



# Stack Demo

A walkthrough of how the stack works

Red text indicates something that  
changed since the previous slide



- Push: place value on the stack and subtract four bytes from ESP

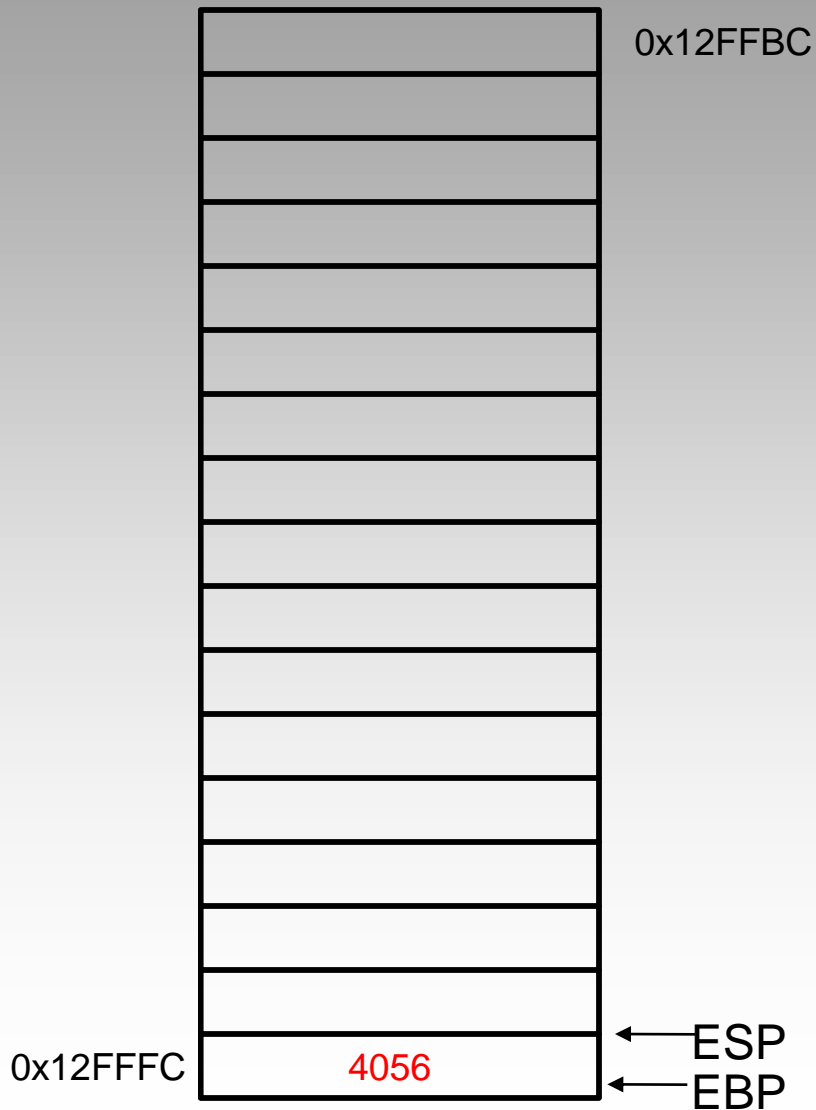
eax = 0x1234

ebx = 0x0

**push 0x4056**

push eax

push ebx





- Push: place value on the stack and subtract four bytes from ESP

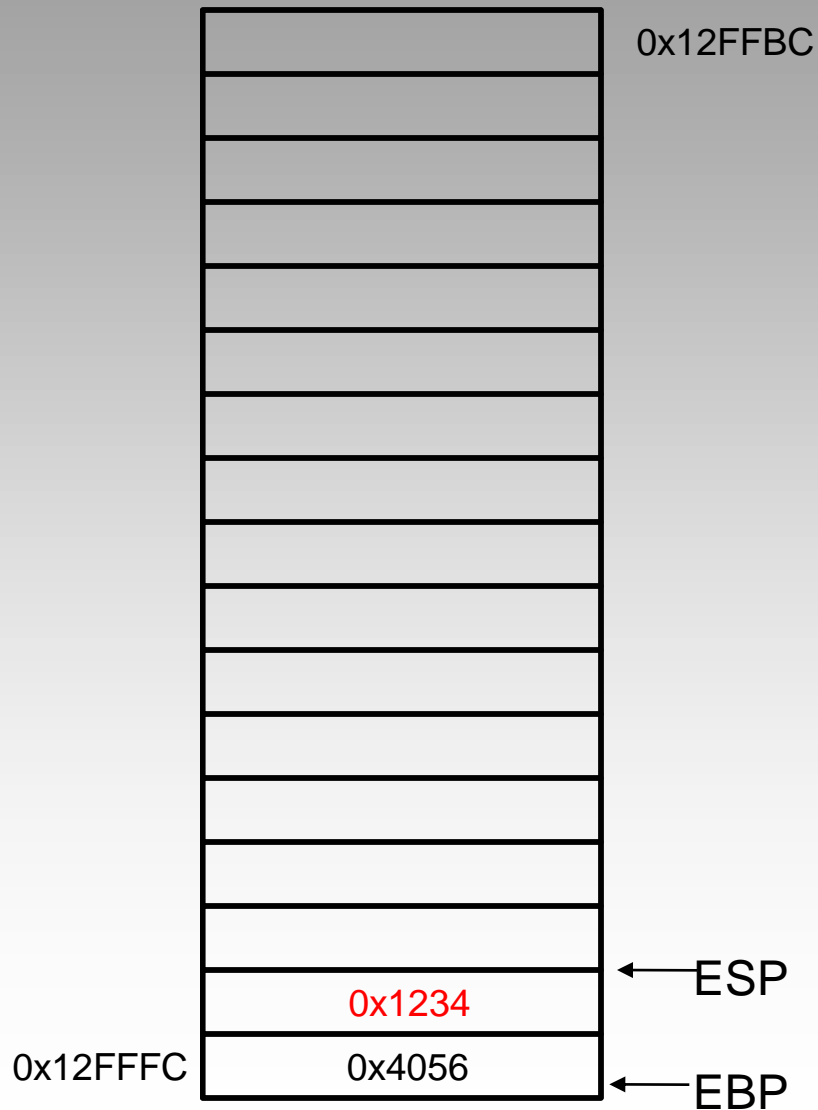
