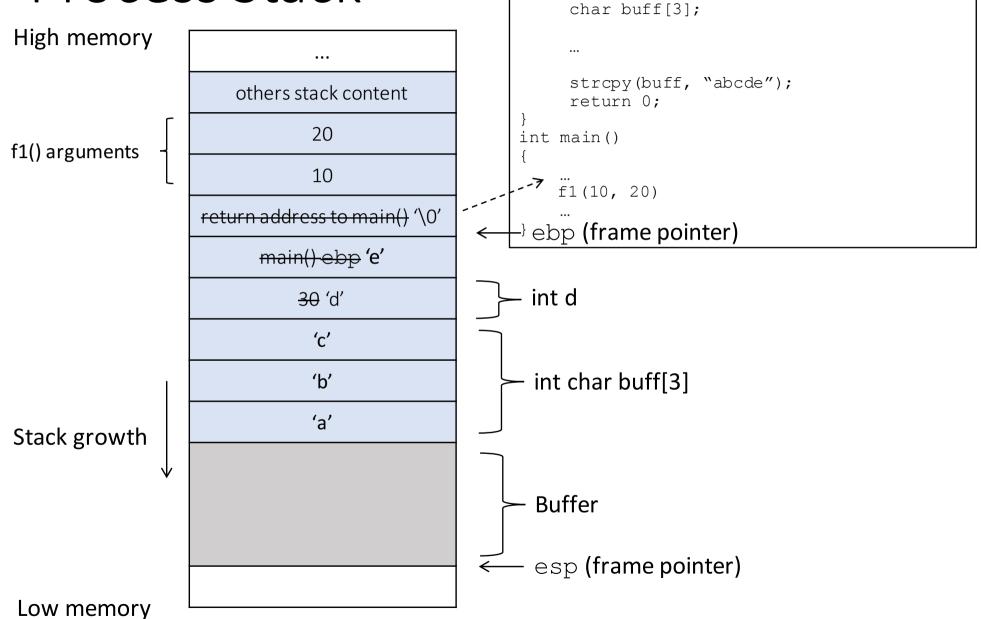
char buff[3]; High memory strcpy(buff, "ab"); others stack content return 0; 20 int main() f1() arguments 10 ... f1(10, 20) return address to main() ebp (frame pointer) main() ebp int d 30 '\0' int char buff[3] 'b' 'a' Stack growth Buffer - esp (frame pointer) Low memory

int f1(int a, int b) {
int i = 30;

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