

CS 33

MIDTERM EXAM

All answers should be written on the answer sheet.

All work should be written directly on the exam pages, use the backs of pages if needed.

This is an open book, open notes quiz – but you cannot share books or notes.

We will follow the departmental guidelines on reporting incidents of academic dishonesty.

Keep your eyes on your own exam!

| NAME: | |
|------------|--------------|
| ID. | |
| 1D | |
| | |
| Problem 1: | _(15) |
| Problem 2: | _(20) |
| Problem 3: | _(20) |
| Problem 4: | _(20) |
| Problem 5: | _(25) |
| Total: | (out of 100) |

1. *This Problem Bytes (15 points)*: Suppose we are implementing a set of procedures to operate on a data structure where 4 signed bytes are packed into a 32-bit unsigned. The following prototype is used:

Suppose that variable x is declared as type packed_t. One function you need to support is summation: you need to create code that will add the 4 signed values together. Suppose that the current implementation is the following:

$$(((x+(x)>16)+(x)>8)+(x)>24))&0xFF)<<24)>>24$$

Let's see how well this code works – for the test values of x on your answer sheet, what would be the result of the expression above (write the answers on the answer sheet in hex)?

2. Lost at C? (20 points): For the C puzzles listed on your answer sheet, determine whether each statement is always true (e.g. true for all values of x and y). If the statement can be false, give a counter example value for x or y that would make the statement false. Assume that x and y are signed integers and could have any value. For example, for the puzzle

$$x < 0$$
 \rightarrow $-x > 0$

the answer would be:

FALSE

And the counter example would be:

$$x = Tmin$$

3. *Down in the Dumps (20 points)*: Consider the following data structure:

```
short ** table0[8];
```

This array of pointers is initialized with the following code:

```
for (k=0; k<8; k++) {
  table0[k]=malloc(5*sizeof(short*));
  for (i=0; i<5; i++) {
    table0[k][i]=malloc(5*sizeof(short));
    for (j=0; j<5; j++) {
      table0[k][i][j]=rand()%100;
    }
}</pre>
```

And then accessed with the following code:

```
void table_lookup(int x, int w, int v)
{
  int index;
  index=(x ^(x>>3))&7;
  printf("%d[w][v]:%d\n", index, table0[index][w][v]);
}
```

For the values of x, w, and v given on your answer sheet, use the gdb interaction and memory dump from the program in execution below to figure out the value of table0[index][w][v] in the code above. Answer the questions on your answer sheet and show any work below.

gdb Interaction:

```
(gdb) x/64xb &table0

0x6022a0: 0x10 0x35 0x60 0x00 0x00 0x00 0x00 0x00

0x6022a8: 0xe0 0x35 0x60 0x00 0x00 0x00 0x00 0x00

0x6022b0: 0xb0 0x36 0x60 0x00 0x00 0x00 0x00 0x00

0x6022b8: 0x80 0x37 0x60 0x00 0x00 0x00 0x00 0x00

0x6022c0: 0x50 0x38 0x60 0x00 0x00 0x00 0x00 0x00

0x6022c8: 0x20 0x39 0x60 0x00 0x00 0x00 0x00 0x00

0x6022d0: 0xf0 0x39 0x60 0x00 0x00 0x00 0x00

0x6022d8: 0xc0 0x3a 0x60 0x00 0x00 0x00 0x00
```