eax = 0x1234

ebx = 0x0

push 0x4056

push eax

push ebx



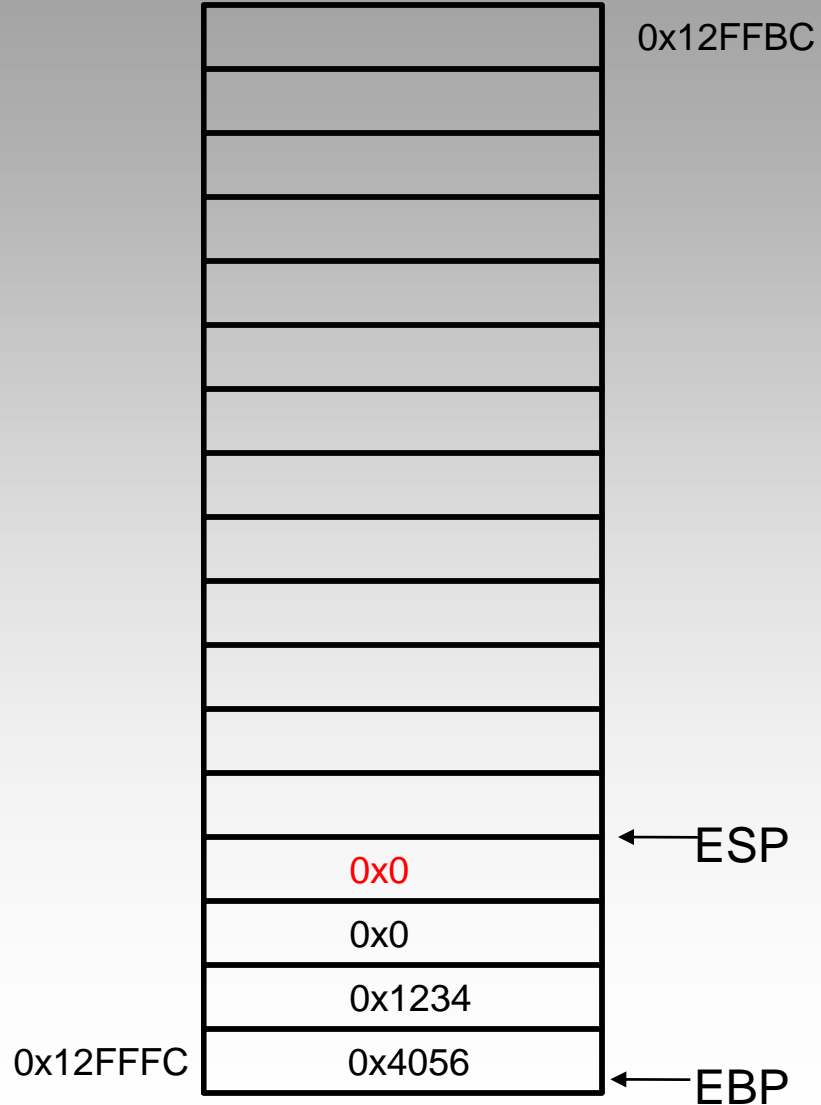




- Pop: take value off the stack and add four bytes to ESP

eax = 0x1234  
ebx = 0x0  
ecx = 0x15

push ebx  
push ecx  
pop ebx  
pop ecx





# Stack Demo

- Pop: take value off the stack and add four bytes to ESP

eax = 0x1234

ebx = 0x0

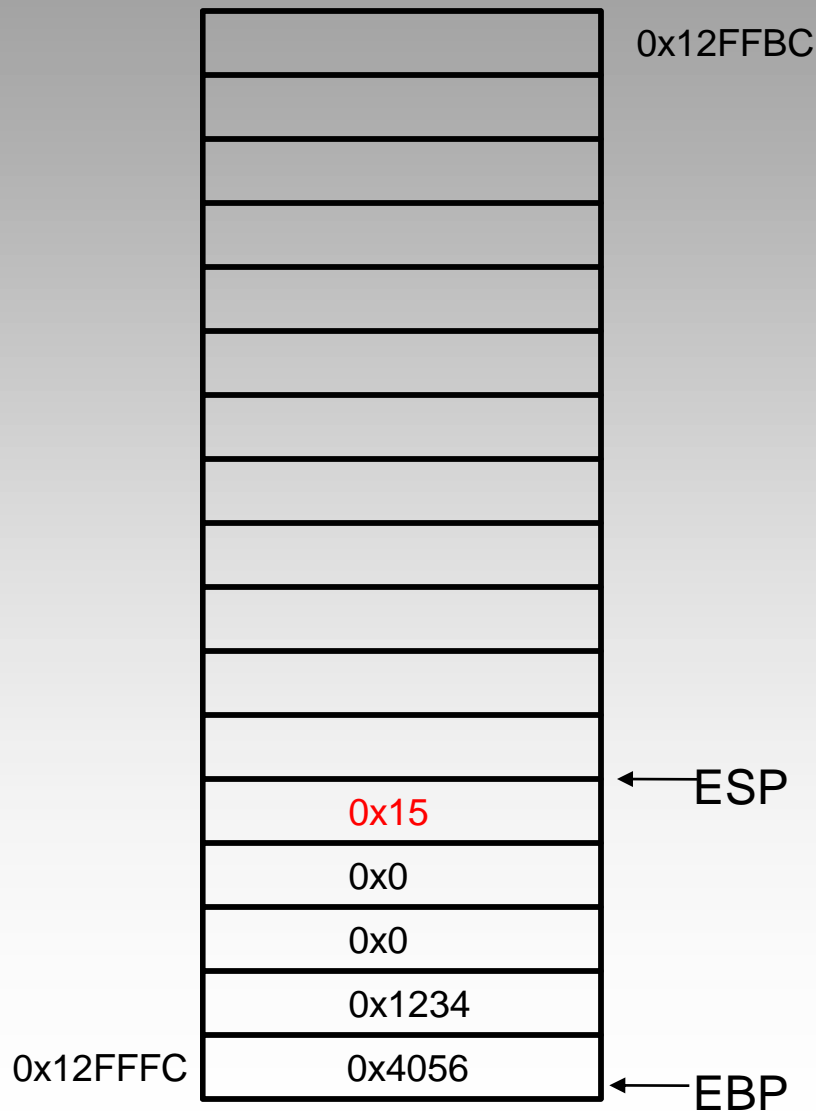
ecx = 0x15

push ebx

