

Secure Software Development – SSD

Handout Defenselets 1 & 2

Kogler, Grogger, Maar

15.10.2021

Winter 2021/22, www.iaik.tugraz.at/ssd



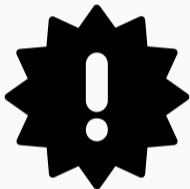
- Handout of Defenselets 1 & 2
- Interactive Demos
- Q & A



- Handout of Defenselets 1 & 2
- Interactive Demos
- Q & A



- Handout of Defenselets 1 & 2
- Interactive Demos
- Q & A



- **Warmup:**

Deadline: 22nd of October 23:59 (22.10.2021)

Tag: warmup

- **Defenselets1:**

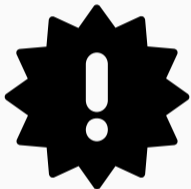
Deadline: 12th of November 23:59 (12.11.2021)

Tag: defenselets1

- **Defenselets2:**

Deadline: 19th of November 23:59 (19.11.2021)

Tag: defenselets2



- **Warmup:**

Deadline: 22nd of October 23:59 (22.10.2021)

Tag: warmup

- **Defenselets1:**

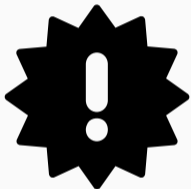
Deadline: 12th of November 23:59 (12.11.2021)

Tag: defenselets1

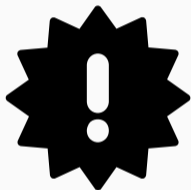
- **Defenselets2:**

Deadline: 19th of November 23:59 (19.11.2021)

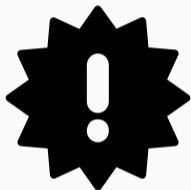
Tag: defenselets2



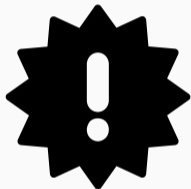
- **Warmup:**
Deadline: 22nd of October 23:59 (22.10.2021)
Tag: warmup
- **Defenselets1:**
Deadline: 12th of November 23:59 (12.11.2021)
Tag: defenselets1
- **Defenselets2:**
Deadline: 19th of November 23:59 (19.11.2021)
Tag: defenselets2



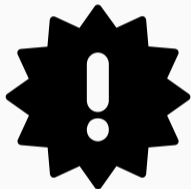
- **Warmup:**
Deadline: 22nd of October 23:59 (22.10.2021)
Tag: warmup
- **Defenselets1:**
Deadline: 12th of November 23:59 (12.11.2021)
Tag: defenselets1
- **Defenselets2:**
Deadline: 19th of November 23:59 (19.11.2021)
Tag: defenselets2



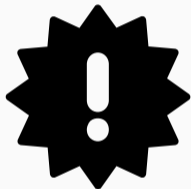
- **Warmup:**
Deadline: 22nd of October 23:59 (22.10.2021)
Tag: warmup
- **Defenselets1:**
Deadline: 12th of November 23:59 (12.11.2021)
Tag: defenselets1
- **Defenselets2:**
Deadline: 19th of November 23:59 (19.11.2021)
Tag: defenselets2



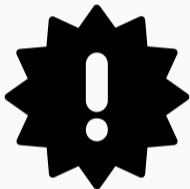
- **Warmup:**
Deadline: 22nd of October 23:59 (22.10.2021)
Tag: warmup
- **Defenselets1:**
Deadline: 12th of November 23:59 (12.11.2021)
Tag: defenselets1
- **Defenselets2:**
Deadline: 19th of November 23:59 (19.11.2021)
Tag: defenselets2



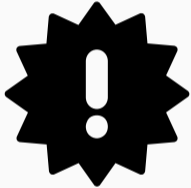
- **Warmup:**
Deadline: 22nd of October 23:59 (22.10.2021)
Tag: warmup
- **Defenselets1:**
Deadline: 12th of November 23:59 (12.11.2021)
Tag: defenselets1
- **Defenselets2:**
Deadline: 19th of November 23:59 (19.11.2021)
Tag: defenselets2



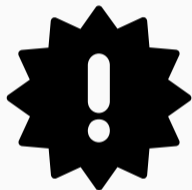
- **Warmup:**
Deadline: 22nd of October 23:59 (22.10.2021)
Tag: warmup
- **Defenselets1:**
Deadline: 12th of November 23:59 (12.11.2021)
Tag: defenselets1
- **Defenselets2:**
Deadline: 19th of November 23:59 (19.11.2021)
Tag: defenselets2



- **Warmup:**
Deadline: 22nd of October 23:59 (22.10.2021)
Tag: warmup
- **Defenselets1:**
Deadline: 12th of November 23:59 (12.11.2021)
Tag: defenselets1
- **Defenselets2:**
Deadline: 19th of November 23:59 (19.11.2021)
Tag: defenselets2



