

Magic 8 Ball

```
char magic8ball[8][8][8];           // Total = 8*8*8 = 512 bytes
printf("%s", magic8ball[3][4]);
&magic8ball = 0x7fffffff000
&magic8ball[3][4]= &magic8ball + 8*8*3 + 8*4
                    = 0x7fffffff000 + 0xE0 (224 in decimal)
                    = 0x7fffffff0e0
```

...

```
0x7fffffff0e0: 0x57 0x72 0x6f 0x6e 0x67 0x00 0x00 0x00
```

...

```
0x57='W' 0x72='r' 0x6f='o' 0x6e='n' 0x67='g' 0x00=NULL
```

Output: **Wrong**