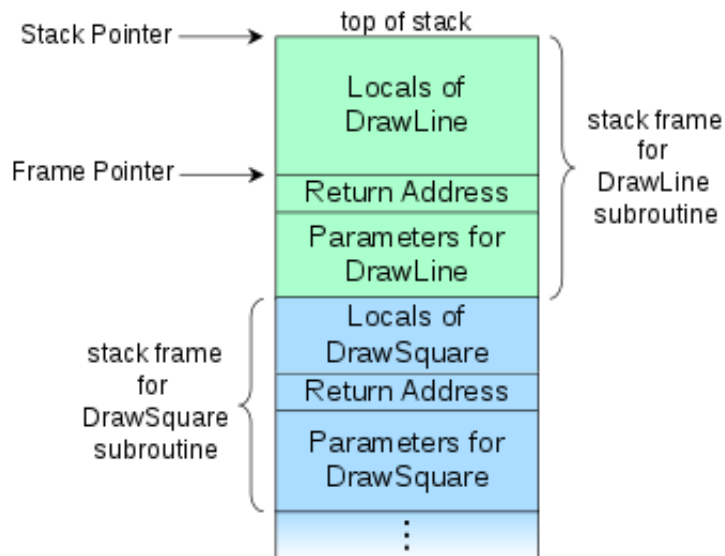


Lab1: Stack and Stack Frame (5 Points)



Objectives and Targets

The **stack** is a segment of memory where data like your local variables and function calls get added and/or removed in a last-in-first-out (LIFO) manner. When you compile a program, the compiler enters through the main function and a **stack frame** is created on the stack. A frame, also known as an activation record is the collection of all data on the stack associated with one subprogram call. The main function and all the local variables are stored in an initial frame.

In this lab, you'll use gdb to debug a program and answer questions related to stack and stack frame

Step 1: First, you need to connect to our badger CTF system, once connected, you need to go to folder "lab1" by typing

```
cd lab1
```

```
#include <stdio.h>
int add_plus1(int a, int b)
{
    int x = a;
    int y = b;
    return x+y+1;
}

int main(int argc, char** argv) {
    int a=5, b=6;
    int d = add_plus1(a,b);
    printf("%d\n", d);
    return 0;
}
```

source code for lab1

Step 2: Use `gdb` to analysis the binary program of lab1.

```
gdb lab1
```

P.S. If you're not familiar with `gdb`, now it's the best time to check this [tutorial](#).

Step 3: Disassemble the `main` function by typing the following command and answer the following question(s):

```
disas main
```

Dump of assembler code for function main:

```
0x0804919f <+0>:    push    ebp
0x080491a0 <+1>:    mov     ebp,esp
0x080491a2 <+3>:    push    ebx
0x080491a3 <+4>:    sub     esp,0xc
0x080491a6 <+7>:    call    0x80490b0 <__x86.get_pc_thunk.bx>
0x080491ab <+12>:   add     ebx,0x2e55
0x080491b1 <+18>:   mov     DWORD PTR [ebp-0x10],0x5
0x080491b8 <+25>:   mov     DWORD PTR [ebp-0xc],0x6
0x080491bf <+32>:   push    DWORD PTR [ebp-0xc]
0x080491c2 <+35>:   push    DWORD PTR [ebp-0x10]
0x080491c5 <+38>:   call    0x8049176 <add_plus1>
0x080491ca <+43>:   add     esp,0x8
0x080491cd <+46>:   mov     DWORD PTR [ebp-0x8],eax
0x080491d0 <+49>:   push    DWORD PTR [ebp-0x8]
0x080491d3 <+52>:   lea     eax,[ebx-0x1ff8]
0x080491d9 <+58>:   push    eax
0x080491da <+59>:   call    0x8049040 <printf@plt>
0x080491df <+64>:   add     esp,0x8
0x080491e2 <+67>:   mov     eax,0x0
0x080491e7 <+72>:   mov     ebx,DWORD PTR [ebp-0x4]
0x080491ea <+75>:   leave
0x080491eb <+76>:   ret
```

End of assembler dump.

