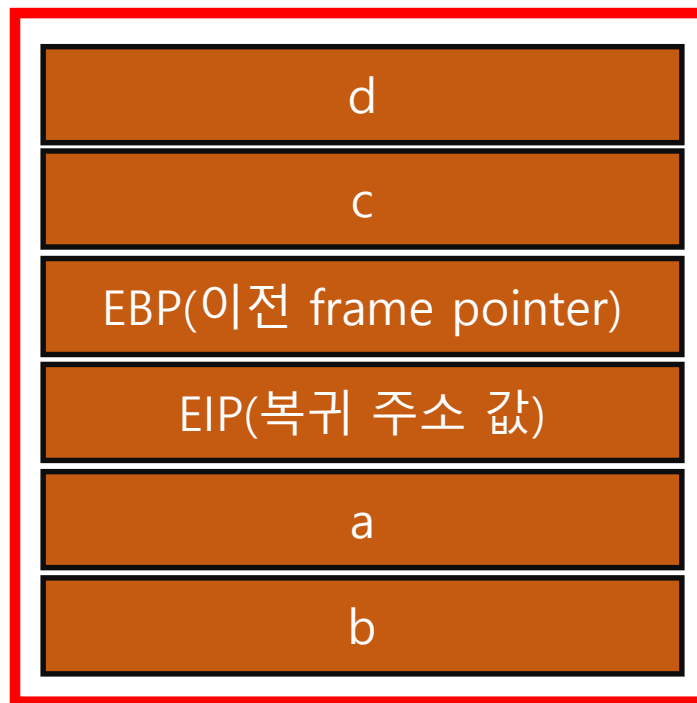
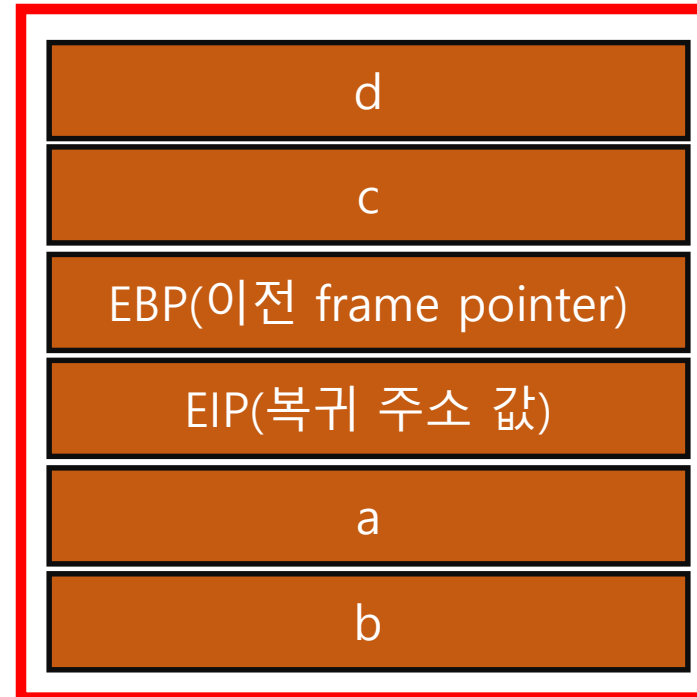


