

**Welcome!**

**COMP1511 18s1**

**Programming Fundamentals**

# COMP1511 18s1

## — Lecture 20 —

### Illegal C + Memory

Andrew Bennett

<andrew.bennett@unsw.edu.au>

# Overview

**after this lecture, you should be able to...**

understand the **memory layout** of a C program

understand some of the **security implications** of this

have more of an understanding about **illegal C**

**identify** and **prevent** basic vulnerabilities in C code

(... and more?)

**(note:** you shouldn't be able to do all of these immediately after watching this lecture. however, this lecture should (hopefully!) give you the foundations you need to develop these skills. remember: programming is

like learning any other language, it takes consistent and regular practice.)

## Don't panic!

**assignment 3** out now!

week 11's tute/lab help you get started

week 11

**lab** due **tonight**

**weekly test** due **friday**

don't forget about **help sessions!**

see course website for details

# Questions?

<https://echo360.org.au/>

note: you may need to go via **Moodle**

<https://moodle.telt.unsw.edu.au>

(let me know if you can/can't access it!)

**What topics are you confused about? What questions do you have?**

What is your response?

# let's talk about: **memory in C**

# Memory Layout in C

we've talked about this a bit already

**everything** is in memory

(including your code!)

(diagram: [week 6 slides](#))

# Some Terminology

**stack**: function memory

**heap**: dynamic memory (e.g. from malloc)

# Stack Frames

every function has its own memory

we call this a **stack frame**

...

it stores all of the local variables, etc  
but also other necessary information:

where the stack frame **starts** / **ends**

where to go **in the code** when this function **returns**  
(the **return address**)

# Implications

what happens if these are incorrect?

# Illegal Array Access

(demo: *interactive array tool*)

# But wait, it gets better...

(demo: *popping a calc*)

# Smashing The Stack for Fun And Profit

[Smashing The Stack For Fun And Profit](#)

remember **farnarkling**?

# The Farnarkle AI Leaderboard

[link](#)

[backup link](#)

# But that's not possible...

COMP1511 18s1  
(webcms)

## COMP1511 Farnarkle Leader Board

COMP1511 18s1  
(flask)

Position	Average Score	Number of Rounds Averaged	Name
-	4.74	1000	Curtis Millar (unofficial)
-	4.80	1000	Andrew Bennett (unofficial)
1	5.14	1000	Lucas Pok
2	5.17	1000	Luke Oslington
3	5.20	1000	Benjamin Sho
4	5.23	1000	Yuechen Gong
5	5.26	1000	Oscar Cowdery Lack
6	5.28	1000	Aaron Hassan
7	5.30	1000	Eleni Dimitriadis
8	5.38	1000	Michael Lloyd
9	5.39	1000	Soloman Saleh

*very impressive*

# But that's not possible...

COMP1511 18s1  
(webcms)

## COMP1511 Farnarkle Leader Board

COMP1511 18s1  
(flask)

Position	Average Score	Number of Rounds Averaged	Name
-	4.74	1000	Curtis Millar (unofficial)
-	4.80	1000	Andrew Bennett (unofficial)
1	5.14	1000	Lucas Pok
2	5.17	1000	Luke Oslington
3	5.20	1000	Benjamin Sho
4	5.23	1000	Yuechen Gong
5	5.26	1000	Oscar Cowdery Lack
6	5.28	1000	Aaron Hassan
7	5.30	1000	Eleni Dimitriadis
8	5.38	1000	Michael Lloyd
9	5.39	1000	Soloman Saleh

*very impressive*  
*still pretty impressive*

# But that's not possible...

COMP1511 18s1  
(webcms)

## COMP1511 Farnarkle Leader Board

COMP1511 18s1  
(flask)

Position	Average Score	Number of Rounds Averaged	Name
-	4.74	1000	Curtis Millar (unofficial)
-	4.80	1000	Andrew Bennett (unofficial)
1	5.14	1000	Lucas Pok
2	5.17	1000	Luke Oslington
3	5.20	1000	Benjamin Sho
4	5.23	1000	Yuechen Gong
5	5.26	1000	Oscar Cowdery Lack
6	5.28	1000	Aaron Hassan
7	5.30	1000	Eleni Dimitriadis
8	5.38	1000	Michael Lloyd
9	5.39	1000	Soloman Saleh

*mathematically impossible*

*very impressive*

# What??

(demo: *andrewb's farnarkle AI*)

# What??

links:

[terminal output](#)

[explanation](#)

(demo: *andrewb's farnarkle AI*)

# questions?