- Test System:
<https://sase.student.iaik.tugraz.at/>
- Practicals: <https://www.iaik.tugraz.at/teaching/materials/ssd/practicals/>
- Defenselets: <https://www.iaik.tugraz.at/teaching/materials/ssd/defenselets/>



- Test System:
<https://sase.student.iaik.tugraz.at/>
- Practicals: <https://www.iaik.tugraz.at/teaching/materials/ssd/practicals/>
- Defenselets: <https://www.iaik.tugraz.at/teaching/materials/ssd/defenselets/>



- Test System:
<https://sase.student.iaik.tugraz.at/>
- Practicals: <https://www.iaik.tugraz.at/teaching/materials/ssd/practicals/>
- Defenselets: <https://www.iaik.tugraz.at/teaching/materials/ssd/defenselets/>

Defenselets 1



- File Handler (6 Points)
- Stack Encryption (7 Points)
- Tic Tac Toe (7 Points)
- Tiny File (7 Points)
- Points overall: 27



- File Handler (6 Points)
- Stack Encryption (7 Points)
- Tic Tac Toe (7 Points)
- Tiny File (7 Points)
- Points overall: 27



- File Handler (6 Points)
- Stack Encryption (7 Points)
- Tic Tac Toe (7 Points)
- Tiny File (7 Points)
- Points overall: 27



- File Handler (6 Points)
- Stack Encryption (7 Points)
- Tic Tac Toe (7 Points)
- Tiny File (7 Points)
- Points overall: 27



- File Handler (6 Points)
- Stack Encryption (7 Points)
- Tic Tac Toe (7 Points)
- Tiny File (7 Points)
- Points overall: 27



- Small program to read arbitrary file
- Only if **password** is known
- Problem:
 - leaks addresses



- Small program to read arbitrary file
- Only if **password** is known
- Problem:
 - leaks addresses



- Small program to read arbitrary file
- Only if **password** is known
- Problem:
 - leaks addresses



- Small program to read arbitrary file
- Only if **password** is known
- Problem:
 - leaks addresses



- Points: 6
- Deliverables:
 - 50%: Input to leak an address of the program
 - 50%: Fixed `file_handler.c` file.



- Points: 6
- Deliverables:
 - 50%: Input to `leak` an address of the program
 - 50%: Fixed `file_handler.c` file.



- Points: 6
- Deliverables:
 - 50%: Input to **leak** an address of the program
 - 50%: Fixed `file_handler.c` file.



- Points: 6
- Deliverables:
 - 50%: Input to `leak` an address of the program
 - 50%: Fixed `file_handler.c` file.



- Encryption code from a larger project
- Generates **secret key**
- Problem:
 - the secret key can be **leaked**



- Encryption code from a larger project
- Generates **secret key**
- Problem:
 - the secret key can be leaked



- Encryption code from a larger project
- Generates **secret key**
- Problem:
 - the secret key can be **leaked**



- Encryption code from a larger project
- Generates **secret key**
- Problem:
 - the secret key can be **leaked**



- Points: 7
- Deliverables:
 - 50%: Input to leak the secret key
 - 50%: Fixed `stack_encryption.c` file.



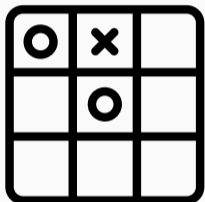
- Points: 7
- Deliverables:
 - 50%: Input to `leak` the secret key
 - 50%: Fixed `stack_encryption.c` file.



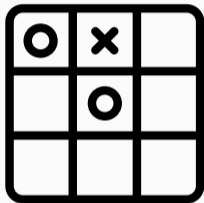
- Points: 7
- Deliverables:
 - 50%: Input to **leak** the secret key
 - 50%: Fixed `stack_encryption.c` file.



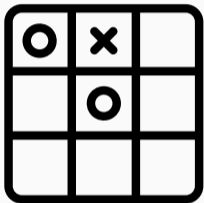
- Points: 7
- Deliverables:
 - 50%: Input to `leak` the secret key
 - 50%: Fixed `stack_encryption.c` file.



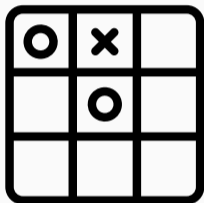
- Classic game of tic tac toe
- Problem:
 - the game can be **hacked**



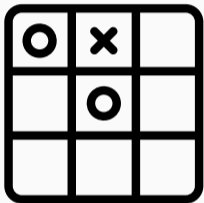
- Classic game of tic tac toe
- Problem:
 - the game can be **hacked**



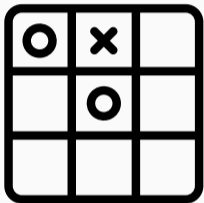
- Classic game of tic tac toe
- Problem:
 - the game can be **hacked**



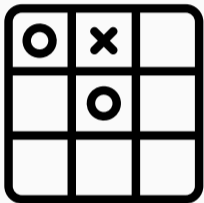
- Points: 7
- Deliverables:
 - 50%: Input to *win* the game without *winning*
 - 50%: Fixed `tic_tac_toe.c` file.



