CS 161 Fall 2024

Introduction to Computer Security

Exam Prep 1

Q1	Secur	rity Principles		(0 points)
S	elect the	e best answer to each question.		
Q1	man dow	ompany requires that employees change their by employees find memorizing a new password or make small changes to existing password by violate?	rd ev	ery month difficult, so they either write it
	0	Defense in depth	0	Ensure complete mediation
	0	Consider human factors	0	Fail-safe defaults
Q1	she	ne midst of a PG&E power outage, Carol down clicks a button to turn on the flashlight, the a ocation, address book, and microphone. Whic	рр ге	equests permissions to access her phone's
	0	Security is economics	0	Least privilege
	0	Separation of responsibility	0	Design in security from the start
Q1	hires which an a	rivate high school has 100 students, who each is a CS 161 alum as a consultant, who discovered controls students' tuition, is vulnerable to ttacker could rent enough compute power with cipal not to worry because of which security processes.	s tha a bru th \$2	t the "My Finances" section of the website, ute force attack. The consultant estimates 0 million to break the system, but tells the
	0	Security is economics	0	Design in security from the start
	0	Least privilege	0	Consider human factors
Q1	and	consultant notices that a single admin passw advises the principal that this is dangerous. Vool is violating?	_	
	0	Don't rely on security through obscurity	0	Design security in from the start
	0	Separation of responsibility	0	Fail-safe defaults

Q1.5	to conceal what happened, they q	cidentally released their project with solutions in it! In order nickly re-released the project and didn't mention what had ould notice. This is an example of not following which security
	O Security is economics	O Know your threat model
	O Don't rely on security through	h obscurity O Least privilege
	O Separation of responsibility	O None of these

Q2	х	86 Potpourri (Extended)	(0 points)
Q2	2.1	In normal (non-malicious) programs, the EBP is <i>alv</i>	ways greater than or equal to the ESP.
		O True	O False
Q2	2.2	Arguments are pushed onto the stack in the same of	order they are listed in the function signature.
		O True	O False
Q2	2.3	A function always knows ahead of time how much	stack space it needs to allocate.
		O True	O False
Q2	2.4	Step 10 ("Restore the old eip (rip).") is often done vi	a the ret instruction.
		O True	O False
Q2	2.5	In GDB, you run x/wx &arr and see this output: 0xfffff62a: 0xffffff70c	
		True or False: 0xffffff62a is the address of arr an	nd 0xffffff70c is the value stored at arr.
		O True	O False
Q2	2.6	Which steps of the x86 calling convention are exec	uted by the <i>caller</i> ?
Q2	2.7	Which steps of the x86 calling convention are exec	uted by the callee?
Q2	2.8	What does the nop instruction do?	

Q2.9 Consider the following C code and some of its assembly: void foo(int bar) { // Implementation not shown } void main() { int bar = 0; foo(bar); } 1 0 x 0 8 0 0 1 0 0 8 : _____ 2 0x0800100c: call foo 3 0 x 0 8 0 0 1 0 1 0 : _____ Fill in the blanks for the instructions surrounding call foo in the assembly for main. Q2.10 EvanBot manages to set the value of the SFP of foo to 0x00000000 before foo returns. What is most likely to happen next? O The program will crash immediately, before returning from **foo**. The program will crash when attempting to return from **foo**. O The program will crash when attempting to return from main. O The program will finish executing without crashing. Q2.11 RIP of main pop %eip SFP of foo EvanBot has edited his program stack to look like the above. They reason that when foo returns, "pop %eip" will be popped into the EIP, which is then executed to pop "RIP of main" into the EIP. Note that the value "pop %eip" on the stack represents the actual value, not a variable name or pointer. Is this correct? Explain why or why not.

Q3 Terminated (0 points)

Consider the following C code excerpt.

```
typedef struct {
       char first [16];
3
       char second[16];
  } message;
5
  void main() {
       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);
       fflush (stdout);
16
17
```

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



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**.

3.4	Here is the fgets documentation for reference:
	<pre>char *fgets(char *s, int size, FILE *stream);</pre>
	fgets() reads in at most one less than size characters from stream as stores them into the buffer pointed to by s. Reading stops after an E or a newline. If a newline is read, it is stored into the buffer. 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?
3.5	Evanbot passes in "hellohello!" (16 bytes) to the fgets call and sees the program print "hellohello!hellohello!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?

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