

Q1 Security Principles

(0 points)

Select the best answer to each question.

Q1.1 A company requires that employees change their work machines' passwords every 30 days, but many employees find memorizing a new password every month difficult, so they either write it down or make small changes to existing passwords. Which security principle does the company's policy violate?

- Defense in depth
- Ensure complete mediation
- Consider human factors
- Fail-safe defaults

Solution: [Here](#) is an article that discusses why password rotation should be phased out in practice, if you're interested in reading more.

Q1.2 In the midst of a PG&E power outage, Carol downloads a simple mobile flashlight app. As soon as she clicks a button to turn on the flashlight, the app requests permissions to access her phone's geolocation, address book, and microphone. Which security principle does this violate?

- Security is economics
- Least privilege
- Separation of responsibility
- Design in security from the start

Solution: A flashlight application does not actually need these permissions in order to execute its functionality. It is over-permissioning its access to sensitive resources, violating the principle of least privilege.

Q1.3 A private high school has 100 students, who each pay \$10,000 in tuition each year. The principal hires a CS 161 alum as a consultant, who discovers that the "My Finances" section of the website, which controls students' tuition, is vulnerable to a brute force attack. The consultant estimates an attacker could rent enough compute power with \$20 million to break the system, but tells the principal not to worry because of *which security principle*?

- Security is economics
- Design in security from the start
- Least privilege
- Consider human factors

Solution: The website handles \$1 million per year; not large enough that an attacker would have an incentive to spend \$20 million to steal it.

Q1.4 The consultant notices that a single admin password provides access to all of the school's funds and advises the principal that this is dangerous. What principle would the consultant argue the school is violating?

- Don't rely on security through obscurity Design security in from the start
- Separation of responsibility Fail-safe defaults

Q1.5 Course staff at Stanford's CS155 accidentally released their project with solutions in it! In order to conceal what happened, they quickly re-released the project and didn't mention what had happened in the hope that no one would notice. This is an example of not following which security principle?

- Security is economics Know your threat model
- Don't rely on security through obscurity Least privilege
- Separation of responsibility None of these

Solution: Uhh, can you guess where we got the idea for this question? Hint: It wasn't Stanford...

Q2 *x86 Potpourri*

(0 points)

Q2.1 In normal (non-malicious) programs, the EBP is *always* greater than or equal to the ESP.

- True False

Solution: True

Q2.2 Arguments are pushed onto the stack in the same order they are listed in the function signature.

- True False

Solution: Arguments are pushed in reverse order.

Q2.3 A function always knows ahead of time how much stack space it needs to allocate.

- True False

Solution: This corresponds to Step 6.

Q2.4 Step 10 ("Restore the old eip (rip).") is often done via the `ret` instruction.

- True False

Solution: `ret` is equivalent to `pop %eip`.

Q2.5 In GDB, you run `x/wx &arr` and see this output:

```
0xffffffff62a: 0xffffffff70c
```

True or False: `0xffffffff62a` is the address of `arr` and `0xffffffff70c` is the value stored at `arr`.

- True False

Solution: Left side is address, right side is values.

Q2.6 Which steps of the x86 calling convention are executed by the *caller*?

Solution: Steps 1, 2, 3, and 11 take place in the caller function.

Q2.7 Which steps of the x86 calling convention are executed by the *callee*?

Solution: Steps 4-10 take place in the callee function.

Q2.8 What does the `nop` instruction do?

Solution: `nop` does nothing and moves the EIP forward 4 bytes.

Q3 Terminated**(0 points)**

Consider the following C code excerpt.

```
1 typedef struct {
2     char first [16];
3     char second [16];
4 } message;
5
6 void main() {
7     message msg;
8
9     fgets(msg.first , 17, stdin);
10
11     for (int i = 0; i < 16; i++) {
12         msg.second[i] = msg.first[i];
13     }
14
15     printf("%s\n" , msg);
16     fflush(stdout);
17 }
```

Q3.1 Fill in the following stack diagram, assuming that the program is paused at **Line 9**.**Stack****Solution:** Stack diagram:

```
RIP of main
SFP of main
msg.second
msg.first
```

Q3.2 Now, draw arrows on the stack diagram denoting where the ESP and EBP would point if the code were executed until a breakpoint set on **line 14**.

Solution: ESP points to `msg.first`, EBP points to `main's SFP`.

You run GDB once, and discover that the address of the RIP of `main` is `0xffffcd84`.

Q3.3 What is the address of `msg.first`?

Solution: `SFP + msg.second + msg.first = 4 bytes + 16 bytes + 16 bytes = 36 bytes away`, so the address of `msg.first` is `0xffffcd84 - decimal 36 = 0xffffcd60`.

Q3.4 Here is the `fgets` documentation for reference:

```
char *fgets(char *s, int size, FILE *stream);
```

`fgets()` reads in at most one less than `size` characters from `stream` and stores them into the buffer pointed to by `s`. Reading stops after an EOF or a newline. If a newline is read, it is stored into the buffer. A terminating null byte (`'\0'`) is stored after the last character in the buffer.

Evanbot passes in "hello" to the `fgets` call and sees the program print "hello". He expected it to print "hellohello" since the first half was copied into the second half. Why is this not the case?

Solution: `fgets` puts a null terminator at the end, which stops the `printf` after the first string.

Q3.5 Evanbot passes in "hellohellohello!" (16 bytes) to the `fgets` call and sees the program print "hellohellohello!hellohellohello!oaNWActYKJjflv5wI ..." (not real output). The program seems to have correctly copied the message, but EvanBot wonders why there seems to be garbage output at the end. Why is this the case, and how can they fix their program?

Solution: `fgets` puts a null terminator at the end, which stops the `printf` after the first string. However, the limit given is 17 instead of 16, which means the entire first buffer is filled with non-null characters. This buffer is then copied to the one above it on the stack, erasing the null terminator, and letting `printf` keep going up the stack past the end of the normal buffer.