```
C++ Differences and Concepts
                                  [ebp+arg 0], esi
      Modern Binary Exploitation
        CSCI 4968 - Spring 2015
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```

### Overview

- C++ Differences
- Class layout
- VTables
  - Definition
  - Exploitation

### C++ Differences

- Standard library
- Memory management
- Exceptions
- Classes

```
    std::cout << "Hello world!" << std::endl;</li>

  - printf("Hello world!\n");
std::cin >> string buf;
  - scanf("%s", char buf);
```

```
    std::cout << "Hello world!" << std::end::push esi push edi deax (elap+var_84) push esi push edi deax (elap+var_84) push esi push edi deax (elap+var_84) push edi deax (elap+var_84) push edi deax (elap+var_84) push edi deax (elap+var_84) push esi push e
```

Use of C++ std::string removes a lot of potential memory corruption introduced by C-style strings

```
jmp short loc_31308C
;
loc_31307D: ; CODE XREF: sub_312FI
call sub_3140F3
and eax, OFFFFh
```

- Makes for good obfuscation;)
  - std::cout << msg << std::endl</pre>

```
sub
        esp, 8
lea
        eax, [ebp+var 10]
push
        eax
        offset ZSt4cout@GLIBCXX 3 4
push
          ZStlsIcSt11char traitsIcESaIcEERSt13basic ostreamIT T0 ES7 RKSbIS4 S5 T1 E ; s
call
add
        esp, 10h
sub
        esp, 8
        offset __ZSt4endlIcSt11char_traitsIcEERSt13basic_ostreamIT_T0_ES6_ ; std::endl<cl
push
push
          ZNSo1sEPFRSoS E ; std::ostream::operator<<((std::ostream & (*)(std::ostream &))</pre>
call
        esp, 10h
add
```

esp, 10h

- Makes for good obfuscation;)
  - std::cout << msg << std::endl</pre>

```
sub
        esp, 8
        eax, [ebp+var 10]
lea
push
        eax
        offset ZSt4cout@GLIBCXX 3 4
push
          ZStlsIcSt11char traitsIcESaIcEERSt13basic ostreamIT TO ES7 RKSbIS4 S5 T1 E ; s
call
        esp, 10h
add
sub
        esp, 8
        offset __ZSt4endlIcSt11char_traitsIcEERSt13basic_ostreamIT_T0_ES6_ ; std::endl<cl
push
push
          ZNSo1sEPFRSoS E ; std::ostream::operator<<((std::ostream & (*)(std::ostream &))</pre>
call
```

#### C++ name mangling

```
lecture@warzone:~$ c++filt _ZNSolsEPFRSoS_E
std::basic_ostream<char, std::char_traits<char> >::operator<<(std::basic_ostream<char, std::char_traits<char_traits<char> >& (*)(std::basic_ostream<char, std::char_traits<char> >&))
```

```
; CODE XREF: sub_3
call sub_3140F3
and eax, 0ffffh
or eax, 80070000h
```

add

```
Memory Management
char *buf = new char[10];
  - char *buf = (char *)malloc(sizeof(char) * 10);
delete [] buf;
  - free(buf);
```

```
Memory Management
char *buf = new char[10];
  - char *buf = (char *)malloc(sizeof(char) * 10);
delete [] buf;
  - free(buf);
                        need '[]' for arrays
```

### Exceptions

int

try {

#include <cstdio>

throw 20;

return 0;

catch (int e) {

main (int argc, char \*argv[])

```
printf("An exception occurred: %d\n", e);
                                            sub 3140F3
                                                           10
```

### Exceptions

- On Windows: SEH
  - Structured Exception Handling
  - It's pwnable
  - For the curious

```
11
```

#### Classes

- Structs group elements in C
- Classes are (usually) used in C++

```
class Rect {
     public:
       Rect() : width(0), height(0) {}
       int area() { return width*height; }
       void set vals(int w, int h);
 5
 6
     private:
       int width;
       int height;
 8
10
11 void Rect::set vals(int w, int h)
12 {
13
     this->width = w:
     this->height = h;
14
15 }
16
```

#### Classes

- "this" pointer
  - Pointer to the calling object
  - The first argument to a member function

```
int
main(int argc, char *argv[])
{
    Rect rect;
    rect.set_vals(atoi(argv[1]), atoi(argv[2]));
    std::cout << rect.area() << std::endl;
    return 0;
}</pre>
```

```
sub
        esp, 4
push
        esi
                            int
                          : int
push
        eax
        eax, [ebp+rect obj]
lea
                          : this
push
        eax
call
         ZN4Rect8set valsEii ; Rect::set va
add
        esp, 10h
sub
        esp, OCh
lea
        eax, [ebp+rect obj]
                          ; this
push
        eax
        ZN4Rect4areaEv ; Rect::area(void)
call
        esp, 10h
add
```

# Class layout

Basic classes look like structs

```
int
main(int argc, char *argv[])
{
    Rect r;
    printf("sizeof(r) = %d\n", sizeof(r));
    int *vars = (int *)&r;
    printf("width = %d, height = %d\n", vars[0], vars[1]);
    r.set_vals(10, 24);
    printf("set_vals(10, 24);\n");
    printf("width = %d, height = %d\n", vars[0], vars[1]);
    return 0;
}
```

