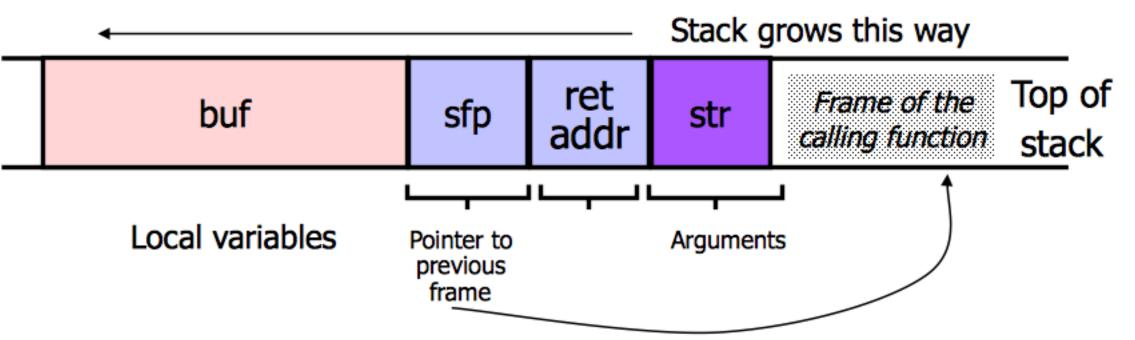


Stack execution

Allocate local buffer (126 bytes in the stack)



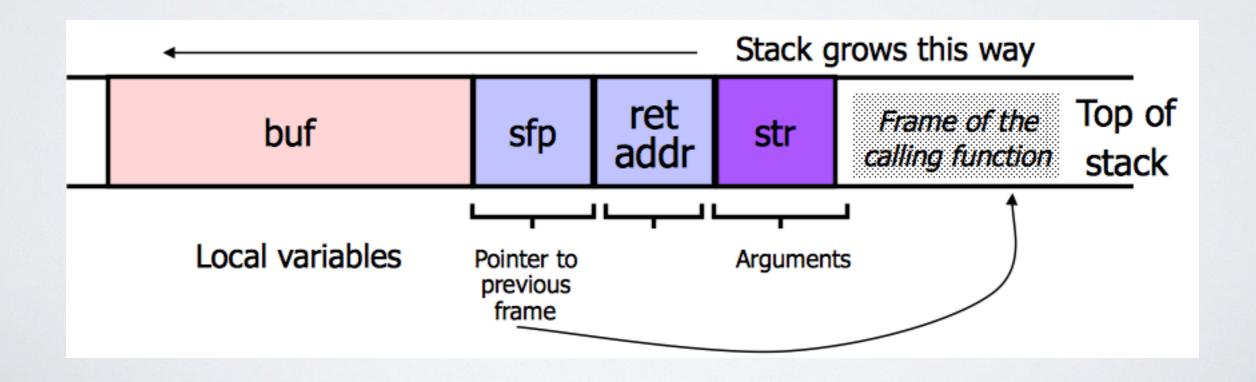


```
void func(char *str) {
 char buf[126];
 strcpy(buf, str);
```

Stack execution

```
void func(char *str) {
  char buf[126];
  strcpy(buf,str);
}
```

Copy argument into local buffer



What if the buffer is overstuffed?

at *str contains fewer than 126 characters ...