push ecx

pop ebx

pop ecx





- Pop: take value off the stack and add four bytes to ESP

eax = 0x1234

ebx = 0x15

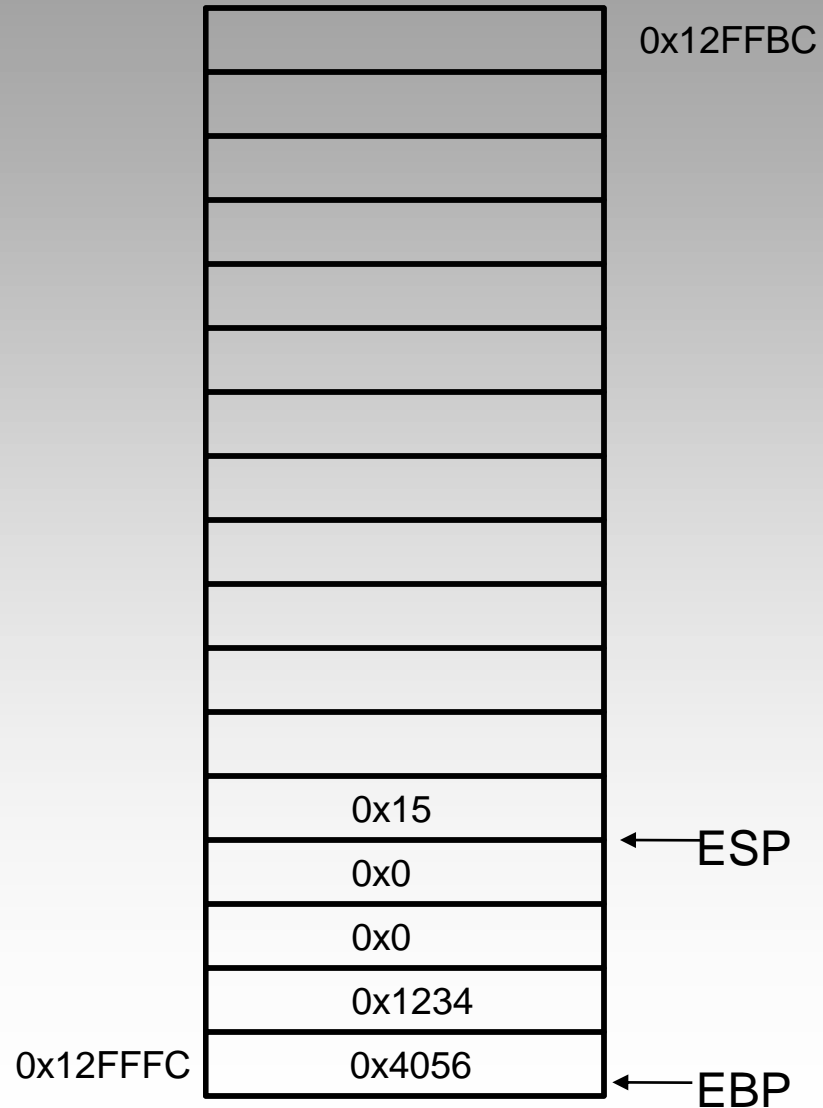
ecx = 0x15

push ebx

push ecx

pop ebx

pop ecx





- Pop: take value off the stack and add four bytes to ESP

eax = 0x1234

ebx = 0x15

ecx = 0x0

push ebx

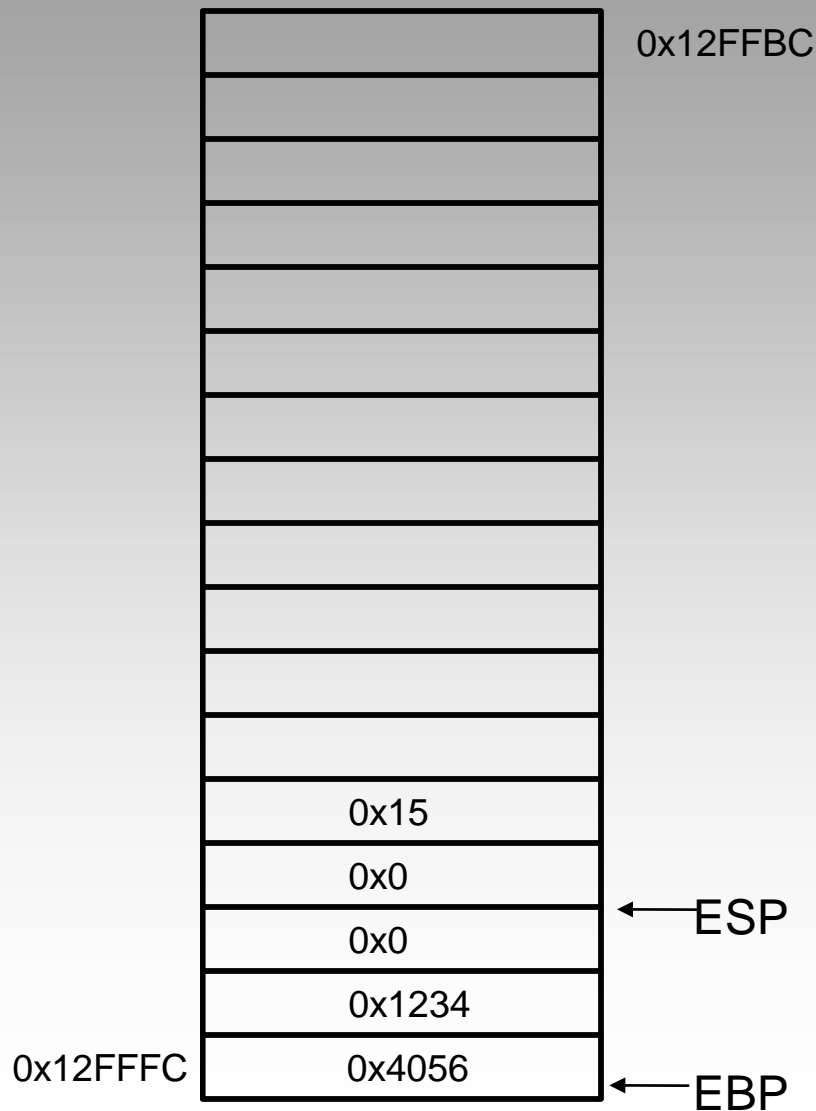
push ecx

pop ebx

pop ecx

