traceme

In the given file `traceme2.c`

```
#include <assert.h>
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
#include <signal.h>
#include <sys/types.h>
#include <sys/wait.h>
#include <sys/ptrace.h>

static unsigned char data[] = {
...
};
static char output[64];

static int traced = 1;

int f(int n) {
//  commented out
//  commented out
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//  commented out
//  commented out
//  commented out
//  commented out
//  commented out
//  commented out
//  commented out
}

void handler(int s) {
    traced = 0;
    signal(SIGTRAP, SIG_DFL);
    printf("trace me, please.\n");
    exit(0);
}

int main(int argc, char *argv[]) {
    pid_t child;
    int i;
    char buf[64];
    signal(SIGTRAP, handler);
    raise(SIGTRAP);
```

```
    printf("traced\n");
    for(i = 0; i < 37; i++) {
        output[i] = data[1337 + f(i)];
    }
    output[i] = '\0';
    return 0;
}
```

we could see that the `output` array would get value after the `for` loop, so I tried to set the breakpoint at line 48 in the `gdb` tool and continue execution.

```
$gdb-peda$ p output
$1 = "ASM{a_Pr0ce55_can_b_trac3d_0n1Y_0nc3}", '\000' <repeats 26 times>
```