Name: Francis Ugorji

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Southern New Hampshire University

Instructor: Dr. Mimi Tam Ph.D

2-3 Activity: Buffer Overflow Coding

This project was a very straight forward one. We were tasked with preventing buffer overflow from occurring when a user was to give their input, and it ends up being that their input value was more than the amount of input we needed, especially if we are using a data type with limited input size like the char data type. For example, if a user was to supply 50 characters to be stored in our char variable that has a capacity of 20 characters, that will then result in buffer overflow. To prevent this from happening when we run the provided code, we placed more code during the receiving part of the code, we then try to check to see if the user supplied more than 20 characters of code, and if that was to be the case, we prevent the storage of the excess characters and display the rest to the user with an alert to the situation at hand as demonstrated in the screenshot below:

A screenshot of a computer

Description automatically generated