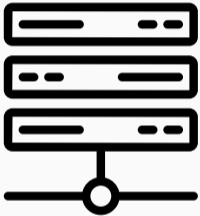
- Points: 7
- Deliverables:
 - 50%: Input to **win** the game without *winning*
 - 50%: Fixed `tic_tac_toe.c` file.



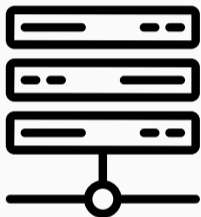
- Points: 7
- Deliverables:
 - 50%: Input to **win** the game without *winning*
 - 50%: Fixed `tic_tac_toe.c` file.



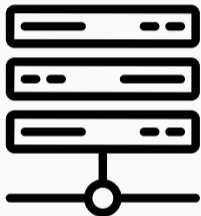
- Points: 7
- Deliverables:
 - 50%: Input to **win** the game without *winning*
 - 50%: Fixed `tic_tac_toe.c` file.



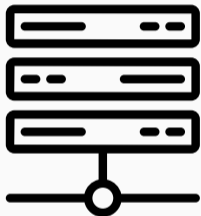
- File Server to receive files from the **current** folder
- or **subdirectories** of the current folder
- Problem:
 - you can also request arbitrary files **outside** above the current folder



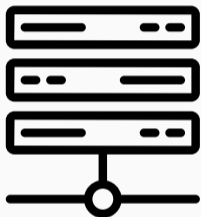
- File Server to receive files from the **current** folder
- or **subdirectories** of the current folder
- Problem:
 - you can also request arbitrary files **outside** above the current folder



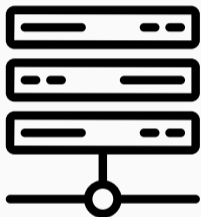
- File Server to receive files from the **current** folder
- or **subdirectories** of the current folder
- Problem:
 - you can also request arbitrary files **outside** above the current folder



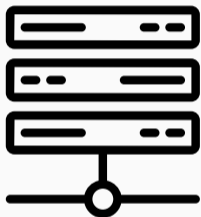
- File Server to receive files from the **current** folder
- or **subdirectories** of the current folder
- Problem:
 - you can also request arbitrary files **outside** *above* the current folder



- Points: 7
- Deliverables:
 - 100%: Fixed `clean_input` function in `tiny_file.c` file.



- Points: 7
- Deliverables:
 - 100%: Fixed `clean_input` function in `tiny_file.c` file.



- Points: 7
- Deliverables:
 - 100%: Fixed `clean_input` function in `tiny_file.c` file.

Defenselets 2



- Airport (7 Points)
- Binary Hotfix (7 Points)
- Reverse Polish Notation (7 Points)
- Stack Machine (7 Points)
- Points overall: 28



- Airport (7 Points)
- Binary Hotfix (7 Points)
- Reverse Polish Notation (7 Points)
- Stack Machine (7 Points)
- Points overall: 28



- Airport (7 Points)
- Binary Hotfix (7 Points)
- Reverse Polish Notation (7 Points)
- Stack Machine (7 Points)
- Points overall: 28



- Airport (7 Points)
- Binary Hotfix (7 Points)
- Reverse Polish Notation (7 Points)
- Stack Machine (7 Points)
- Points overall: 28



- Airport (7 Points)
- Binary Hotfix (7 Points)
- Reverse Polish Notation (7 Points)
- Stack Machine (7 Points)
- Points overall: **28**



- Simulation of an airport
- Problem:
 - Sometime the simulation stops working



- Simulation of an airport
- Problem:
 - Sometime the simulation **stops** working



- Simulation of an airport
- Problem:
 - Sometime the simulation **stops** working



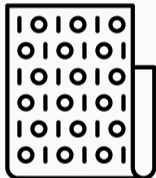
- Points: 7
- Deliverables:
 - 100%: Fixed source files (*.h *.c).



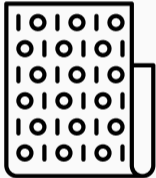
- Points: 7
- Deliverables:
 - 100%: Fixed source files (*.h *.c).



- Points: 7
- Deliverables:
 - 100%: Fixed **source** files (*.h *.c).

