

Q1

1. 12, 12
2. 16, 16
3. 76, 76
4. 20, 20
5. 56, 32

Q2

```
typedef struct node {  
    double x;  
    unsigned short y;  
    struct node *next;  
    struct node *prev;  
} node_t;  
node_t n;  
void func() {  
    node_t *m;  
    m = n->next;  
    m->y /= 16;  
    return;  
}
```

Q3

`M = 5, N = 7`

`&array2[j][i] = 4 * (5 * j + i)` 所以列维数 M 等于 5

`&array1[i][j] = 4 * (7 * i + j)` 所以列维数 N 等于 7

Q4

调用之前	
08 04 86 43	return address
bf ff fc 94	old %ebp
2	%edi
3	%esi
1	%ebx
	buf[4-7]
	buf[0-3]
...	useless stack
-0x14(%ebp)	parameter of gets

调用之后发生栈溢出	
08 04 86 00	"\0"
51 50 49 48	"0123"
57 56 55 54	"6789"
53 52 51 50	"2345"
49 48 57 56	"8901"
55 54 53 52	"4567"
51 50 49 48	"0123"

由于 `\0`，返回地址变为 `0x08048600`

Q5

1. `buf[0] = 0x64636261`
`buf[1] = 0x68676665`
`buf[2] = 0x08046900`

2. `%ebp = buf[1] = 0x68676665`

在调用 `foo` 前栈帧为：

0x08048523 return address of <code>callfoo</code>
old %ebp
&buf[0]

调用后发生缓冲区溢出，old %ebp 部分被 "efgh" 覆盖，由小端法储存，故为 68 67 66 65

3. `%eip = buf[1] = 0x08046900`

与第二问一样，返回地址的低 16 位被 'i', '\0' 覆盖，故低 16 位变成 6900

Q6

```
void proc (union ele *up) {  
    up->e2.next->e1.y = *(up->e2.next->e1.p) - up->e2.x;  
}
```