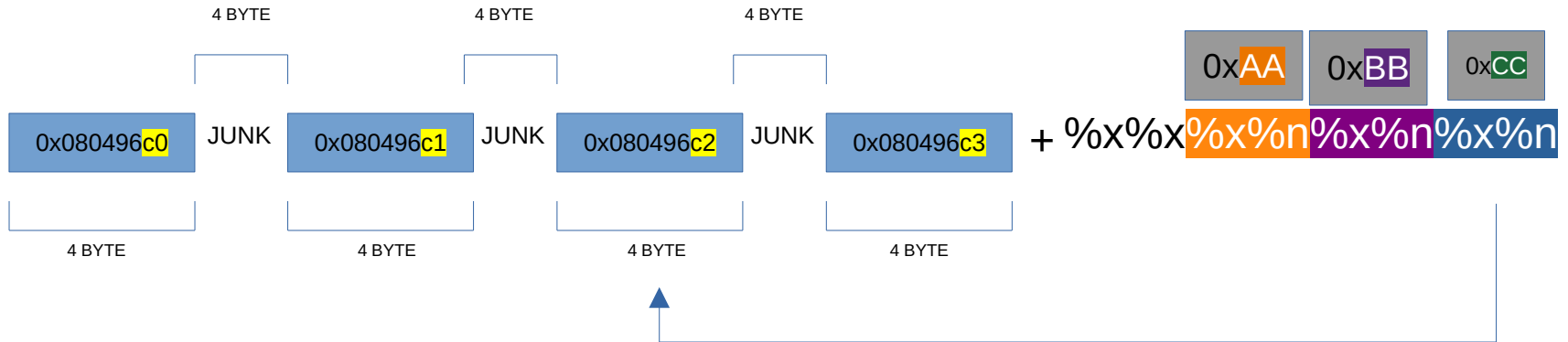
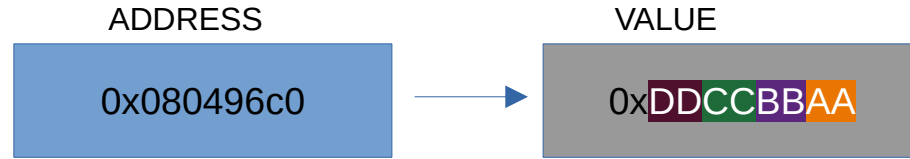
Single byte writing using %n



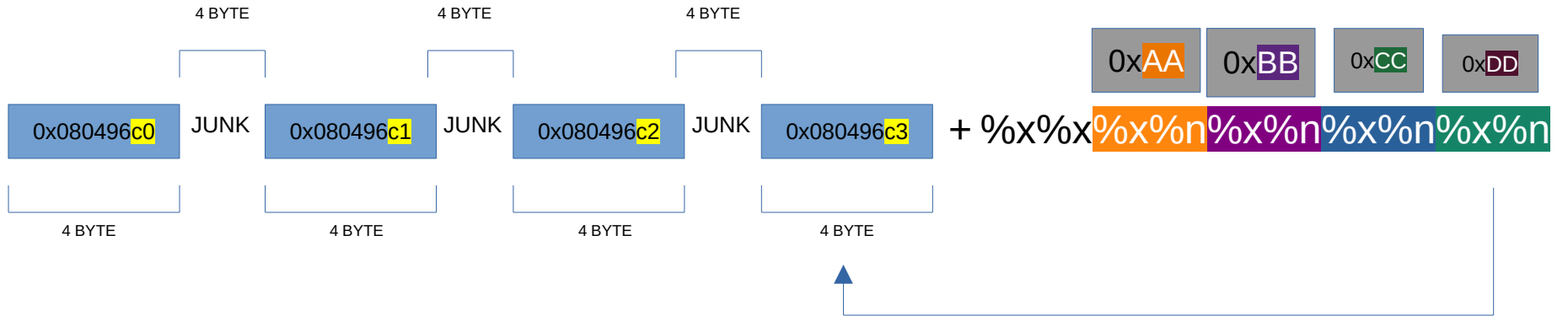
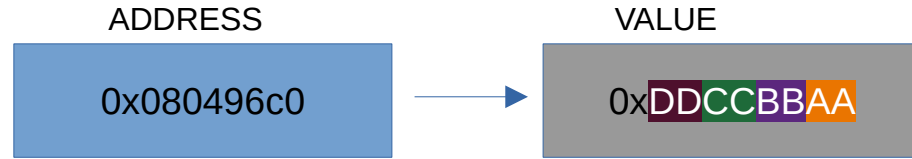
Single byte writing using %n