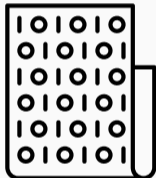


- University Management System
- Binary only
- Problem:
 - With the given input the program crashes

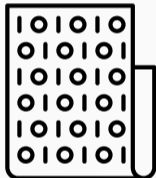


- University Management System
- Binary only
- Problem:

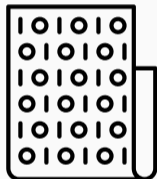
• With the given input the program crashes



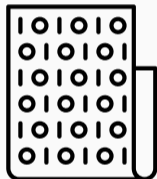
- University Management System
- Binary only
- Problem:
 - With the given input the program **crashes**



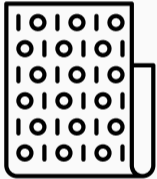
- University Management System
- Binary only
- Problem:
 - With the given input the program **crashes**



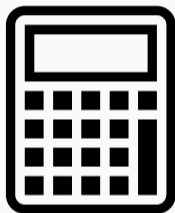
- Points: 7
- Deliverables:
 - 100%: Provide a *fixed* binary. Change only one byte!



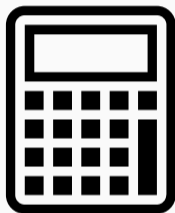
- Points: 7
- Deliverables:
 - 100%: Provide a **fixed** binary. Change only one byte!



- Points: 7
- Deliverables:
 - 100%: Provide a **fixed** binary. Change only **one** byte!



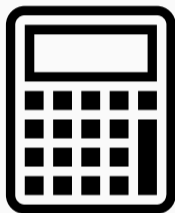
- RPN Calculator
- Problem:
 - Sometime the program *crashes*.



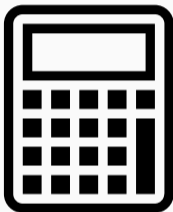
- RPN Calculator
- Problem:
 - Sometime the program *crashes*.



- RPN Calculator
- Problem:
 - Sometime the program **crashes**.



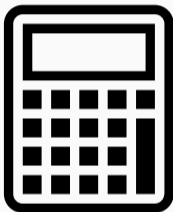
- Points: 7
- Deliverables:
 - 50%: Input to **crash** the calculator
 - 50%: Fixed source files (*.h *.c).



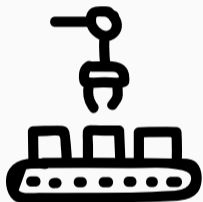
- Points: 7
- Deliverables:
 - 50%: Input to `crash` the calculator
 - 50%: Fixed source files (*.h *.c).



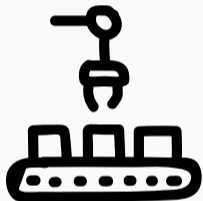
- Points: 7
- Deliverables:
 - 50%: Input to **crash** the calculator
 - 50%: Fixed source files (*.h *.c).



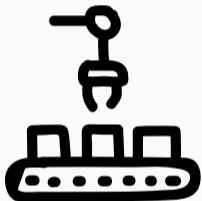
- Points: 7
- Deliverables:
 - 50%: Input to **crash** the calculator
 - 50%: Fixed **source** files (*.h *.c).



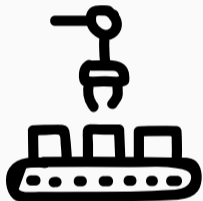
- Simple Stack Machine
- Problem:
 - User reported a heap **overflow**.



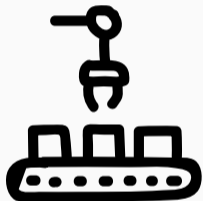
- Simple Stack Machine
- Problem:
 - User reported a heap **overflow**.



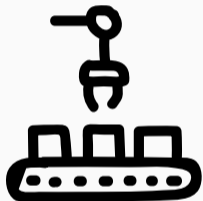
- Simple Stack Machine
- Problem:
 - User reported a heap **overflow**.



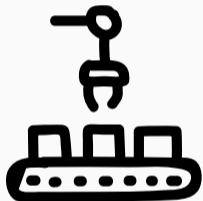
- Points: 7
- Deliverables:
 - 50%: Reproduce the address sanitizer bug with `main.c`.
 - 50%: Fixed stack machine `stack_machine.h` and `stack_machine.c`.



- Points: 7
- Deliverables:
 - 50%: Reproduce the address sanitizer bug with `main.c`.
 - 50%: Fixed stack machine `stack_machine.h` and `stack_machine.c`.



- Points: 7
- Deliverables:
 - 50%: Reproduce the address sanitizer bug with `main.c`.
 - 50%: Fixed stack machine `stack_machine.h` and `stack_machine.c`.



- Points: 7
- Deliverables:
 - 50%: Reproduce the address sanitizer bug with `main.c`.
 - 50%: Fixed stack machine `stack_machine.h` and `stack_machine.c`.

Demo

Questions?
