

# Mystery of `return` in `main` function



Who runs  
this main ?

Program



```
int main(int argc, char *argv[] )
{
    Char buffer[64];

    strcpy(buffer,argv[1]);

    return 0;
}
```



`int __libc_start_main()`

```
int __libc_start_main()
{
.....
main();
.....
}
```



Program

```
int main(int argc, char *argv[])
{
char buffer[64];

strcpy(buffer, argv[1]);

return 0;
}
```

call

Return to  
libc\_start\_main()



`int __libc_start_main()`

```

int __libc_start_main()
{
.....
main();
0x7f3451fe
.....
}

```

1

Return to  
libc\_start\_main()

calls



Program

```

int main(int argc, char *argv[])
{
char buffer[64];

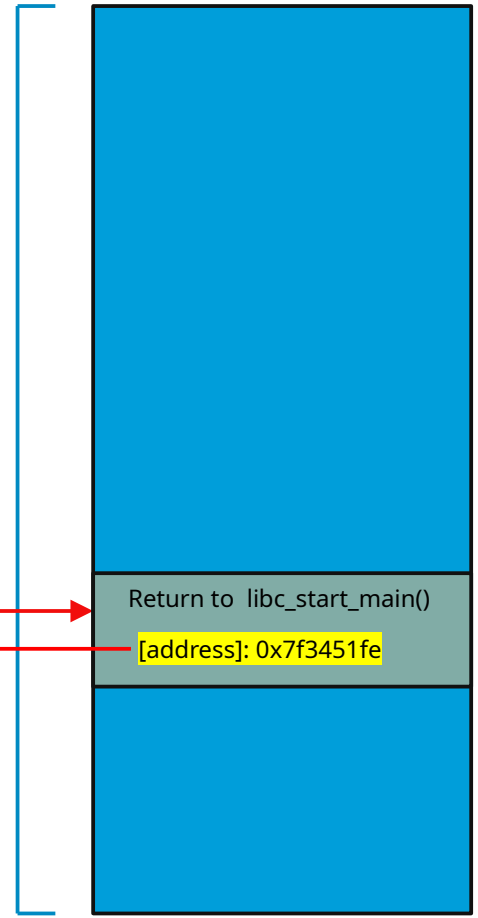
strcpy(buffer, argv[1]);

return 0;
}

