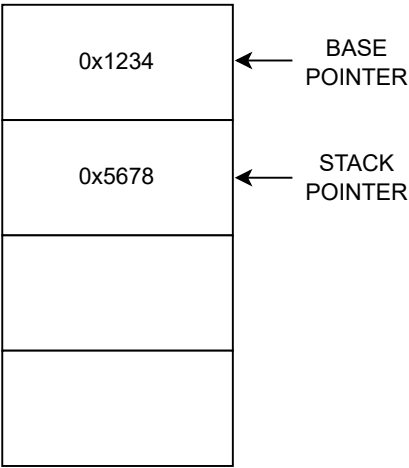
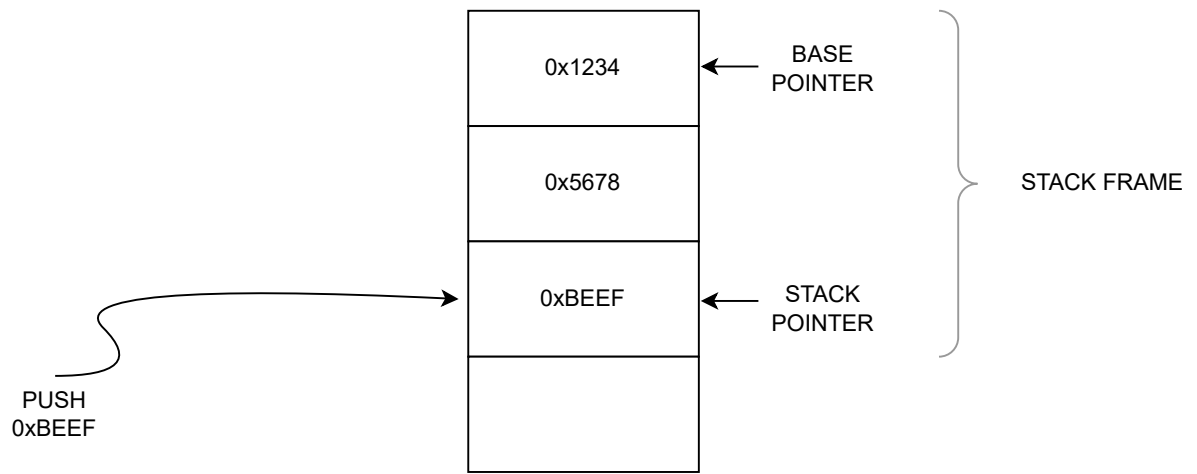
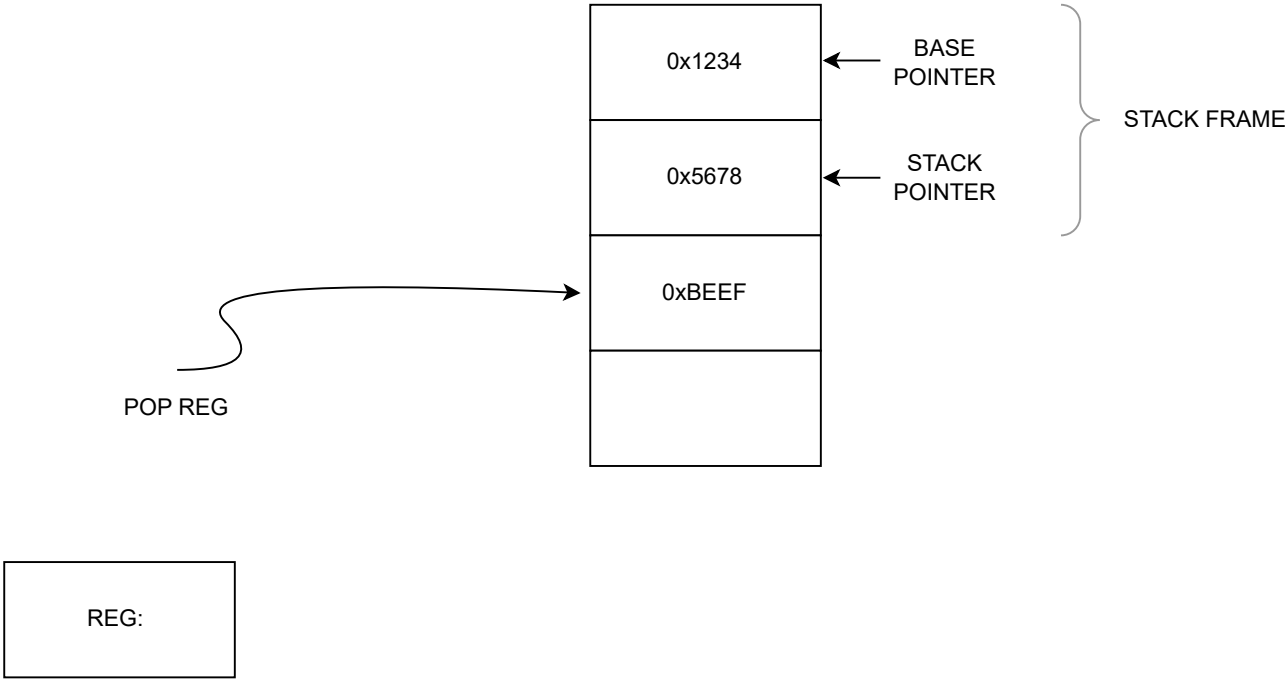
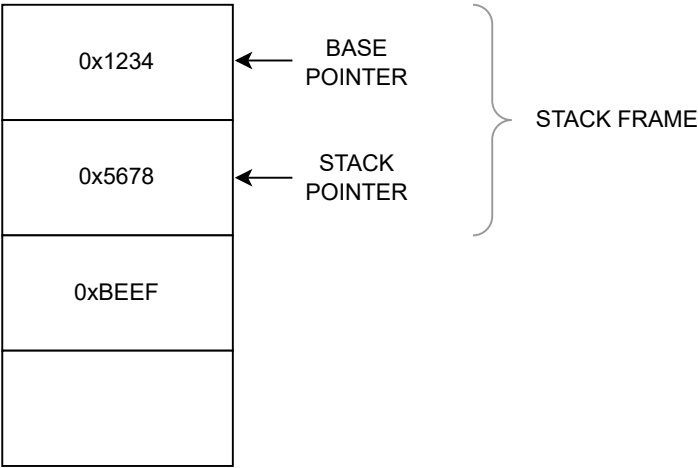


PUSH
0xBEEF









REG = 0xBEEF

0x7ff...

saved return address

saved base pointer

local variables

0x000...

Stack
Frame