Memory Dump:

```
0x603500: 0xb0 0x34 0x60 0x00 0x00 0x00 0x00 0x00
0x603510: 0x40 0x35 0x60 0x00 0x00 0x00 0x00 0x00
0x603518: 0x60 0x35 0x60 0x00 0x00 0x00 0x00 0x00
0x603520: 0x80 0x35 0x60 0x00 0x00 0x00 0x00 0x00
0x603528: 0xa0 0x35 0x60 0x00 0x00 0x00 0x00 0x00
0x603530: 0xc0 0x35 0x60 0x00 0x00 0x00 0x00 0x00
0x603540: 0x0b 0x00 0x44 0x00 0x43 0x00 0x1d 0x00
0x603560: 0x1e 0x00 0x3e 0x00 0x17 0x00 0x43 0x00
0x603580: 0x1d 0x00 0x02 0x00 0x16 0x00 0x3a 0x00
0x6035a0: 0x43 0x00 0x5d 0x00 0x38 0x00 0x0b 0x00
0x6035c0: 0x1d 0x00 0x49 0x00 0x15 0x00 0x13 0x00
0x6035e0: 0x10 0x36 0x60 0x00 0x00 0x00 0x00 0x00
0x6035f0: 0x50 0x36 0x60 0x00 0x00 0x00 0x00 0x00
0x6035f8: 0x70 0x36 0x60 0x00 0x00 0x00 0x00 0x00
0x603600: 0x90 0x36 0x60 0x00 0x00 0x00 0x00 0x00
0x603610: 0x25 0x00 0x62 0x00 0x18 0x00 0x0f 0x00
0x603630: 0x0d 0x00 0x1a 0x00 0x5b 0x00 0x50 0x00
0x603650: 0x49 0x00 0x3e 0x00 0x46 0x00 0x60 0x00
0x603670: 0x05 0x00 0x19 0x00 0x54 0x00 0x1b 0x00
```

```
0x603690: 0x05 0x00 0x2e 0x00 0x1d 0x00 0x0d 0x00
0x6036a0: 0x00 0x00 0x00 0x00 0x00 0x00 0x00
0x6036b0: 0xe0 0x36 0x60 0x00 0x00 0x00 0x00 0x00
0x6036b8: 0x00 0x37 0x60 0x00 0x00 0x00 0x00 0x00
0x6036c0: 0x20 0x37 0x60 0x00 0x00 0x00 0x00 0x00
0x6036c8: 0x40 0x37 0x60 0x00 0x00 0x00 0x00 0x00
0x6036d0: 0x60 0x37 0x60 0x00 0x00 0x00 0x00 0x00
0x6036e0: 0x18 0x00 0x5f 0x00 0x52 0x00 0x2d 0x00
0x603700: 0x43 0x00 0x22 0x00 0x40 0x00 0x2b 0x00
0x603720: 0x57 0x00 0x08 0x00 0x4c 0x00 0x4e 0x00
0 \times 603740: 0 \times 54 0 \times 00 0 \times 03 0 \times 00 0 \times 33 0 \times 00 0 \times 36 0 \times 00
0x603760: 0x20 0x00 0x3c 0x00 0x4c 0x00 0x44 0x00
0x603780: 0xb0 0x37 0x60 0x00 0x00 0x00 0x00 0x00
0x603788: 0xd0 0x37 0x60 0x00 0x00 0x00 0x00 0x00
0x603790: 0xf0 0x37 0x60 0x00 0x00 0x00 0x00 0x00
0x603798: 0x10 0x38 0x60 0x00 0x00 0x00 0x00 0x00
0x6037a0: 0x30 0x38 0x60 0x00 0x00 0x00 0x00 0x00
0x6037b0: 0x0c 0x00 0x1a 0x00 0x56 0x00 0x5e 0x00
0x6037d0: 0x5f 0x00 0x46 0x00 0x22 0x00 0x4e 0x00
0x6037f0: 0x01 0x00 0x61 0x00 0x02 0x00 0x11 0x00
```

```
0x603810: 0x34 0x00 0x38 0x00 0x01 0x00 0x50 0x00
0x603830: 0x29 0x00 0x41 0x00 0x59 0x00 0x2c 0x00
0x603850: 0x80 0x38 0x60 0x00 0x00 0x00 0x00 0x00
0x603858: 0xa0 0x38 0x60 0x00 0x00 0x00 0x00 0x00
0x603860: 0xc0 0x38 0x60 0x00 0x00 0x00 0x00 0x00
0x603868: 0xe0 0x38 0x60 0x00 0x00 0x00 0x00 0x00
0x603870: 0x00 0x39 0x60 0x00 0x00 0x00 0x00 0x00
0x603880: 0x28 0x00 0x1d 0x00 0x1f 0x00 0x11 0x00
0x6038a0: 0x47 0x00 0x51 0x00 0x4b 0x00 0x09 0x00
0x6038c0: 0x43 0x00 0x38 0x00 0x61 0x00 0x35 0x00
0x6038e0: 0x41 0x00 0x06 0x00 0x53 0x00 0x13 0x00
0x603900: 0x1c 0x00 0x47 0x00 0x20 0x00 0x1d 0x00
0x603920: 0x50 0x39 0x60 0x00 0x00 0x00 0x00 0x00
0x603928: 0x70 0x39 0x60 0x00 0x00 0x00 0x00 0x00
0x603930: 0x90 0x39 0x60 0x00 0x00 0x00 0x00 0x00
0x603938: 0xb0 0x39 0x60 0x00 0x00 0x00 0x00 0x00
0x603940: 0xd0 0x39 0x60 0x00 0x00 0x00 0x00 0x00
0x603950: 0x13 0x00 0x46 0x00 0x44 0x00 0x08 0x00
0 \times 603970: 0 \times 28 0 \times 00 0 \times 31 0 \times 00 0 \times 60 0 \times 00 0 \times 17 0 \times 00
```

```
0x603990: 0x2d 0x00 0x2e 0x00 0x33 0x00 0x15 0x00
0x6039b0: 0x4f 0x00 0x58 0x00 0x40 0x00 0x1c 0x00
0x6039d0: 0x32 0x00 0x5d 0x00 0x00 0x00 0x22 0x00
0x6039e0: 0x00 0x00 0x00 0x00 0x00 0x00 0x00
0x6039f0: 0x20 0x3a 0x60 0x00 0x00 0x00 0x00 0x00
0x6039f8: 0x40 0x3a 0x60 0x00 0x00 0x00 0x00 0x00
0x603a00: 0x60 0x3a 0x60 0x00 0x00 0x00 0x00 0x00
0x603a08: 0x80 0x3a 0x60 0x00 0x00 0x00 0x00 0x00
0x603a10: 0xa0 0x3a 0x60 0x00 0x00 0x00 0x00 0x00
0x603a20: 0x18 0x00 0x0e 0x00 0x57 0x00 0x38 0x00
0x603a40: 0x5b 0x00 0x1b 0x00 0x41 0x00 0x3b 0x00
0x603a60: 0x20 0x00 0x33 0x00 0x25 0x00 0x1c 0x00
0x603a80: 0x07 0x00 0x4a 0x00 0x15 0x00 0x3a 0x00
0x603a90: 0x00 0x00 0x00 0x00 0x00 0x00 0x00
0x603aa0: 0x1d 0x00 0x25 0x00 0x23 0x00 0x5d 0x00
0x603ac0: 0xf0 0x3a 0x60 0x00 0x00 0x00 0x00 0x00
0x603ac8: 0x10 0x3b 0x60 0x00 0x00 0x00 0x00 0x00
0x603ad0: 0x30 0x3b 0x60 0x00 0x00 0x00 0x00 0x00
0x603ad8: 0x50 0x3b 0x60 0x00 0x00 0x00 0x00 0x00
0x603ae0: 0x70 0x3b 0x60 0x00 0x00 0x00 0x00 0x00
0x603af0: 0x1c 0x00 0x2b 0x00 0x0b 0x00 0x1c 0x00
```

```
0x603b10: 0x4c 0x00 0x04 0x00 0x2b 0x00 0x3f 0x00
0x603b30: 0x26 0x00 0x06 0x00 0x28 0x00 0x04 0x00
0x603b50: 0x1c 0x00 0x58 0x00 0x45 0x00 0x11 0x00
0x603b70: 0x60 0x00 0x18 0x00 0x2b 0x00 0x46 0x00
0x603b88: 0x81 0x04 0x02 0x00 0x00 0x00 0x00 0x00
```