```

2

Stack

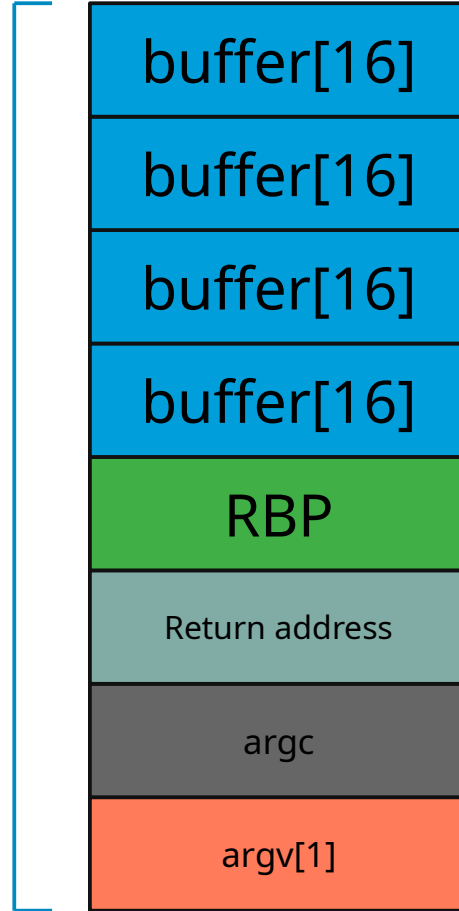


3



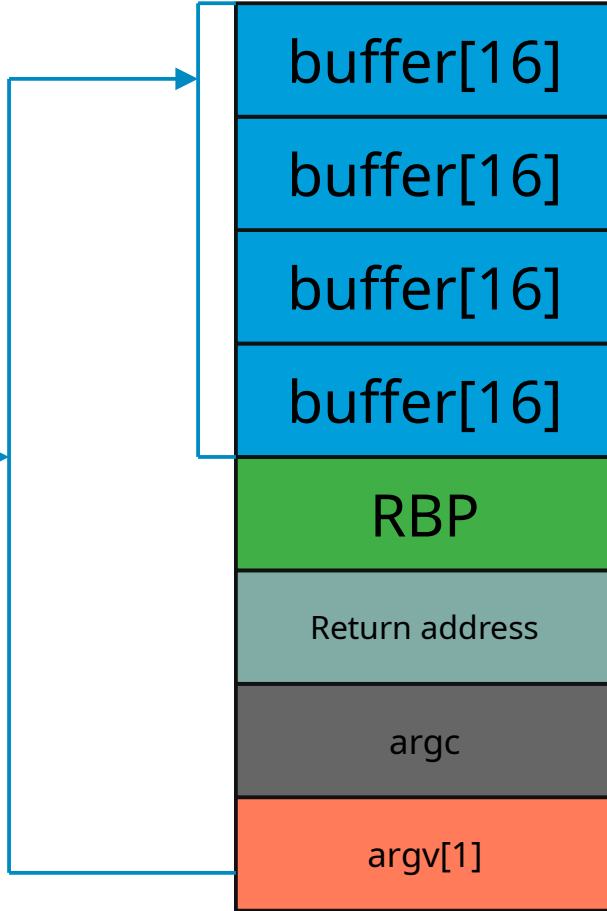
program

```
Int main(int argc, char *argv[])  
{  
  Char buffer[64];  
  strcpy(buffer, argv[1]);  
  Return 0;  
}
```



program

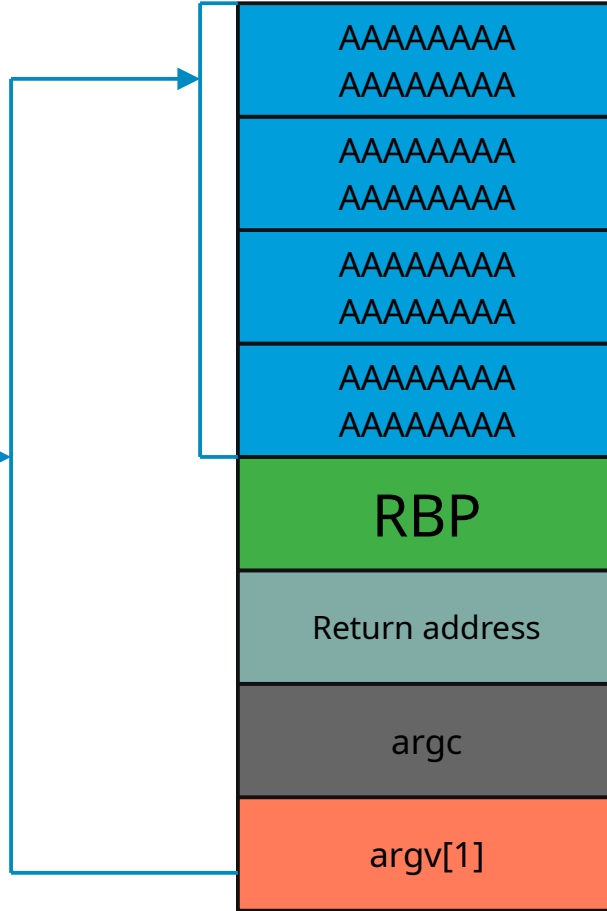
```
int main(int argc, char *argv[]){  
char buffer[64];  
strcpy ( buffer, argv[1] );  
return 0;  
}
```



program

```
Int main(int argc, char *argv[]){  
Char buffer[64];  
strcpy(buffer, argv[1]);  
Return 0;  
}
```