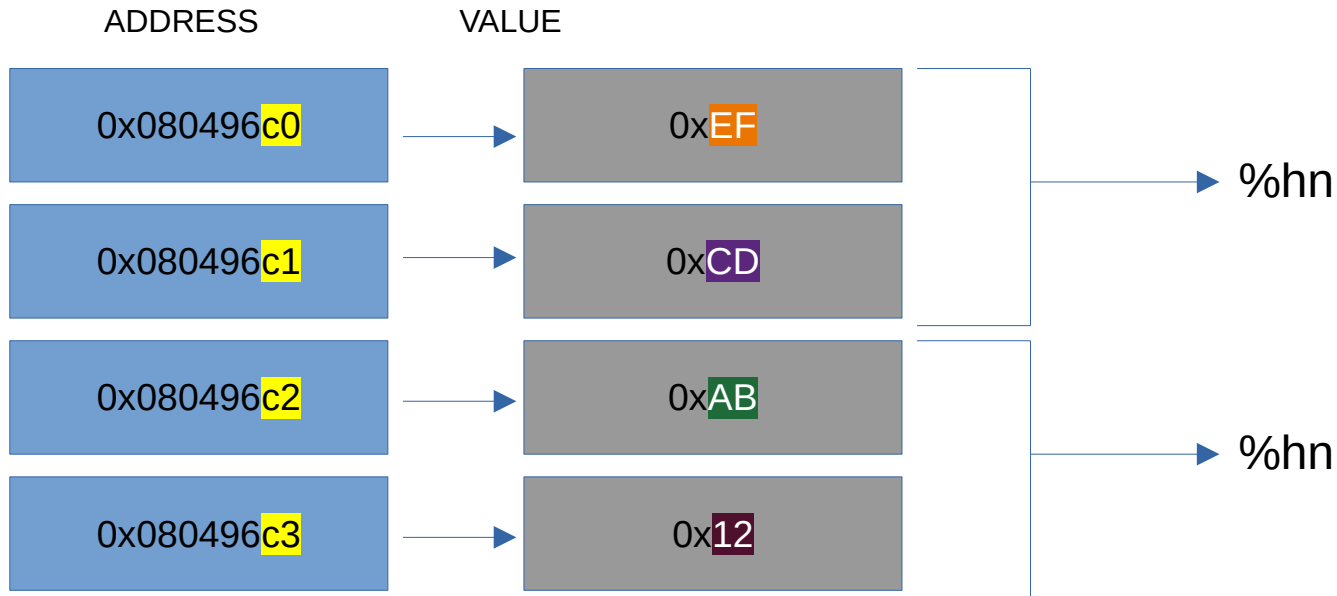
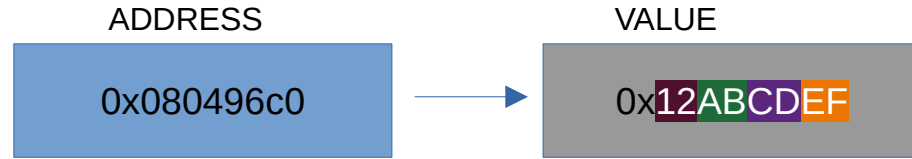
Single byte writing using %n



