Exploiting Simple Buffer Overflows on Win32

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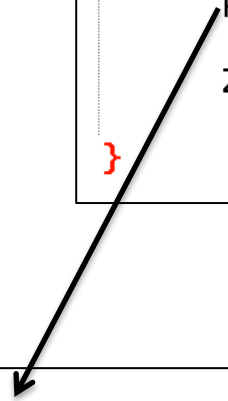
RET Control to Code Execution

TCP Echo Server

```
C:\Documents and Settings\SecurityTube\Desktop\Demos>Echo-Server-Memcpy.exe
************************************************************
          Vulnerable TCP ECHO Server v1.0

                     Memcpy()

************************************************************

[+] Winsock Init Succeeded!
[+] Server Socket Created!
[+] Server Bind success to port 9000!
[+] Server waiting for connections!
[+] Server got a Connection!
[+] Received Data from Client: 204 Length
[+] Data: AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA

C:\Documents and Settings\SecurityTube\Desktop\Demos>
```

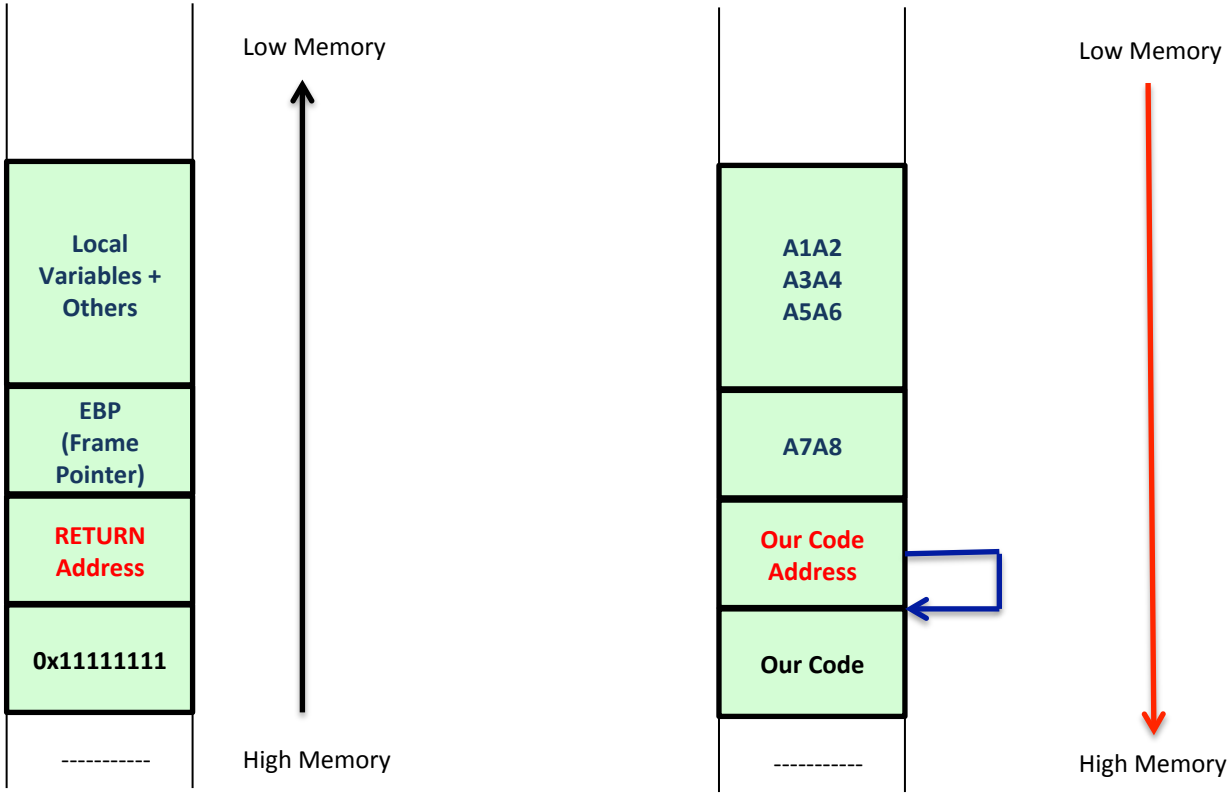
Vulnerable Code

```
while((mlen = recv(clientSock, buffer, len, 0)) > 0)
{
        send(clientSock, buffer, mlen, 0);
        ProcessData(buffer, mlen);
        ZeroMemory(buffer, len);
}
```



```
int ProcessData(char *buffer, int mlen)
{

    char local_buffer[1024];

    memcpy(local_buffer, buffer, mlen);

    printf("[+] Received Data from Client: %d Length\n", mlen);
    printf("[+] Data: %s\n",local_buffer);

}
```

Find RET Position



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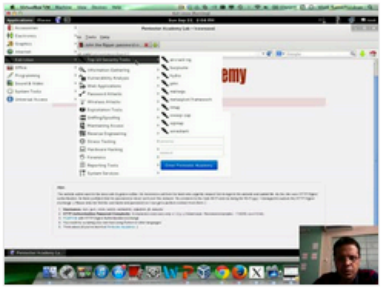
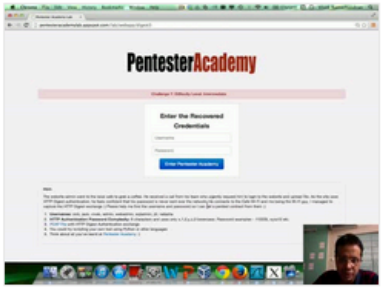
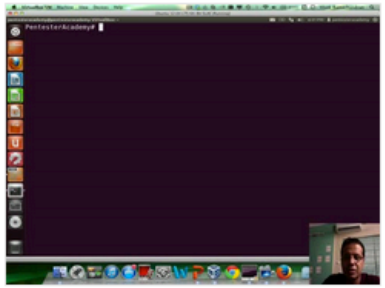


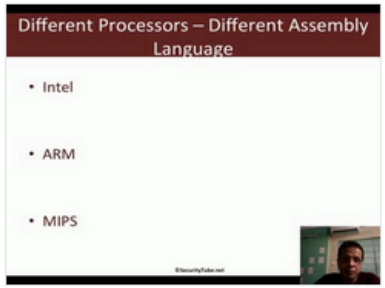
Challenge 7: Cracking Digest Authentication Solution in WAP Challenges



Challenge 7: Cracking Digest Authentication in WAP Challenges



Module 1: GDB Test Solution in x86_64 Assembly Language and Shellcoding on Linux



Module 1: CPU Information in x86_64 Assembly Language and Shellcoding on Linux