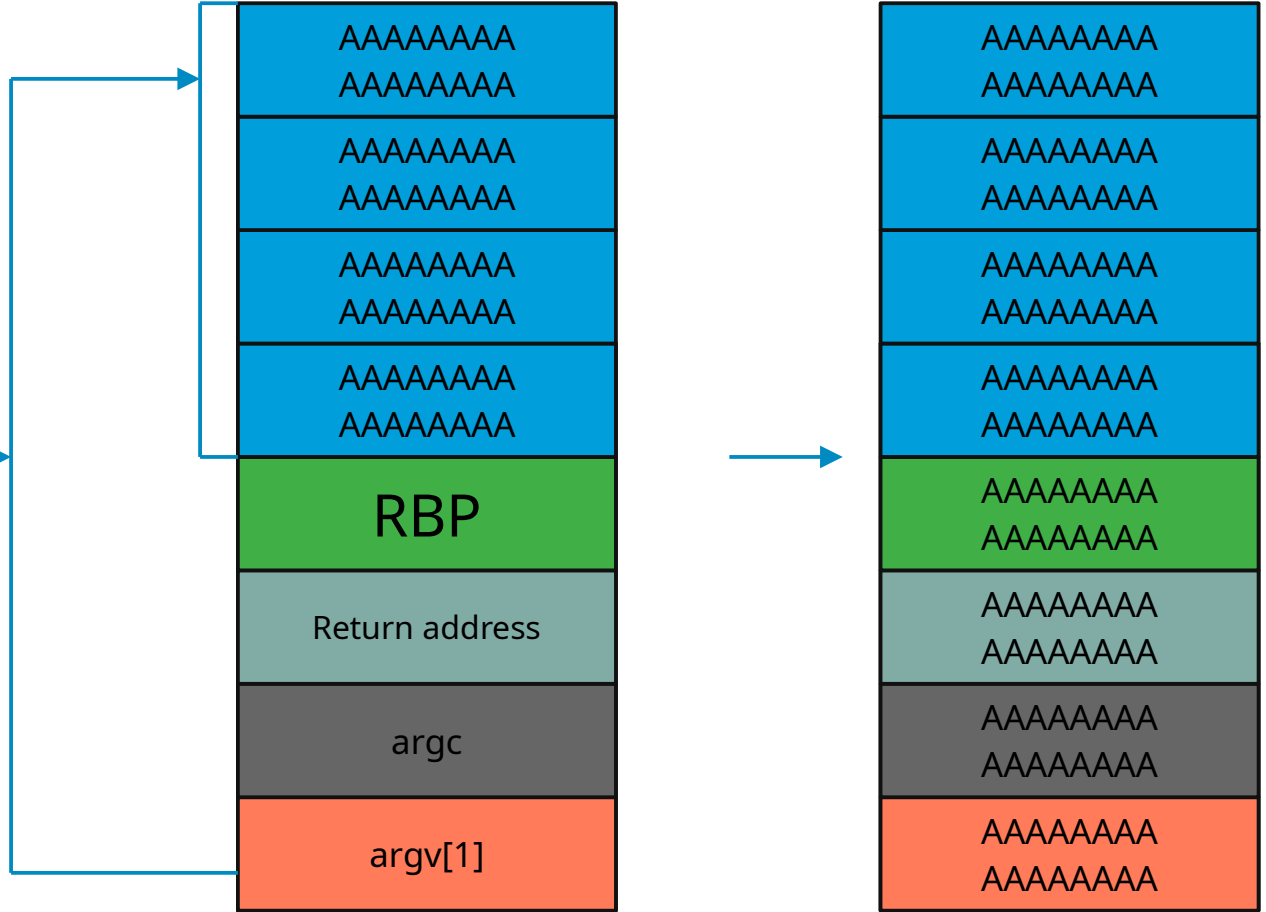
Argv = A 64 times  
( 64 bytes )



program

```
Int main(int argc, char *argv[]){  
Char buffer[64];  
strcpy(buffer, argv[1]);  
Return 0;  
}
```

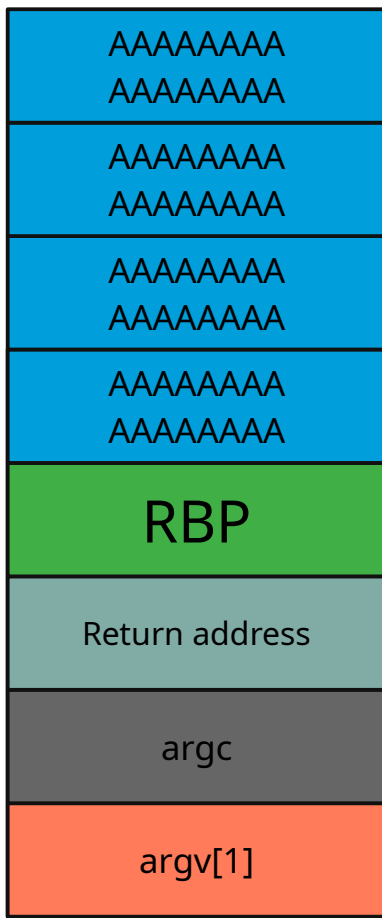
Argv = A 100 times  
( 64 bytes )



RIP=AAAAAA



Where is this **AAAA address**?  
Where should I go?