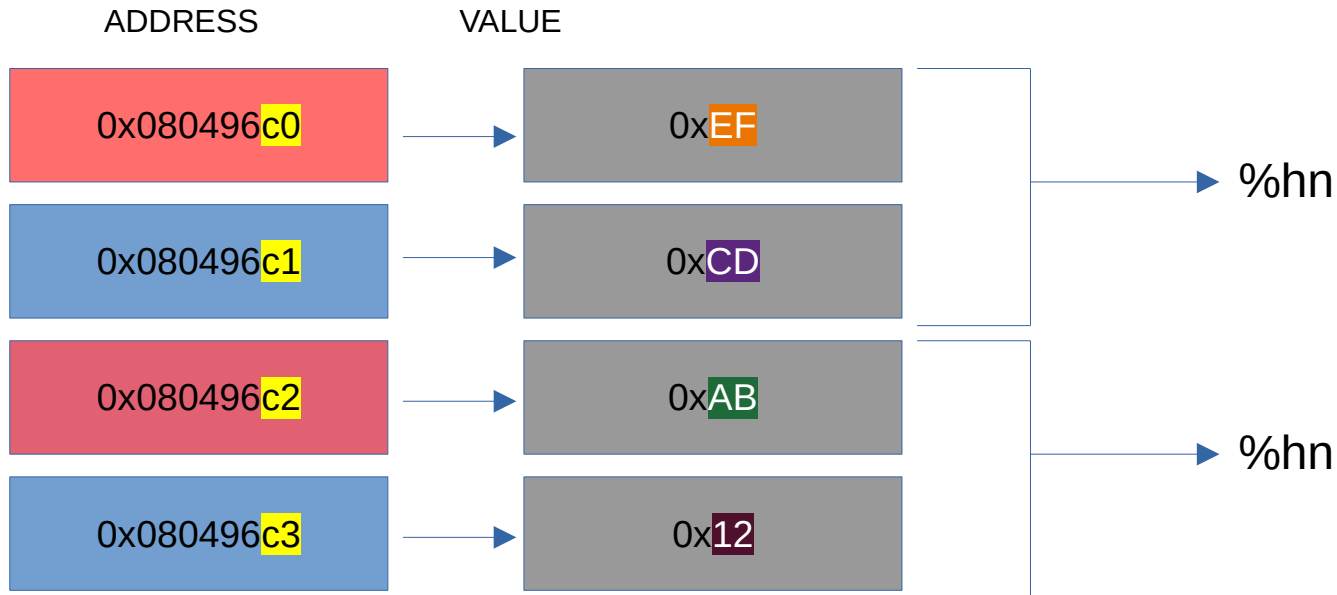
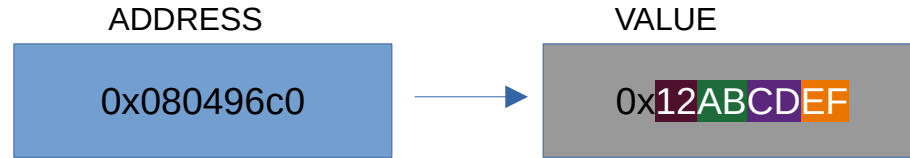
Single byte writing using %n



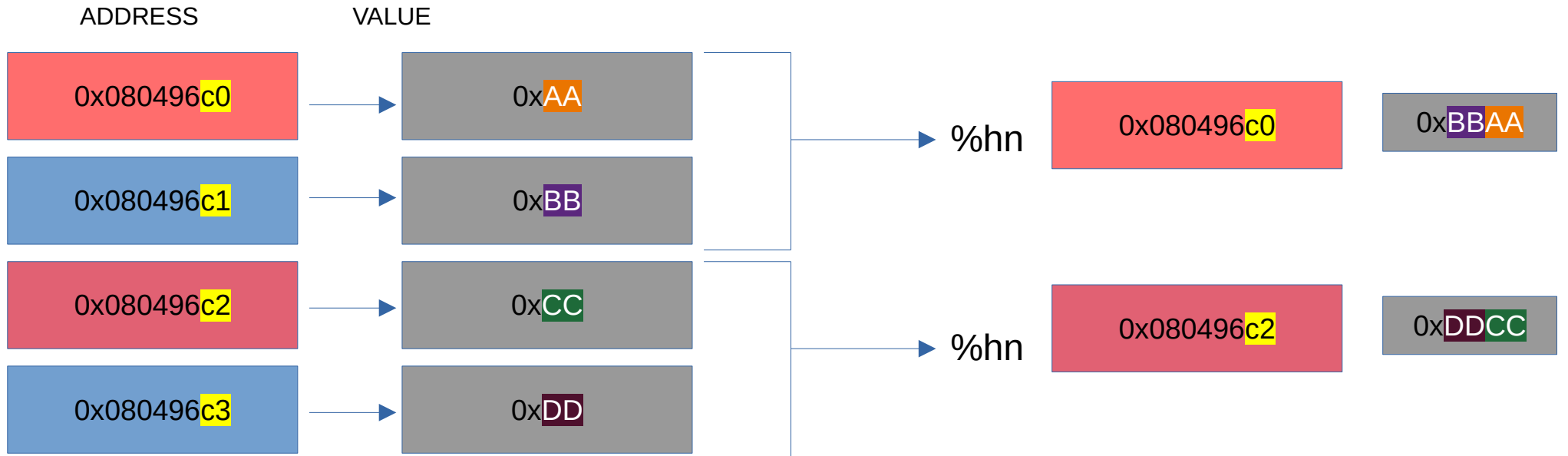
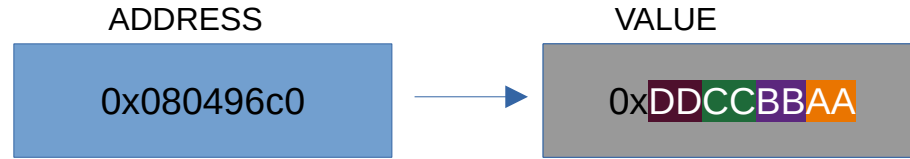
Two bytes writing using %hn