**\*\* Key point \*\***

Just because ESP moves, data doesn't automatically disappear from the stack







- Call: push the location of the next instruction onto the stack and transfer control to call address

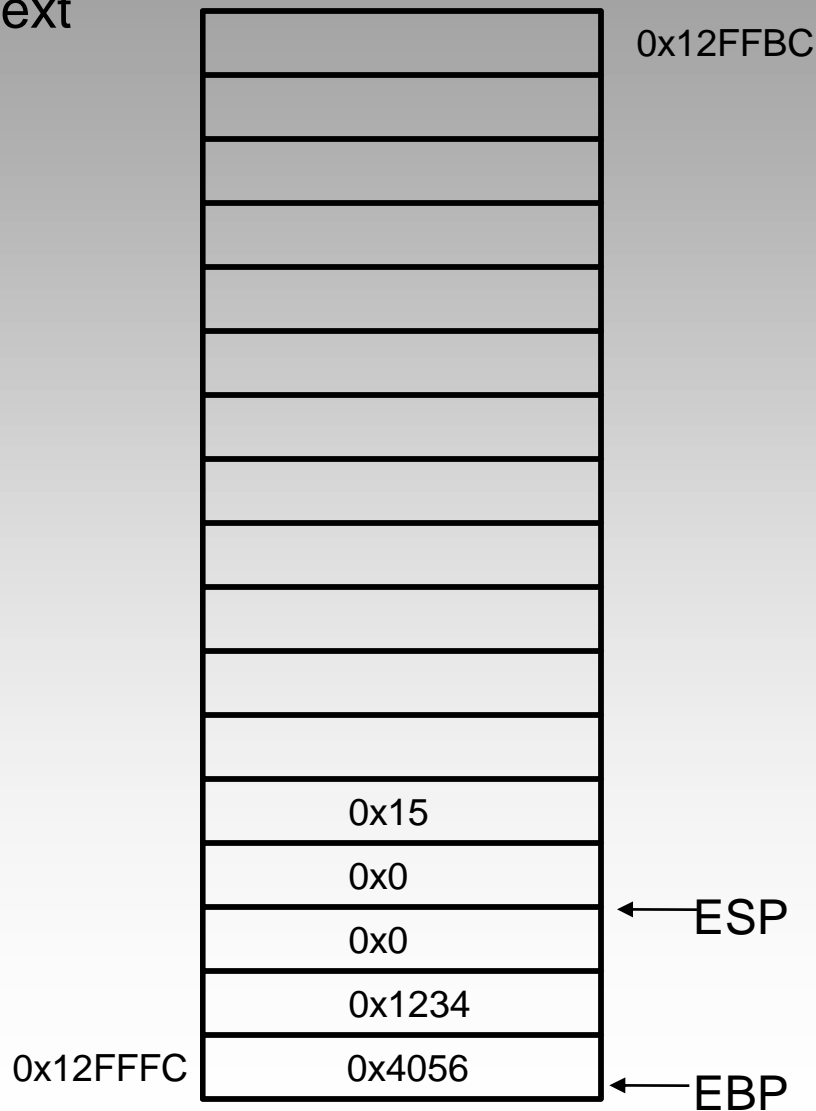
sub\_403804(0x402B0C, 0x15)

eip = 401986

ebx = 0x15

```

401981  mov ebx, 0x15
401986  push ebx
401988  push 0x402B0C
40198D  call 0x403804
401993  cmp eax, eax
    
```





