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**Module Two Buffer Overflow Activity**

**Text

Description automatically generated**

To prevent buffer overflow what I did was create a variable called maxBufferSize as a constant then set maxBufferSize to 20. Next I set the cin.width to the maxBufferSize. This ensures that the user\_input cannot go over 20, if more than 20 characters are entered then the program just doesn’t read them. Just for good measure I created an if statement that would detect and print out “Buffer Overflow Detected” if the size of the user\_input characters went over 20. As you can see from the screenshot it is not possible to overflow the buffer because I have only whitelisted characters that have 20 or less characters.