

# Fuzzing, an exploration of Mind, Body, and Argentina

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## Abstract

This paper intends to summarize a quarter of undergraduate research in *fuzzing*. In Section 1 we introduce fuzzing, methodologies, and best practices. Section 2 describes our experiences implementing those techniques on a real world library, the MPD project. Section 3 contains our closing thoughts, including words of advice for those interested.

## 1 Introduction and Intent

This project was intended to expand our understanding of fuzzing and how it applies to real world projects.

## 2 Bug Hunting

## 3 Conclusion

Fuzzing is easy if the codebase is terrible.