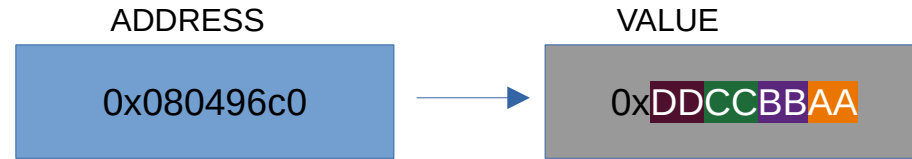
Addressing concept



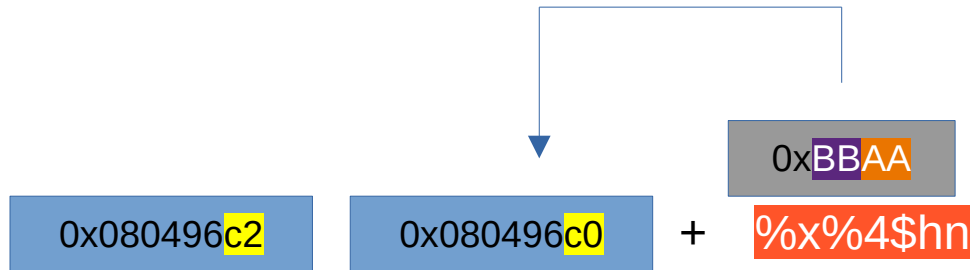
Addressing Concept



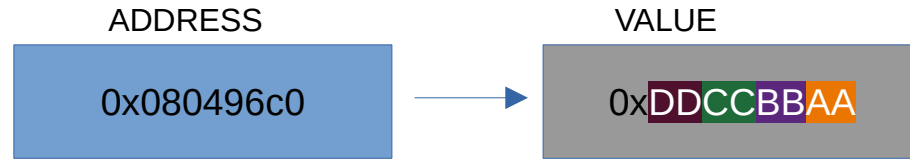
Single byte writing using %hn



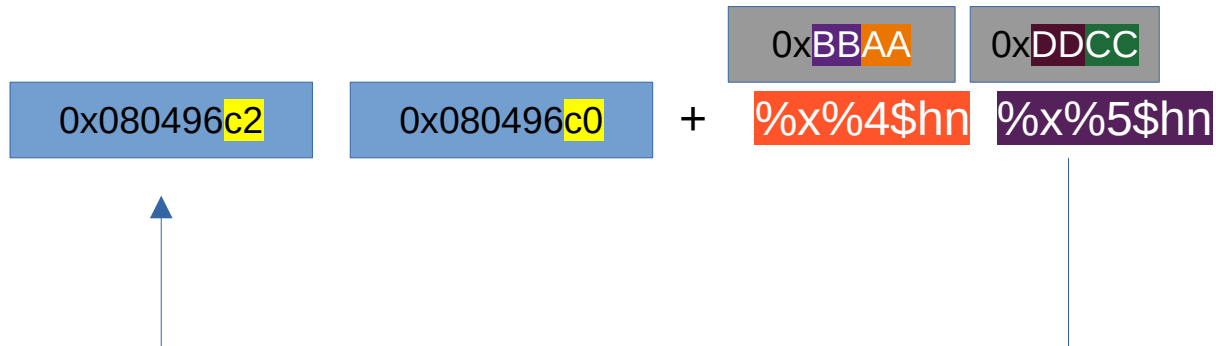
Crafting exploit input:



