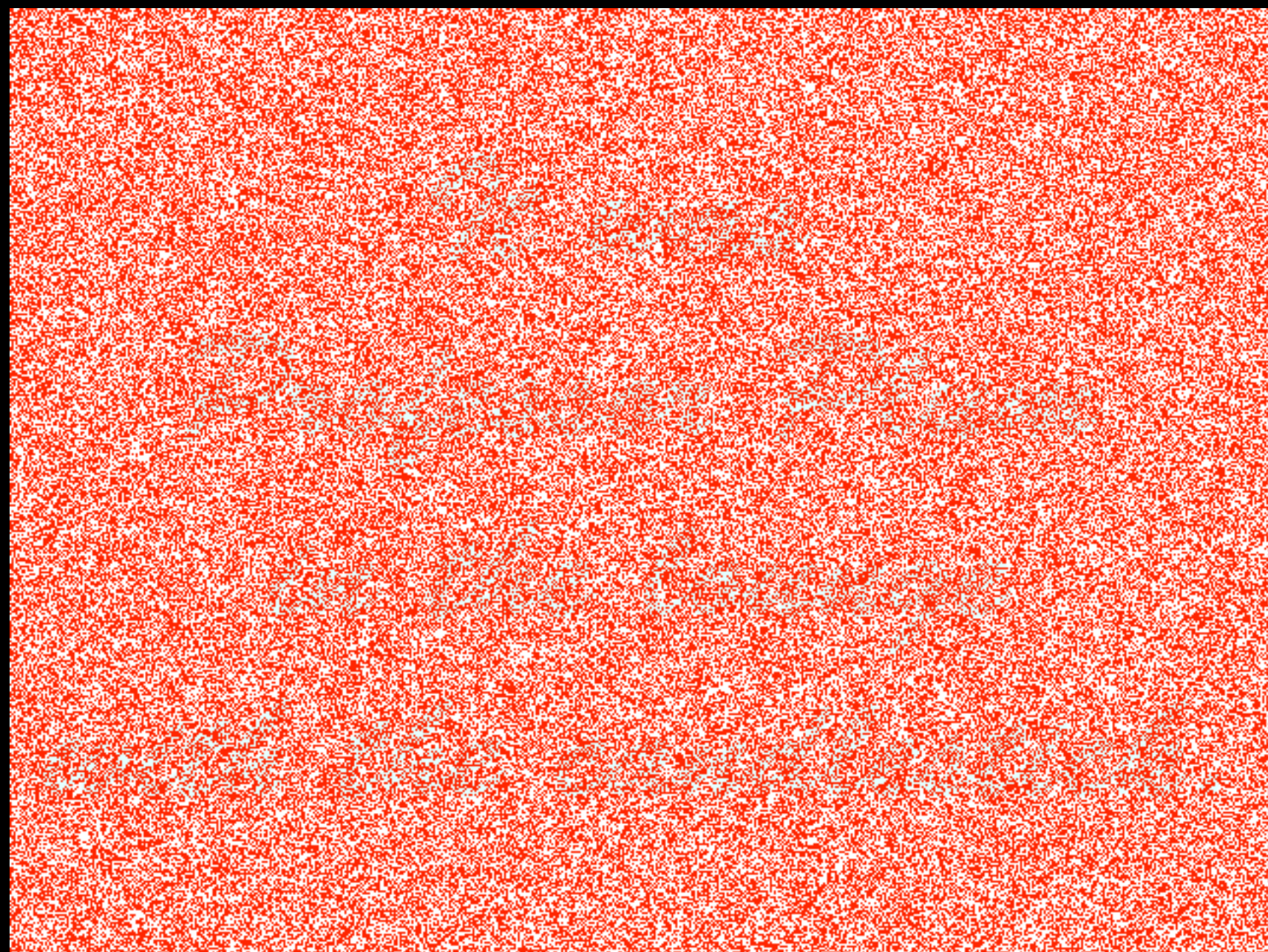




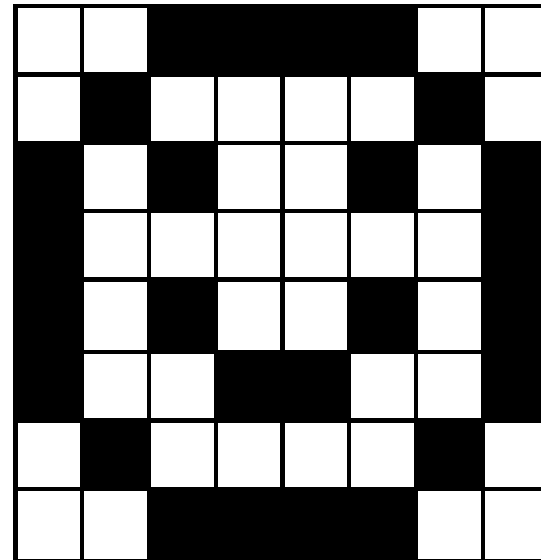
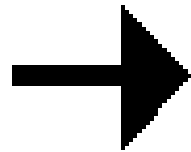
# CC50

O CURSO DE HARVARD. NO BRASIL.



pset 5

11000011  
10111101  
01011010  
01111110  
01011010  
01100110  
10111101  
11000011



offset	type	name	
0	WORD	bfType	} <b>BITMAPFILEHEADER</b>
2	DWORD	bfSize	
6	WORD	bfReserved1	
8	WORD	bfReserved2	
10	DWORD	bfOffBits	
14	DWORD	biSize	} <b>BITMAPINFOHEADER</b>
18	LONG	biWidth	
22	LONG	biHeight	
26	WORD	biPlanes	
28	WORD	biBitCount	
30	DWORD	biCompression	
34	DWORD	biSizeImage	
38	LONG	biXPelsPerMeter	
42	LONG	biYPelsPerMeter	
46	DWORD	biClrUsed	} <b>RGBTRIPLE</b>
50	DWORD	biClrImportant	
54	BYTE	rgbtBlue	
55	BYTE	rgbtGreen	} <b>RGBTRIPLE</b>
56	BYTE	rgbtRed	
57	BYTE	rgbtBlue	
58	BYTE	rgbtGreen	} <b>RGBTRIPLE</b>
59	BYTE	rgbtRed	
...			
243	BYTE	rgbtBlue	} <b>RGBTRIPLE</b>
244	BYTE	rgbtGreen	
245	BYTE	rgbtRed	



edição hacker













# valgrind

```
valgrind -v -leak-check=full a.out
```

```
Invalid write of size 4
```

```
at 0x804840F: f (memory.c:23)
```

```
by 0x8048421: main (memory.c:30)
```

```
40 bytes in 1 blocks are definitely in loss record 1 of 1
```

```
at 0x4025BDC: malloc (vg_replace_malloc.c:195)
```

```
by 0x8048405: f (memory.c:22)
```

```
by 0x8048421: main (memory.c:30)
```

0x01, ah ah ah....  
0x02, ah ah ah...  
0x03, ah ah ah...





& bitwise AND

| bitwise OR

^ bitwise XOR

~ ones complement

<< left shift

>> right shift

to be continued...



# CC50

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