

Recitation2

Outline

Datalab

Bomblab

Assembly

gdb

Example

QOTW

“Commenting your code is like cleaning your bathroom — you never want to do it, but it really does create a more pleasant experience for you and your guests.”

— Ryan Campbell

Data1ab

Results

182 got 61/61

50 were in the 50's

42 had below a 50

Nice result!

But remember to start
early on labs!

Grading

Graded by next Monday

Scores will show up on
Autolab

A random TA will grade
your lab

Bomb Lab

“Hacking the binary...”
“I'm in!”



BombLab

Set of puzzles where you
have to enter the
correct password

A minor inconvenience

Wrong password blows up
bomb

Lowers your grade by
half a point



So you don't have to
this is what it looks
like:

```
[jprimero@flounder bomb174]$ ./bomb
Welcome to my fiendish little bomb. You have 6 phases with
which to blow yourself up. Have a nice day!
blow up bomb

BOOM!!!
The bomb has blown up.
Your instructor has been notified.
[jprimero@flounder bomb174]$
```

How to solve

We give you a compiled binary

You read the assembly code to figure out the passwords

But how do we stop a bomb from exploding?

Assembly

x86 Assembly

```
0000000000400448 <fac>:
 400448: 55          push    %rbp
 400449: 48 89 e5   mov     %rsp,%rbp
 40044c: 48 83 ec 08 sub     $0x8,%rsp
 400450: 89 7d fc   mov     %edi,0xffffffffffffffffc(%rbp)
 400453: 83 7d fc 01 cml     $0x1,0xffffffffffffffffc(%rbp)
 400457: 75 09     jne    400462 <fac+0x1a>
 400459: c7 45 f8 01 00 00 00 movl   $0x1,0xffffffffffffffff8(%rbp)
 400460: eb 14     jmp    400476 <fac+0x2e>
 400462: 8b 7d fc   mov     0xffffffffffffffffc(%rbp),%edi
 400465: 83 ef 01   sub     $0x1,%edi
 400468: e8 db ff ff ff callq  400448 <fac>
 40046d: 89 c2     mov     %eax,%edx
 40046f: 0f af 55 fc imul   0xffffffffffffffffc(%rbp),%edx
 400473: 89 55 f8   mov     %edx,0xffffffffffffffff8(%rbp)
 400476: 8b 45 f8   mov     0xffffffffffffffff8(%rbp),%eax
 400479: c9       leaveq
 40047a: c3       retq

000000000040047b <main>:
 40047b: 55          push    %rbp
 40047c: 48 89 e5   mov     %rsp,%rbp
 40047f: bf 03 00 00 00 mov     $0x3,%edi
 400484: e8 bf ff ff ff callq  400448 <fac>
 400489: c9       leaveq
 40048a: c3       retq
 40048b: 90       nop
 40048c: 90       nop
 40048d: 90       nop
 40048e: 90       nop
 40048f: 90       nop
```

```
void foo(int bar) {  
    return 0;  
}
```

compile

010100101
010011101

One to One

```
push %ebp  
movl %esp, %ebp  
movl 0xc(%ebp), %eax
```



```
void foo(int bar) {  
    return 0;  
}
```

gcc

gcc -S

010100101
010011101

objdump -d

push %ebp
movl %esp, %ebp
movl 0xc(%ebp), %eax


```
void foo(int bar) {  
    return 0;  
}
```

gcc

gcc -S

010100101
010011101

objdump -d

push %ebp
movl %esp, %ebp
movl 0xc(%ebp), %eax

For bomblab we only give
the binary

Bomblab Hints

`objdump -d bomb` will
print out the assembly
code of `bomb`

`objdump -d bomb > bomb.s`
will place the `bomb`
assembly code into the
file `bomb.s`

Assembly Code Example

x86 assembly flash demo

<http://www.ece.cmu.edu/~jprimero/Impress.swf>

gdb

Gnu DeBugger

Step through program
execution

Examine program
execution

Set breakpoints to halt
execution at any point
(hrmmm...)

Gnu DeBugger

Very important tool for debugging so learn it!

Reference at:

<http://www.cs.cmu.edu/~213/resources.html>

Last Thoughts
Start Early!