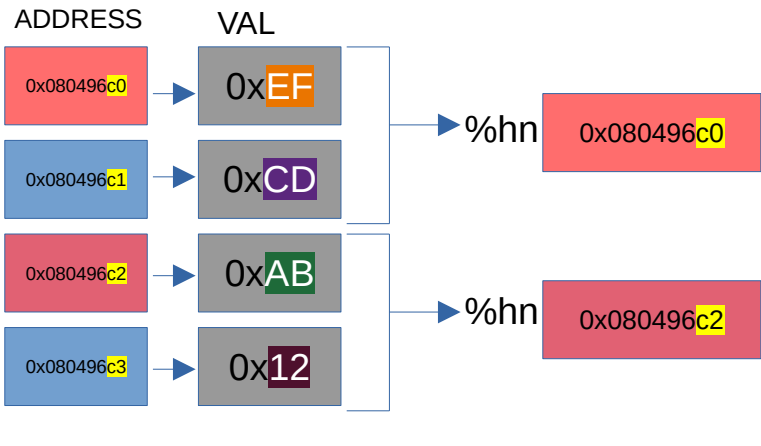
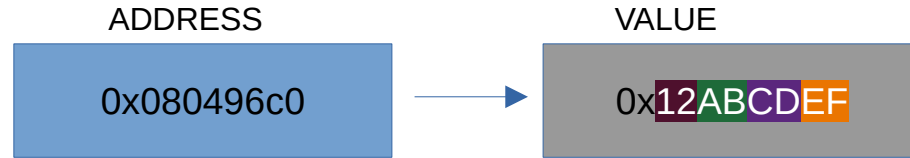
Single byte writing using %hn



Crafting exploit input:



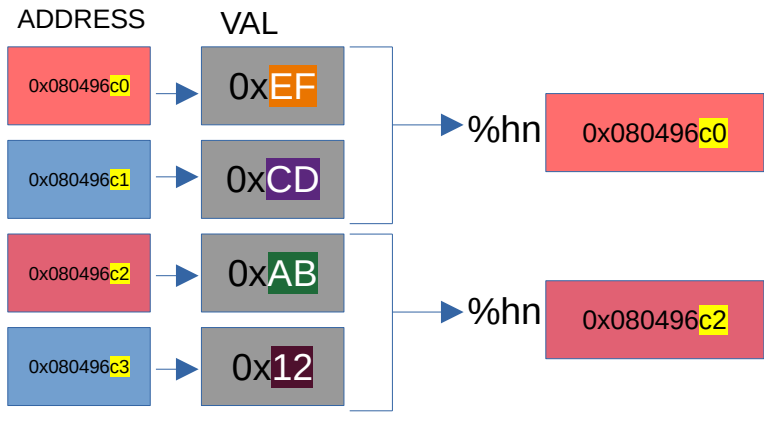
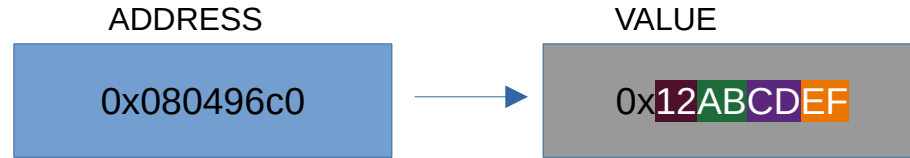
Addressing Concept



Exploit code:

```
user@linux$ ./vuln $(printf "0x080496c2 + 0x080496c0 + %width x +  
%4\$hn + %width x + %5\$hn )
```