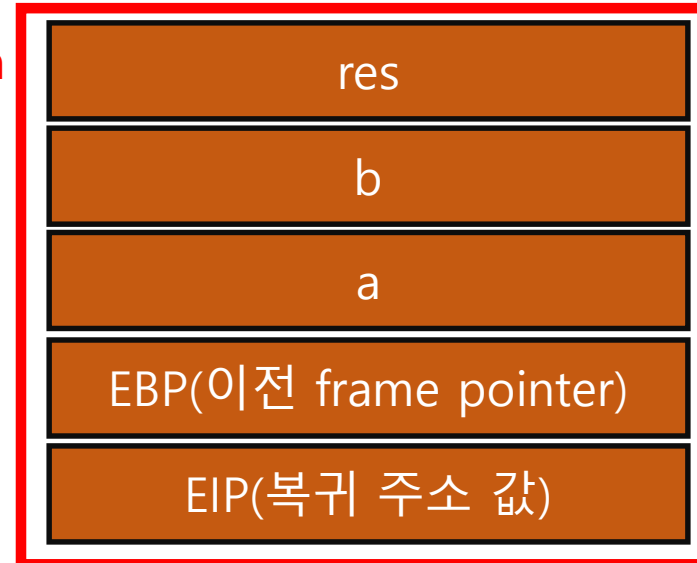
## 스택 프레임



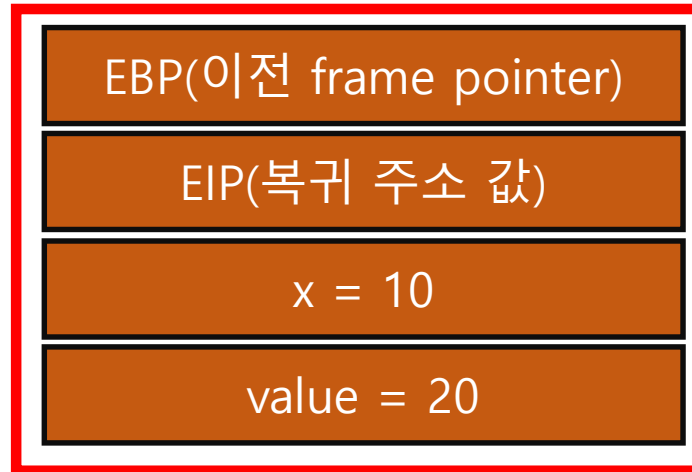
test



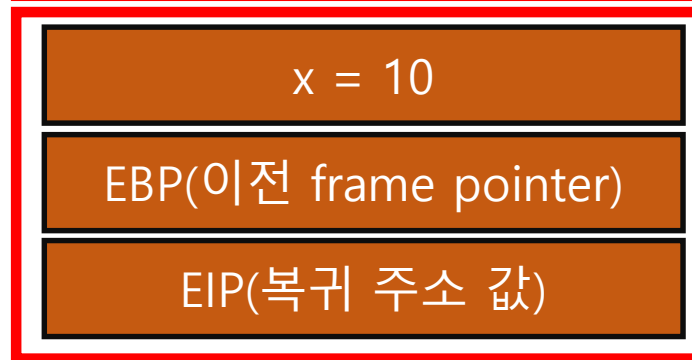
main



change\_value



main



change\_value

EBP(이전 frame pointer)

EIP(복귀 주소 값)

x = 20

value = 20

main

x = 10

EBP(이전 frame pointer)

EIP(복귀 주소 값)

