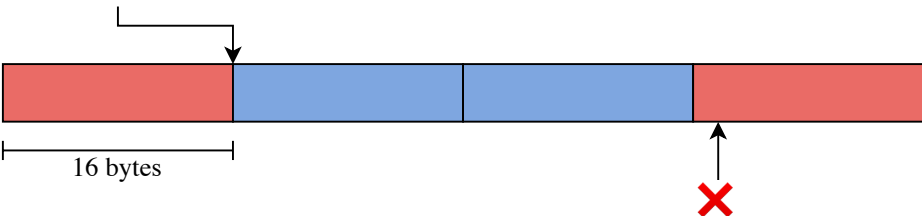
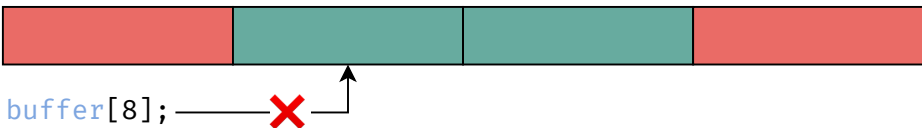


```
char *buffer = malloc(32);
```



```
buffer[33];
```

```
free(buffer);
```



```
buffer[8];
```