1. gcc -g \*

2. 0x7fffffffc2b0: 0x202c684f

3. 0x7fffffffc2b0: 0x202c684f

4. Yes, these should be the same, because the location of an array is the same as the first element of an array, which is at index 0. The [] operator converts an array to a pointer to the first element.

5. key = 0x401d60 "LAME\_KEY"

6. b Blowfish\_Init

c

p key

7. i = 4, j = 256

8. b Blowfish\_Init

s //until in loop

u //until finish running loop

p i

p j

9. stuff[3]:  
**hex:** p /x stuff[3]  
0x20656874

**binary:** p /t stuff[3]

100000011001010110100001110100

**float:** p /f stuff[3]

1.94316151e-19

**4 chars:** x /4c &stuff[3]

116 't' 104 'h' 101 'e' 32 ' '

10. **x /s stuff"**

“Oh, who are the people in your neighborhood?\nIn your neighborhood? \n In your neighborhood? \n Say, who are the people in your neighborhood? \n The people that you meet each day \n \n [Anything Muppet #1: "...

11. 1753098189

12.

#0 F (ctx=0x7fffffffd930, x=1753098189) at blowfish.c:550

#1 0x00000000004006ce in Blowfish\_Encrypt (ctx=0x7fffffffd930,

xl=0x7fffffffc260, xr=0x7fffffffc264) at blowfish.c:602

#2 0x0000000000400917 in Blowfish\_Init (ctx=0x7fffffffd930,

key=0x401d60 "LAME\_KEY", keyLen=8) at blowfish.c:754

#3 0x0000000000400b33 in main () at GDBassign.c:383

Backtrace shows me all the functions that were called to get to the current frame of the first time F is called. It also shows the line number within the source code of all the methods. At #0, all the arguments of F are listed out with their values and location in the source code. At #1, Blowfish\_Encrypt, which contains the method F, is listed with the arguments for Blowfish\_Encrypt. At #2, Blowfish\_Init and its arguments and values are listed and have F in its scope, from calling Blowfish\_Encrypt. At #3, main is listed with the location in the source code that calls on the F method.