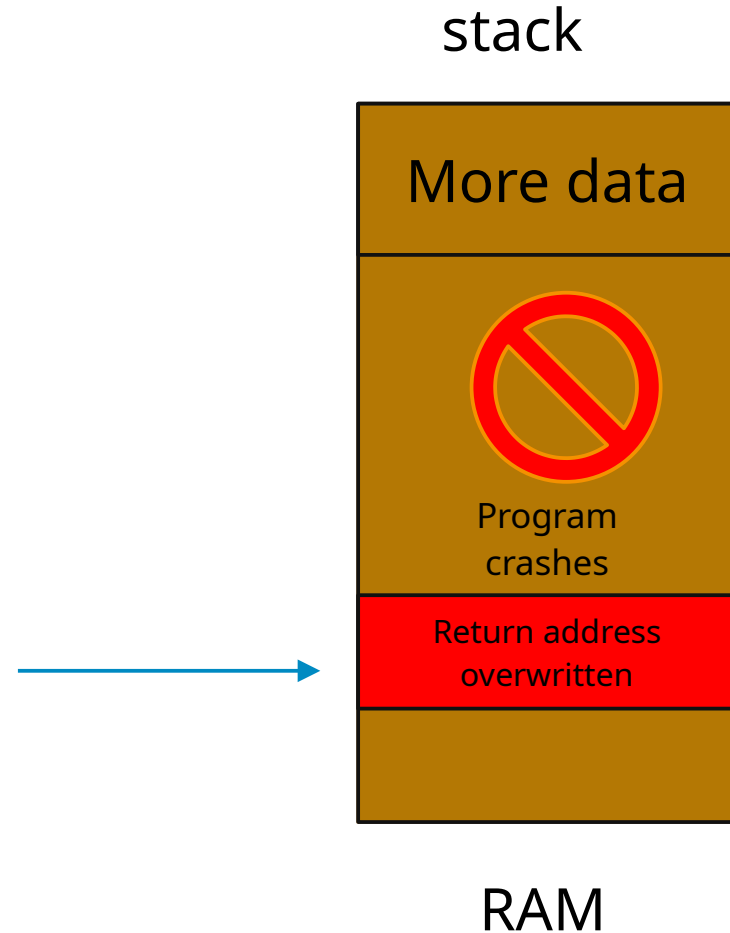


Return address= AAAAA



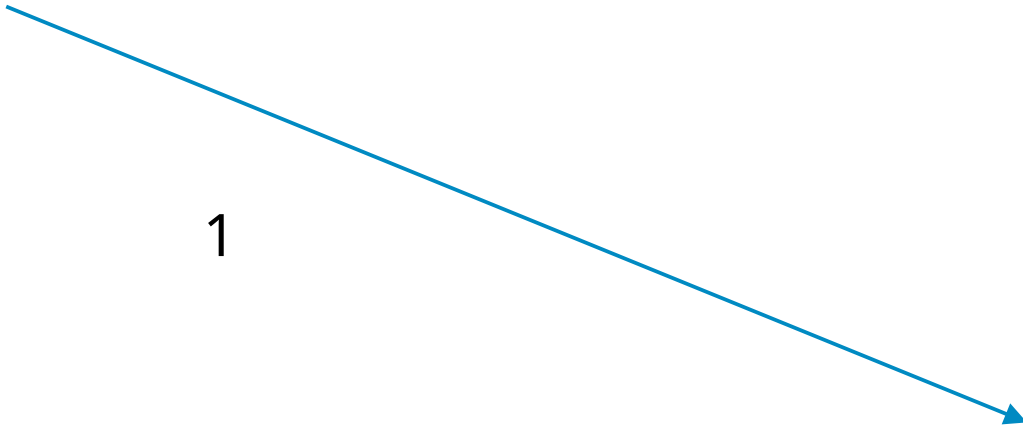
This situation is called  
buffer overflow

When we have a control to the  
**EIP** register to redirect the  
program to anywhere else in  
memory this is called stack  
based buffer overflow exploit

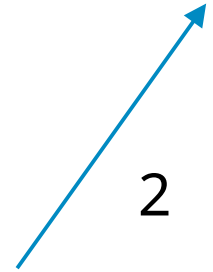




Hacker



1



2

hacked



3

Binary inside  
the computer