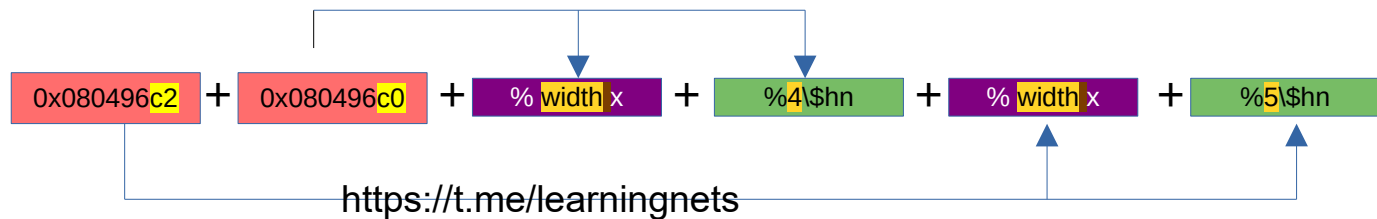
Addressing Concept



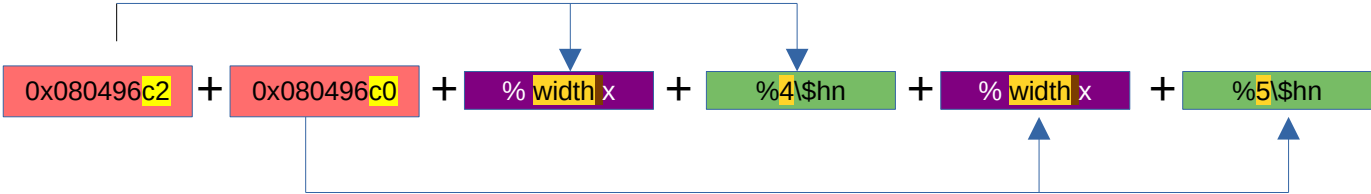
Exploit code:

```
user@linux$ ./vuln $(printf "0x080496c2 + 0x080496c0 + %width x +  
%4\$hn + %width x + %5\$hn
```

Pattern-->



Pattern-->



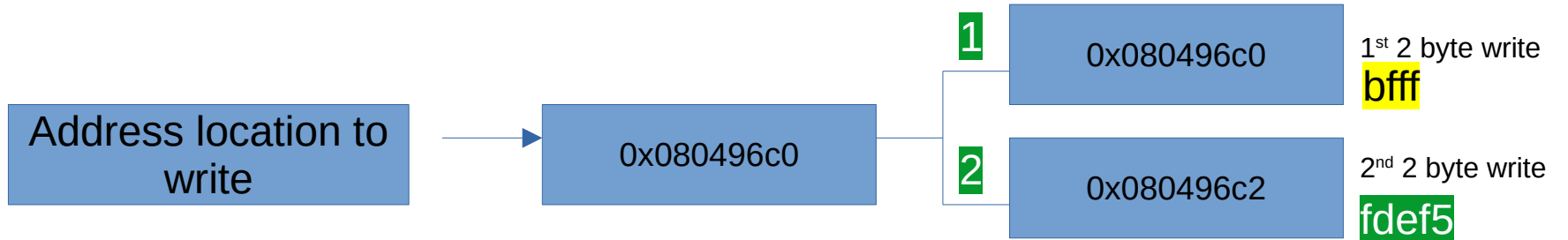
Exploit concept

Shellcode
address:

0xbfffde5

We need 2 things:

1. address location to write
2. shellcode address



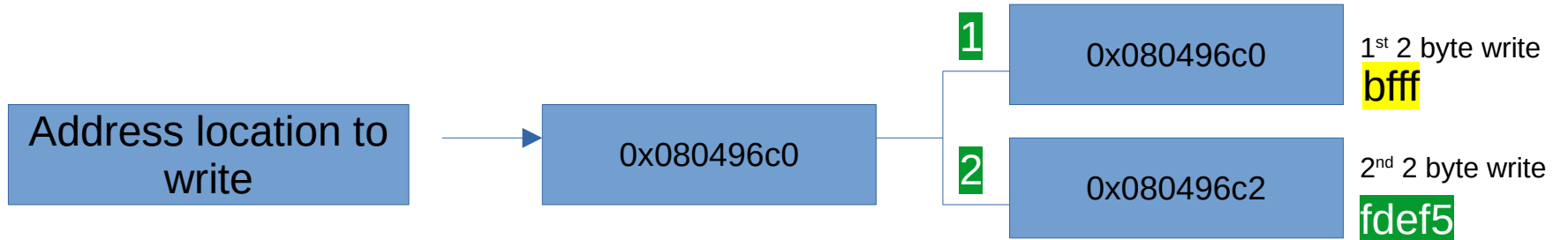
Exploit concept

Shellcode
address:

0xbfffde5

We need 2 things:

1. address location to write
2. shellcode address



Exploit concept

Shellcode address: **0xbfffd5**

We need 2 things:

1. address location to write
2. shellcode address