```
[Slate][MBE]$ ./a.out
sizeof(r) = 8
width = 0, height = 0
set vals(10, 24);
width = 10, height = 24
```

# Class layout

Inheritance

```
class Rect {
       Rect() : width(0), height(0) {}
       int area() { return width*height; }
       virtual void set vals(int w, int h);
 6
     protected:
       int width;
       int height;
 9 };
11 void Rect::set vals(int w, int h)
12 {
13
     this->width = w;
     this->height = h;
14
15 }
16
   class Square : public Rect {
18
       Square() : Rect() {}
20
       void set vals(int l) { width = height = l; };
21 };
22
```

### Class layout

- Inheritance introduces (non-standard) arg\_0], eax complexity
- Ordering of VTables and variables can change via compiler, system, etc.

- Virtual (function | method) table
- A pointer to an array of function pointers
  - Usually first (4 8) bytes of the class
  - Pointers to virtual functions only

- Virtual (function | method) table
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  - Pointers to virtual functions only

```
VTables enable polymorphism
```

```
call sub_3140F3
test eax, eax
jg short loc_31307D
call sub_3140F3
jmp short loc_31308C

7D:

; code xref: sub_312FD
; sub_312FD
; code xref: sub_312FD
; code xr
```

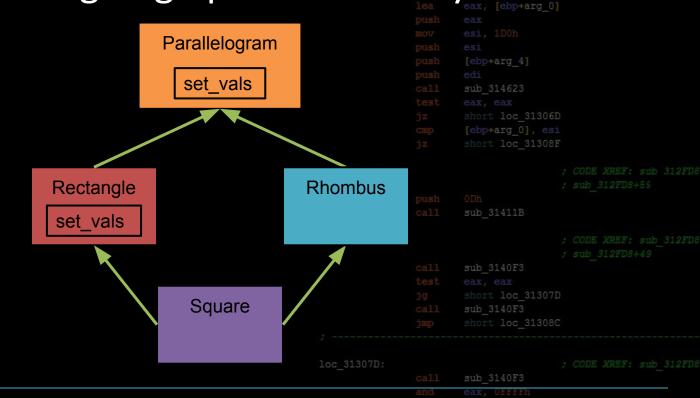
```
push edi
call sub_314623
test eax, eax
jz short loc_31306D
cmp [ebp+arg_0], ebx
jnz short loc_313066
mov eax, [ebp+var_70]
cmp eax, [ebp+var_84]
jb short loc_313066
sub eax, [ebp+var_84]
push esi
bush esi
```

- List of most-derived functions to a class
  - closest one going up the hierarchy

```
Square
 set_vals
 Rect
            set vals
                         width
                                    height
```

```
push edi
call sub_314623
test eax, eax
jz short loc_31306D
cmp [ebp+arg_0], ebx
jnz short loc_313066
mov eax, [ebp+var_70]
cmp eax, [ebp+var_84]
jb short loc_313066
sub eax, [ebp+var_84]
push esi
push esi
```

- List of most-derived functions to a class
  - closest one going up the hierarchy



#### Exercise 1

- What is the vtable for each of the objects?
- cpp\_lec01
  - Guess, or use gdb

# VTables - Exploitation

- Instance replacement
  - What if we change which VTable is used?

# VTables - Exploitation

- jz short loc\_31306D
  cmp [ebp+arg\_0], ebx
  jnz short loc\_313066
  mov eax, [ebp+var\_70]
  cmp eax, [ebp+var\_84]
  jb short loc\_313066
  sub eax, [ebp+var\_84]
  push esi
- Function pointers are memory, too
  - What if we overwrite them?
  - Modify the VTable

#### Exercise 2

- push edi
  call sub\_314623
  test eax, eax
  jz short loc\_31306D
  cmp [ebp+arg\_0], ebx
  jnz short loc\_313066
  mov eax, [ebp+var\_70]
  cmp eax, [ebp+var\_84]
  jb short loc\_313066
  sub eax, [ebp+var\_84]
  push esi
  push esi
- Try triggering the other calls (or get a shell)
- cpp\_lec02
  - Need a pointer to the final address

# **Additional Reading**

```
push edi
call sub_314623
test eax, eax
jz short loc_31306D
cmp [ebp+arg_0], ebx
jnz short loc_313066
mov eax, [ebp+var_70]
cmp eax, [ebp+var_84]
jb short loc_313066
sub eax, [ebp+var_84]
push esi
```

- https://defuse.ca/exploiting-cpp-vtables.htm
- http://imchris.org/projects/overflows/cpp-

```
vptrs.html
```

### Labs

push edi
call sub\_314623
test eax, eax
jz short loc\_31306D
cmp [ebp+arg\_0], ebx
jnz short loc\_313066
mov eax, [ebp+var\_70]
cmp eax, [ebp+var\_84]
jb short loc\_313066
sub eax, [ebp+var\_84]
push esi
push esi
push eax

There will be lab as usual next class