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_dl_make_stack_executable    0xb7ff6210 pop edx                $ edx = 0xb7ff1040, esp = 0xbffff29c
    Read 0xbffff2d4 = *(UINT32*)0xbffff29c
_dl_make_stack_executable    0xb7ff6211 mov ecx, dword ptr [esp] $ ecx = 0xbffff2d4
_dl_make_stack_executable    0xb7ff6214 mov dword ptr [esp], eax
    Write *(UINT32*)0xbffff29c = 0xb6415b90
    Read 0xb7fff8f8 = *(UINT32*)0xbffff2a0
_dl_make_stack_executable    0xb7ff6217 mov eax, dword ptr [esp+0x4] $ eax = 0xb7fff8f8
    Read 0xb6415b90 = *(UINT32*)0xbffff29c
_dl_make_stack_executable    0xb7ff621b ret 0xc                $ esp = 0xbffff2ac
__libc_start_main            0xb6415b90 push ebp                $ esp = 0xbffff2a8
    Write *(UINT32*)0xbffff2a8 = 0
__libc_start_main            0xb6415b91 mov ebp, esp            $ ebp = 0xbffff2a8
__libc_start_main            0xb6415b93 push edi                $ esp = 0xbffff2a4
    Write *(UINT32*)0xbffff2a4 = 0x80482f0
__libc_start_main            0xb6415b94 push esi                $ esp = 0xbffff2a0
    Write *(UINT32*)0xbffff2a0 = 0x1
__libc_start_main            0xb6415b95 push ebx                $ esp = 0xbffff29c
    Write *(UINT32*)0xbffff29c = 0xb7ffeff4
__libc_start_main            0xb6415b96 call 0xb6415aaf           $ esp = 0xbffff298
    Write *(UINT32*)0xbffff298 = 0xb6415b9b
    Read 0xb6415b9b = *(UINT32*)0xbffff298

__NR_mmap2() called.
    addr = 0
    length = 4096
    prot = 3
    flags = 34
    fd = -1
    pgoffset = 0
    ret_val = b62dd000
__NR_mmap2() returning.

__NR_write() called.
    fd = 1
    pBuf = 0xb62dd000
    count = 14
    bytes written = 14
    buf contents:
    buf[0] = H
    buf[1] = e
    buf[2] = l
    buf[3] = l
    buf[4] = o
    buf[5] = ,
    buf[6] = 
    buf[7] = w
    buf[8] = o
    buf[9] = r
    buf[10] = l
    buf[11] = d
    buf[12] = !
    buf[13] = 
__NR_write() returning.

```