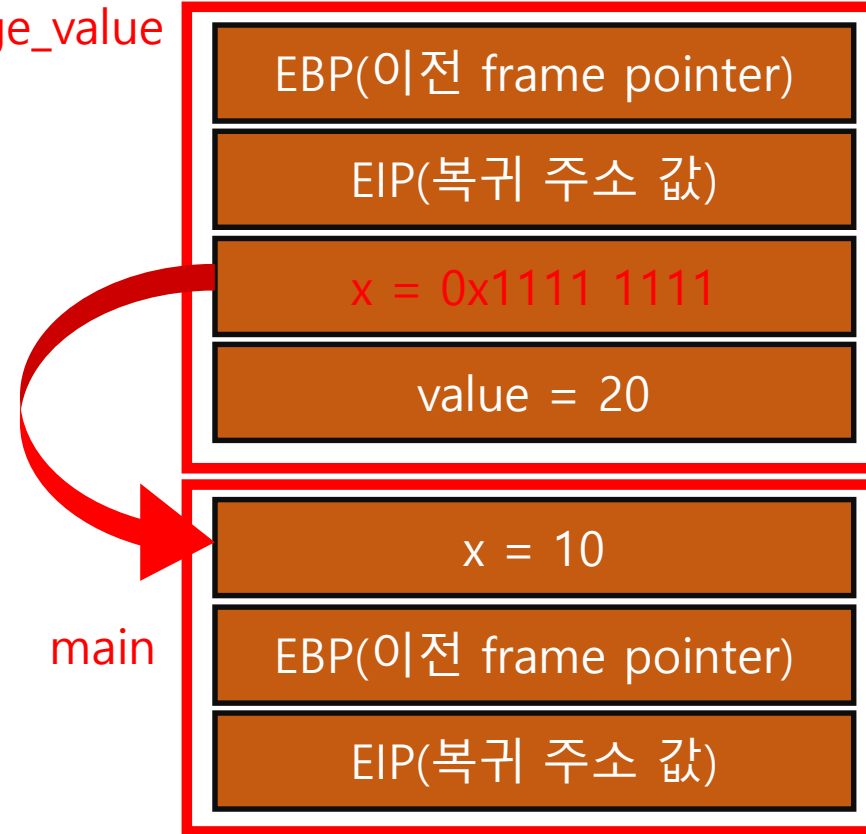
main

x = 10

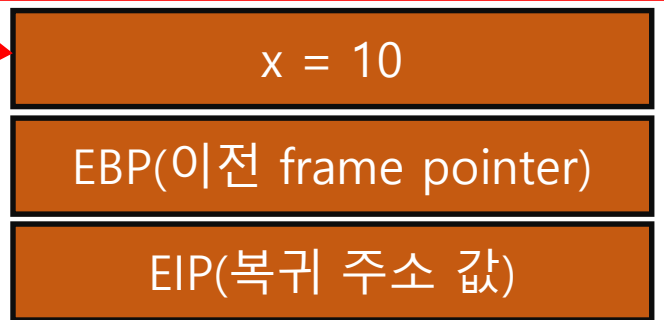
EBP(이전 frame pointer)

EIP(복귀 주소 값)

change\_value

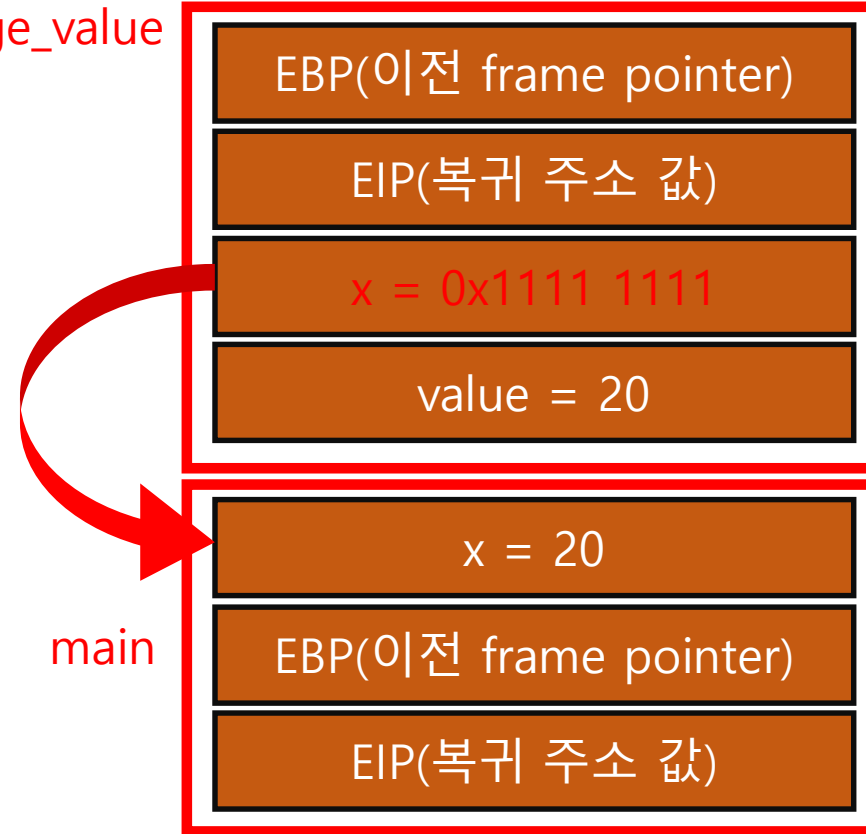


main

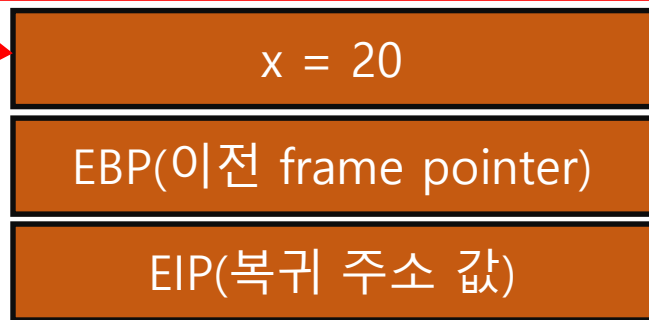


address : 0x1111 1111

change\_value



main



address : 0x1111 1111

main