- Call example

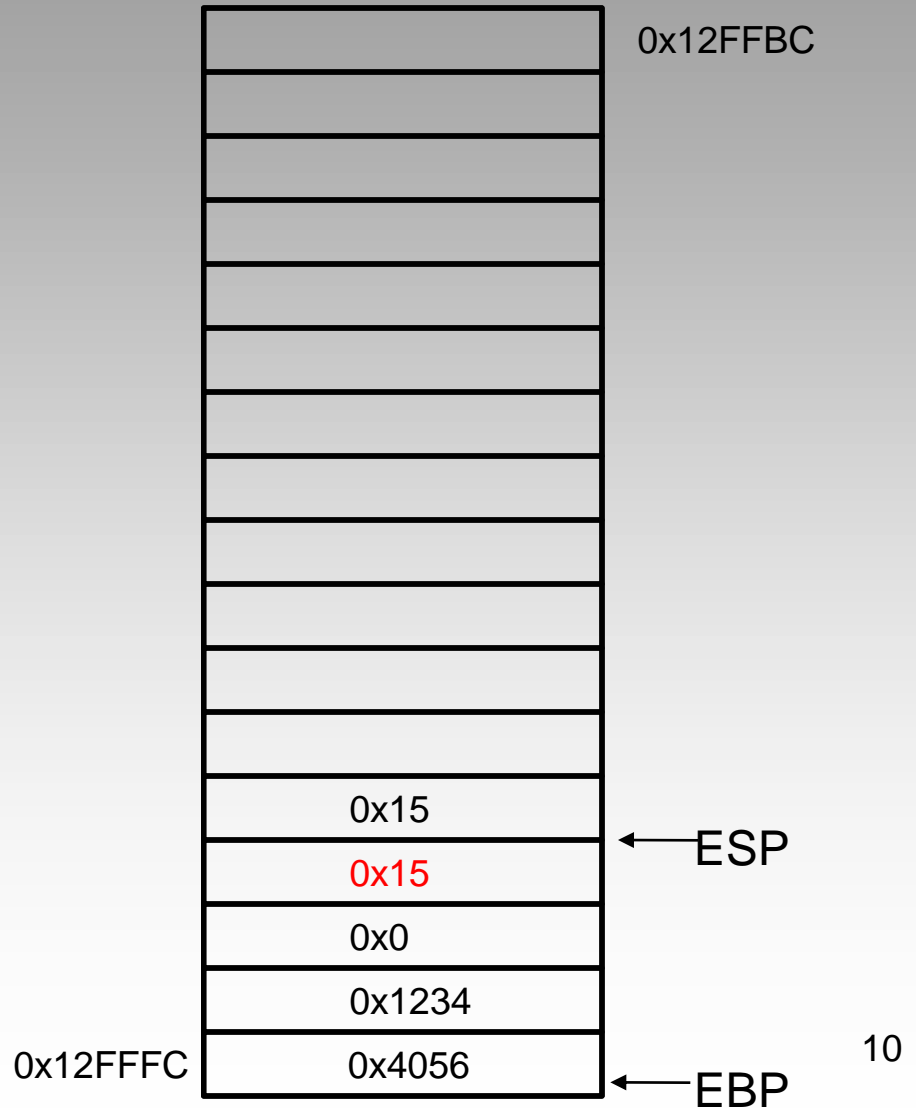
sub\_403804(0x402B0C, 0x15)

eip = 401988

ebx = 0x15

```

401981  mov ebx, 0x15
401986  push ebx
401988  push 0x402B0C
40198D  call 0x403804
401993  cmp eax, eax
.....
403804  push ebp
403805  mov ebp, esp
403807  sub esp, 0x10
    
```





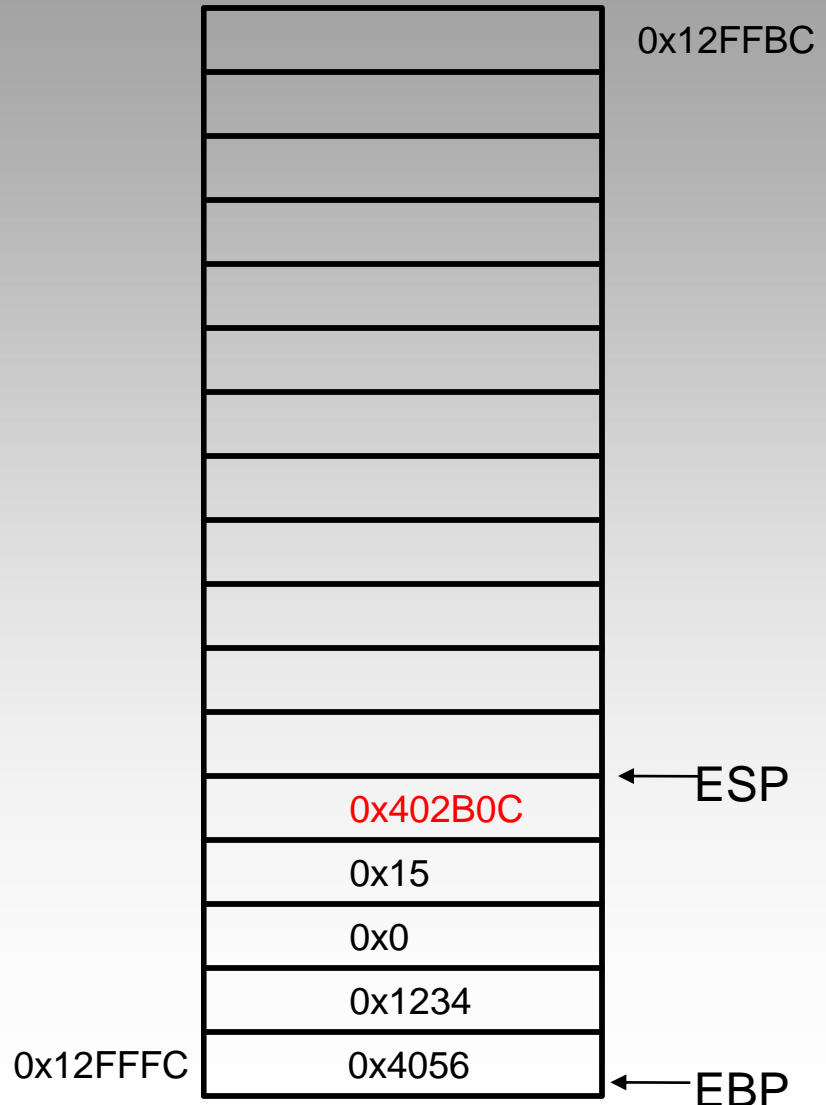
- Call example

sub\_403804(0x402B0C, 0x15)