Assembly code for main function

Q1: Pointing out the assembler code (including their memory address) which are used for creating the stack frame of the main() function (1 point):

Q2: What's the meaning of these two lines (1 point):

```
0x080491b1 <+18>:    mov     DWORD PTR [ebp-0x10],0x5
0x080491b8 <+25>:    mov     DWORD PTR [ebp-0xc],0x6
```

Q3: Before calling add_plus1() function, the stack contains 5,6,5,6 (see the picture below), why there are two sets of "5,6" instead of just one?(1 point):

```
stack
0xffffd870 +0x0000: 0x00000005 ← $esp
0xffffd874 +0x0004: 0x00000006
0xffffd878 +0x0008: 0x00000005
0xffffd87c +0x000c: 0x00000006
0xffffd880 +0x0010: 0xf7f9ae1c → 0x001edd2c
0xffffd884 +0x0014: 0x00000000
0xffffd888 +0x0018: 0x00000000 ← $ebp
0xffffd88c +0x001c: 0xf7dcc08e → <__libc_start_main+270> add esp, 0x10
code:x86:32

0x80491b8 <main+25> mov     DWORD PTR [ebp-0xc], 0x6
0x80491bf <main+32> push   DWORD PTR [ebp-0xc]
0x80491c2 <main+35> push   DWORD PTR [ebp-0x10]
→ 0x80491c5 <main+38> call    0x8049176 <add_plus1>
↳ 0x8049176 <add_plus1+0> push    ebp
0x8049177 <add_plus1+1> mov     ebp, esp
0x8049179 <add_plus1+3> sub     esp, 0x8
0x804917c <add_plus1+6> call    0x80491ec <__x86.get_pc_thunk.ax>
0x8049181 <add_plus1+11> add     eax, 0x2e7f
0x8049186 <add_plus1+16> mov     eax, DWORD PTR [ebp+0x8]
```

Q3

Step 4: Disassemble the `add_plus1` function by typing the following command and answer the following question(s):

```
disas add_plus1
```

Dump of assembler code for function add_plus1:

```
0x08049176 <+0>:    push    ebp
0x08049177 <+1>:    mov     ebp,esp
0x08049179 <+3>:    sub     esp,0x8
0x0804917c <+6>:    call    0x80491ec <__x86.get_pc_thunk.ax>
0x08049181 <+11>:   add     eax,0x2e7f
0x08049186 <+16>:   mov     eax,DWORD PTR [ebp+0x8]
0x08049189 <+19>:   mov     DWORD PTR [ebp-0x8],eax
0x0804918c <+22>:   mov     eax,DWORD PTR [ebp+0xc]
0x0804918f <+25>:   mov     DWORD PTR [ebp-0x4],eax
0x08049192 <+28>:   mov     edx,DWORD PTR [ebp-0x8]
0x08049195 <+31>:   mov     eax,DWORD PTR [ebp-0x4]
0x08049198 <+34>:   add     eax,edx
0x0804919a <+36>:   add     eax,0x1
0x0804919d <+39>:   leave
0x0804919e <+40>:   ret
```

End of assembler dump.

Assembly code for add_plus1 function

Q4: What's the meaning of the first two lines (1 point):

```
0x08049176 <+0>:    push    ebp
0x08049177 <+1>:    mov     ebp,esp
```

Q5: Which register is being used to store the final summation result? (1 point):

Deliverables:

- A detailed project report in **PDF format** to answer the above questions, you can draw some pictures/diagrams and include code snippets if needed.

Submission

- Check lab due date on the course website. Late submission will not be accepted.

- The assignment should be submitted to D2L directly.
- No copy or cheating is tolerated. If your work is based on others', please give clear attribution. Otherwise, you **WILL FAIL** this course.