Consequences of bugs:

- compiler gives syntax/semantic error - if you’re very lucky
- program halts with run-time error - if you’re lucky
- program never halts - if you’re lucky-ish
- program halts, but with incorrect results - if you’re unlucky
- program appears correct, but has security holes - if you’re unlucky

Invalid C Program - changed variable

```c
int a[10];
int b[10];
printf("a[0] is at address %p\n", &a[0]);
printf("a[9] is at address %p\n", &a[9]);
printf("b[0] is at address %p\n", &b[0]);
printf("b[9] is at address %p\n", &b[9]);
for (int i = 0; i < 10; i++) {
    a[i] = 77;
}
for (int i = 0; i <= 12; i++) {
    b[i] = 42;
}
for (int i = 0; i < 10; i++) {
    printf("%d ", a[i]);
}
printf("\n");
```

Invalid C Programs - changed termination

```c
int i;
int a[10];
printf("i is at address %p\n", &i);
printf("a[0] is at address %p\n", &a[0]);
printf("a[9] is at address %p\n", &a[9]);
printf("a[11] would be stored at address %p\n", &a[11]);
for (i = 0; i <= 11; i++) {
    a[i] = 0;
}
```
Invalid C Programs - changed termination

Another invalid C program assigning to a non-existent array element.
On gcc 6.3 on Linux/x86_64 it happens to assigns to i and the loop doesn’t terminate.
So a one character error makes the program invalid, and seemingly certain termination does not occur.

```bash
$ gcc invalid1.c
$ a.out
i is at address 0x7fffbb72bfdc
a[0] is at address 0x7fffbb72bf0
a[9] is at address 0x7fffbb72bfd4
a[10] is equivalent to address 0x7fffbb72bfd8
....
```

Invalid C Program - changed variable in another function

```c
int main(void) {
    int answer = 36;
    f(5);
    printf("answer=%d\n", answer); // prints 42
    return 0;
}
void f(int x) {
    int a[10];
    // a[19] doesn’t exist
    // with gcc 6.3 on Linux/x86_64 variable answer
    // in main happens to be where a[19] would be
    a[19] = 42;
}
```

Invalid C Program - changed function return location

```c
void f() {
    int a[10];
    // on gcc-6.3/Linux x86
    // change function’s return address on stack
    // causing function to return after the line
    // where answer is assigned 24
    a[14] += 7;
}
int main(void) {
    int answer = 42;
    f();
    answer = 24;
    printf("answer=%d\n", answer);
    return 0;
}
```
Invalid C Program - changed function return location

Yet another invalid C program assigning to a non-existent array element.
With gcc 6.3 on Linux/x86_64 it changes where the function returns in main.

$ gcc invalid3.c
$ a.out
answer=42

Invalid C Program - bypassing authentication

```c
int authenticated = 0;
char password[8];
printf("Enter your password: ");
gets(password);
if (strcmp(password, "secret") == 0) {
    authenticated = 1;
}
// a password longer than 8 characters will overflow
// array password on gcc 6.3 on Linux/x86_64 this can
// overwrite the variable authenticated and allow access
if (authenticated) {
    printf("Welcome. You are authorized.\n");
} else {
    printf("Welcome. You are unauthorized. ");
    printf("Your death will now be implemented.\n");
    printf("Welcome. You will experience ");
    printf("a tingling sensation and then death. \n");
    printf("Remain calm while your life is extracted.\n")
}
```

Invalid C Program - bypassing authentication

Yet another invalid C program assigning to a non-existent array element.
A password longer than 8 characters will overflow the array password. This is often turned buffer-overflow.

$ gcc invalid4.c
$ a.out
Enter your password: secret
Welcome. You are authorized.
$ a.out
Enter your password: wrong
Welcome. You are unauthorized.
Your death will now be implemented.
Welcome. You will experience a tingling sensation and then death.
Remain calm while your life is extracted.
$ a.out
Enter your password: longcorrectpassword
Welcome. You are authorized.

Implementation versus Language

C was designed for much smaller slower computers - 28K of RAM, 1mhz clock.
Program speed/size much more important for programs then dominated language choice.
Most C implementations still focus on maximizing performance of valid programs.
Most C implementations do not check array bounds or for arithmetic overflow because this has performance costs.
The C definition does not entail this.
A C implementation an check array bounds and halt if an invalid indexes is used.
A C implementation could check & halt if an uninititalized value is used - but difficult/expensive to track for arrays.
Address Sanitizer extension to gcc/clang

gcc -fsanitize=address gives a very different C implementation. Invalid array indices, pointer dereferences and some other invalid use of the string library function are detected. Performance cost - execution from 1.2-10+x slower. Information cryptic but note source code line indicated, e.g.:

```bash
$ cd /home/cs1511/public_html/lec/illegal_C/code/
$ gcc -g -fsanitize=address debug_examples.c
$ ./a.out 3
ASAN:DEADLYSIGNAL
```

----------

Address Sanitizer extension to gcc/clang

dcc uses -fsanitize=address (with clang) but makes message more comprehensible for beginner programmers:

```bash
$ cd /home/cs1511/public_html/lec/illegal_C/code/
$ dcc debug_examples.c
$ ./a.out 3
ASAN:DEADLYSIGNAL
debug_examples.c:33 runtime error - illegal array, pointer or other operation
Execution stopped in test3() in debug_examples.c line 33:

```c
int *a = NULL;
// dereferencing NULL pointer
--> a[5] = 42;
```

Values when execution stopped:

```c
a = NULL
```

Address Sanitizer extension to gcc/clang

Address Sanitizer does not detect use of uninitialized values, e.g.:

```bash
% ./debug_examples 4
0
1
2
3
-2115323248
```

Valgrind - another debugging/testing tool

Valgrind works on x86 machine code - not C specific. Valgrind runs the code on a virtual machine and detects use of uninitialized memory. Also picks up many invalid array indexes and pointer dereferences: Large performance penalty - and slow start time.
valgrind - another debugging/testing tool

```bash
% valgrind ./debug_examples 4
==1932== Memcheck, a memory error detector
==1932== Copyright (C) 2002-2010, and GNU GPL
==1932== Using Valgrind-3.6.1 and LibVEX; rerun ...
==1932== Command: ./debug_examples 4
==1932==
==1932== Use of uninitialised value of size 8
==1932== at 0x521AF0B: _itoa_word (_itoa.c:195)
==1932== by 0x521D3B6: vfprintf (vfprintf.c:1619)
==1932== by 0x400FBF: test4 (debug_examples.c:45)
==1932== by 0x401317: main (debug_examples.c:92)
==1932==
...
```

dcc –valgrind

dcc –valgrind causes valgrind to be used to run your program, making messages more comprehensible for beginner programmers: transbe run
For example:

```bash
$ dcc --valgrind debug_examples.c
% ./a.out 4
Runtime error: uninitialized variable accessed.
Execution stopped in test4() debug_examples.c line 45:

    // accessing uninitialized array element (a[4])
    for (i = 0; i < 10; i++)
    --> printf("%d\n", a[i]);
}

Values when execution stopped:
a = {0, 1, 2, 3, -16776544, 5, 6, 7, 8, 9}
i = 4
a[i] = -16776544
```