eip = 40198D

ebx = 0x15

```
401981  mov ebx, 0x15
401986  push ebx
401988  push 0x402B0C
40198D  call 0x403804
401993  cmp eax, eax
.....
403804  push ebp
403805  mov ebp, esp
403807  sub esp, 0x10
```







- Call example

sub\_403804(0x402B0C, 0x15)

eip = 403805

ebx = 0x15

```

401981    mov ebx, 0x15
401986    push ebx
401988    push 0x402B0C
40198D    call 0x403804
401993    cmp eax, eax

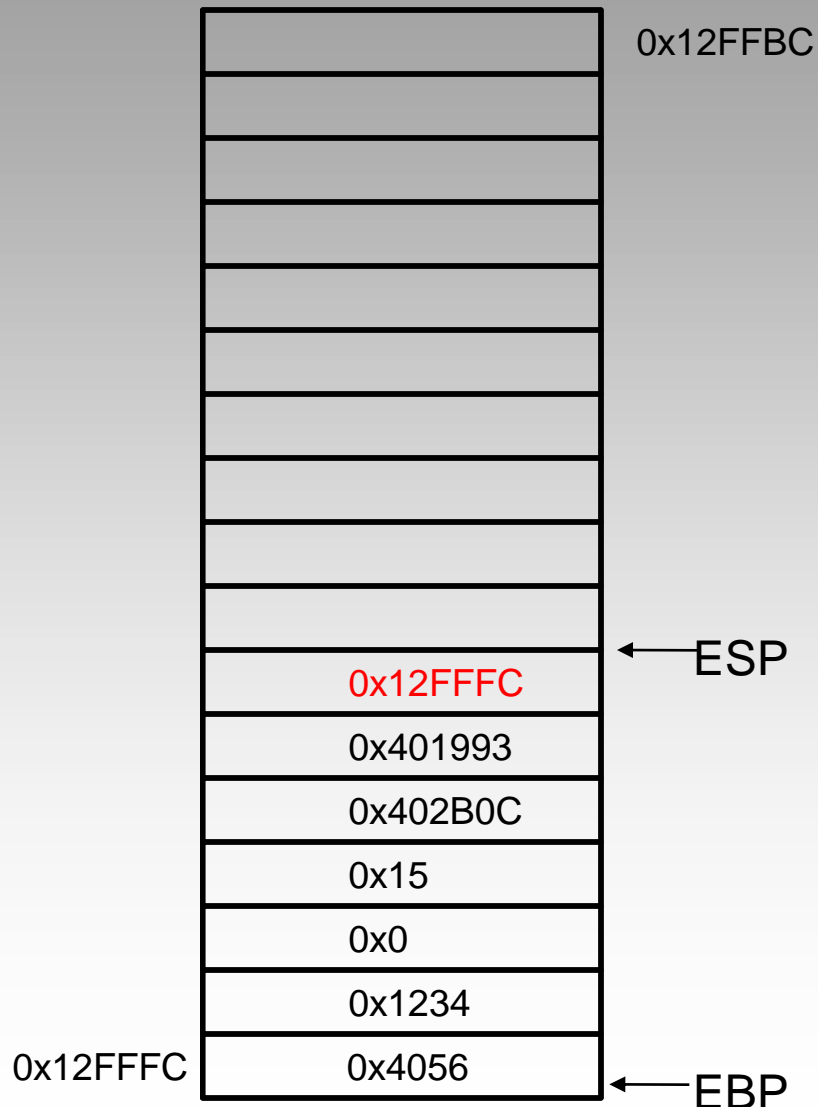
```

.....

```

403804    push ebp
403805    mov ebp, esp
403807    sub esp, 0x10

```







Subtract 10 bytes from esp (make space on the stack)

sub\_403804(0x402B0C, 0x15)

eip = 40380A

ebx = 0x15

```

401981  mov ebx, 0x15
401986  push ebx
401988  push 0x402B0C
40198D  call 0x403804
401993  cmp eax, eax

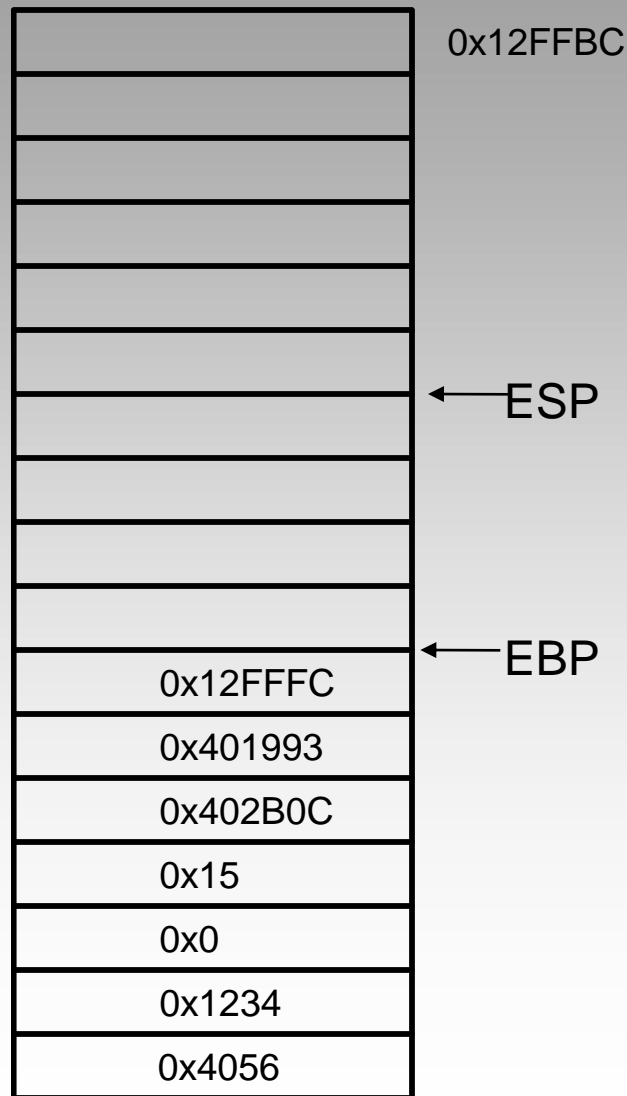
```

