

05.Basic exploitation techniques

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Title	Creator	Modified
02.Heap Exploitation	Lazenca.0x0	Oct 13, 2019
12.Heap Feng Shui	Lazenca.0x0	Apr 19, 2019
11.Heap Spray	Lazenca.0x0	Apr 18, 2019
10.One-gadgets(feat. PLT/GOT overwrite)	Lazenca.0x0	Apr 17, 2019
09.Race condition	Lazenca.0x0	Apr 16, 2019
08.BROP(Blind Return Oriented Programming)	Lazenca.0x0	Apr 15, 2019
04.Frame faking(Fake ebp)	Lazenca.0x0	Apr 08, 2019
02.Return to Shellcode	Lazenca.0x0	Apr 04, 2019
16.Stack pivot	Lazenca.0x0	Nov 07, 2018
15.Return-to-dl-resolve	Lazenca.0x0	Oct 02, 2018
14.Return-to-csu(__libc_csu_init)	Lazenca.0x0	Sep 06, 2018
13.JOP(Jump-Oriented Programming)	Lazenca.0x0	Aug 27, 2018
06.ROP(Return Oriented Programming)	Lazenca.0x0	Aug 15, 2018
07.SROP(Sigreturn-oriented programming)	Lazenca.0x0	May 27, 2018
05.Frame Pointer Overwrite	Lazenca.0x0	Apr 22, 2018
03.RTL(Return to libc)	Lazenca.0x0	Apr 11, 2018
01.Shellcode	Lazenca.0x0	Feb 23, 2018

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