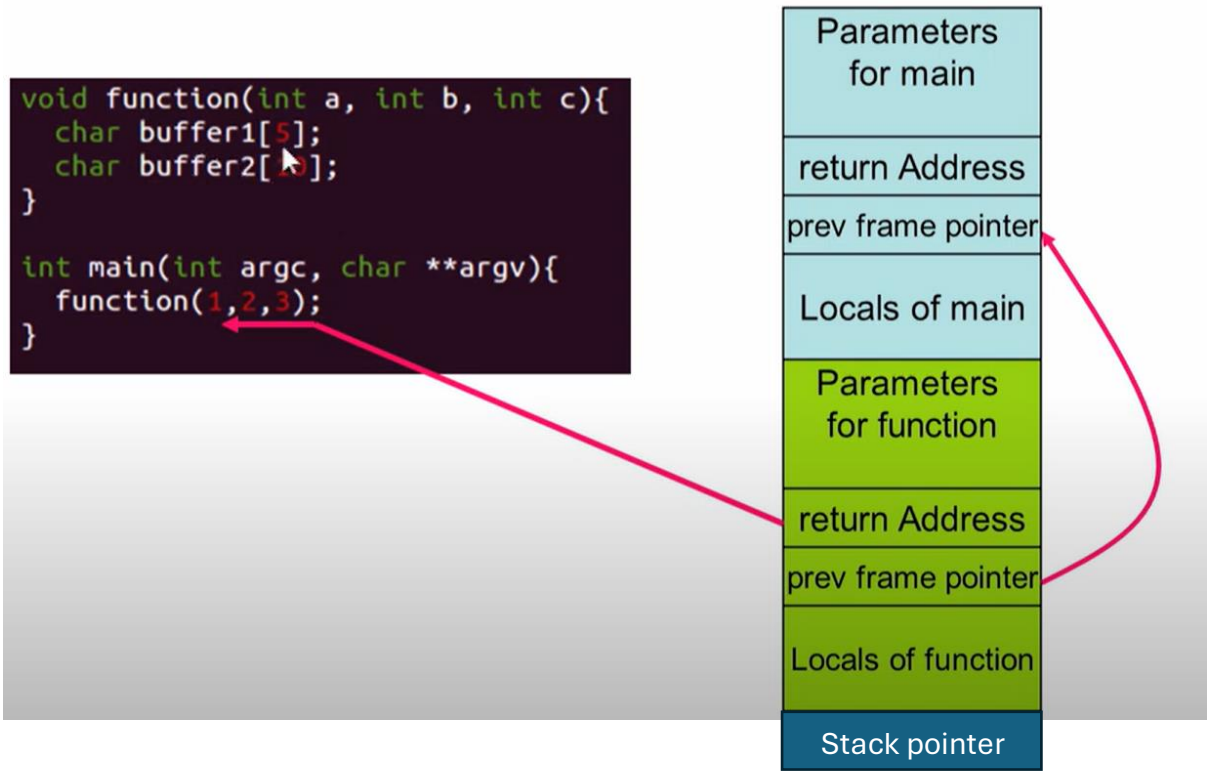
```
void function(int a, int b, int c){
  char buffer1[5];
  char buffer2[10];
}

int main(int argc, char **argv){
  function(1,2,3);
}
```



Stack Usage Contd.

```
void function(int a, int b, int c)
{
        char buffer1[5];
        char buffer2[10];

}

void main()
{
        function(1,2,3);
}
```

What is the output of the following?

- printf("%x", buffer2) : 966
- printf("%x", &buffer2[10])

  976 → buffer1

Therefore buffer2[10] = buffer1[0]

A BUFFER OVERFLOW

Stack (top to bottom):	
address	*stored data*
1000 to 997	3
996 to 993	2
992 to 989	1
988 to 985	return address
984 to 981	%ebp (stored frame pointer)
(%ebp)980 to 976	buffer1
975 to 966	buffer2
(%sp) 964	