.....

```

403804  push ebp
403805  mov ebp, esp
403807  sub esp, 0x10

```





After some instructions have been executed in the body of the function, add 0x10 to esp to clean up local variables on the stack.

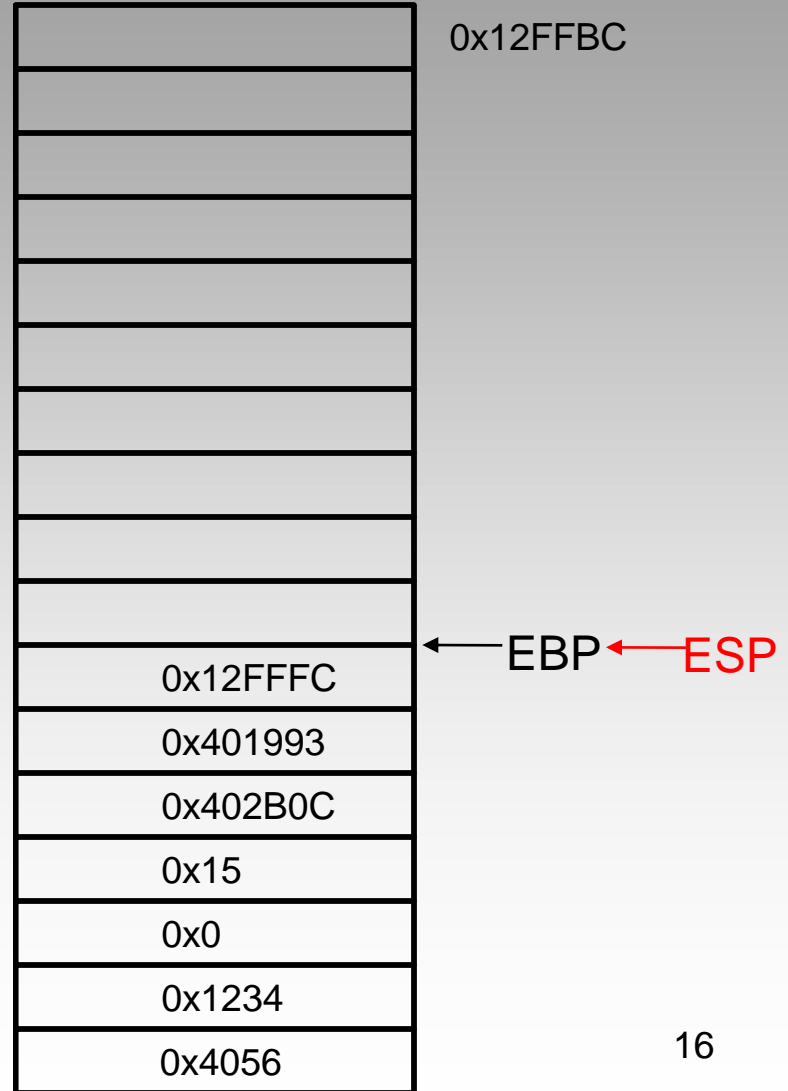
```
sub_403804(0x402B0C, 0x15)
```

```
eip = 40391D
```

```
ebx = 0x15
```

```

401981  mov ebx, 0x15
401986  push ebx
401988  push 0x402B0C
40198D  call 0x403804
401993  cmp eax, eax
.....
40391A  add esp, 0x10
40391D  pop ebp
40391F  ret
    
```



0x12FFFC





Pop: retrieve the old version of ebp from the stack

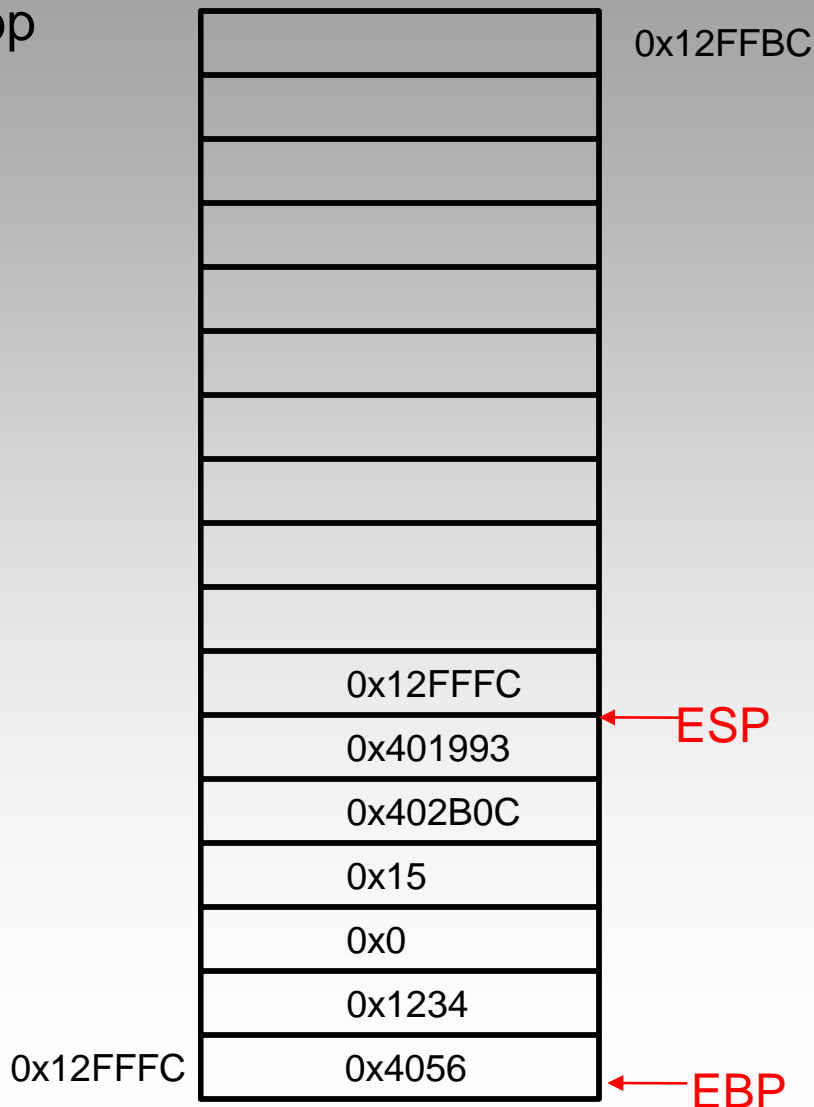
sub\_403804(0x402B0C, 0x15)

eip = 40391F

ebx = 0x15

```

401981  mov ebx, 0x15
401986  push ebx
401988  push 0x402B0C
40198D  call 0x403804
401993  cmp eax, eax
.....
40391A  add esp, 0x10
40391D  pop ebp
40391F  ret
    
```





ret – pop the return address from the stack and transfer control there (note the change in EIP)

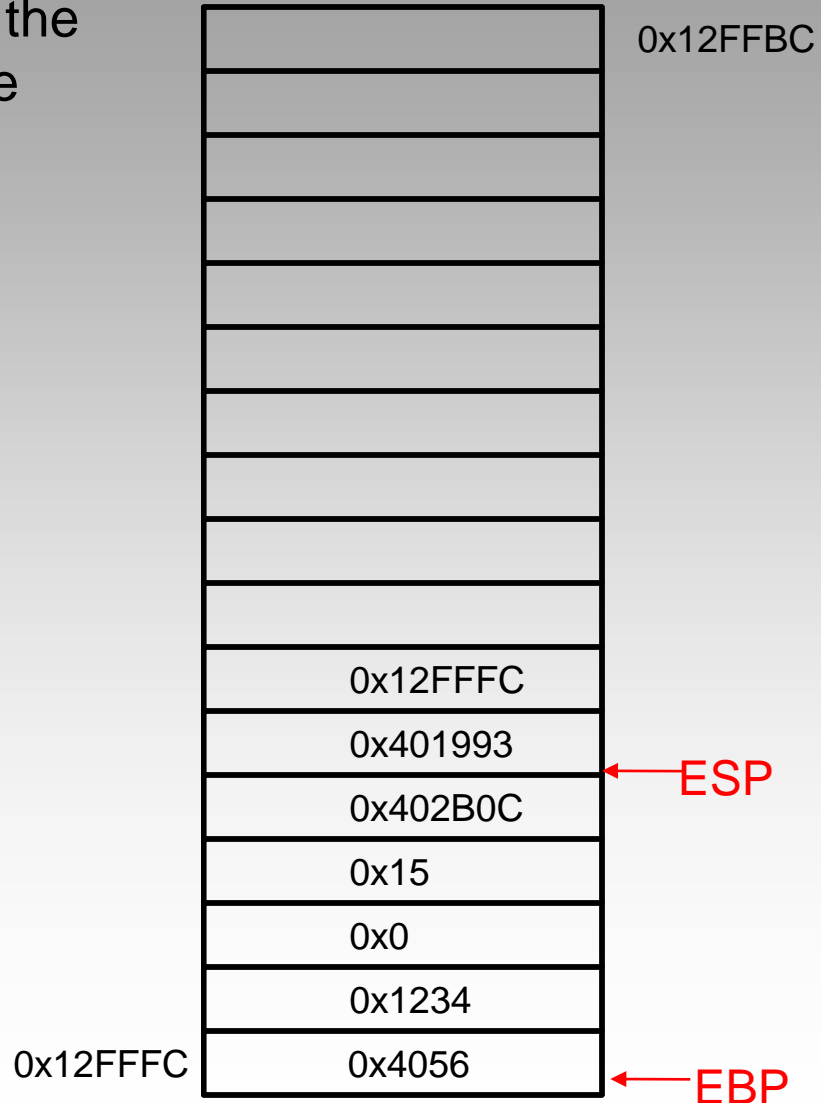
sub\_403804(0x402B0C, 0x15)

eip = 401993

ebx = 0x15

```

401981  mov ebx, 0x15
401986  push ebx
401988  push 0x402B0C
40198D  call 0x403804
401993  cmp eax, eax
.....
40391A  add esp, 0x10
40391D  pop ebp
40391F  ret
    
```





Questions/need help reverse  
engineering malware?

Contact Jake Williams  
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