4. *Mineshafts and Manticores (20 points)*: You are playing a new role playing game called Mineshafts and Manticores, and you are trying to figure out how to defeat the manticore (a large monster). There are different heroes in the game, and different weapons the heroes can wield – but you need the right combination of hero and weapon to beat the manticore. You discover a leak of the source code that tells you that the game uses a lot of "magic numbers" in its code. For example, this #define statement:

```
#define MANTICORE 43
```

means that wherever the string MANTICORE is in the code, it is substituted by 43 in the preprocessor of the compiler. For example, in this code sequence the source code reads:

```
if (monster == MANTICORE)
  if (manticoreHandler(hero,weapon))
    printf("You defeated the manticore!\n");
  else
    printf("The manticore defeated you!\n");
```

If the monster is a MANTICORE, the function manticoreHandler() is invoked to see if you win or lose. But the actual assembly code would not have the term MANTICORE in it, but would instead just compare against the value 43, as such:

```
cmp $0x2b, %ebp
```

The variables monster, hero, and weapon are all declared as integers:

```
int monster;
int hero;
int weapon;
```

And so the code will actually check if (monster == 43) since MANTICORE is replaced with 43 because of the #define statement.

The game defines the following heroes:

```
#define PALADIN 360
#define CAVALIER 363
#define CHAMPION 362
#define KNIGHT 359
#define BERSERKER 358
#define GLADIATOR 365
```

The game defines the following weapons:

```
#define SPEAR 10
#define AXE 12
#define MACE 14
#define SWORD 8
#define HALBERD 6
#define GLAIVE 17
```

You have disassembled manticoreHandler():

```
00000000004005d0 <manticoreHandler>:
                 81 ef 66 01 00 00
                                           sub
                                                  $0x166, %edi
                 83 ff 07
  4005d6:
                                                  $0x7, %edi
                                           cmp
  4005d9:
                 77 5d
                                           jа
                                                  400638
                 ff 24 fd d0 06 40 00
                                                  *0x4006d0(,%rdi,8)
  4005db:
                                           pqmj
                                                  0x0(%rax,%rax,1)
                 66 Of 1f 44 00 00
  4005e2:
                                           nopw
                 31 c0
                                                  %eax, %eax
  4005e8:
                                           xor
                 83 fe 0c
  4005ea:
                                           cmp
                                                  $0xc, %esi
  4005ed:
                 Of 94 c0
                                                  %al
                                           sete
  4005f0:
                 с3
                                           retq
                 Of 1f 80 00 00 00 00
                                                  0x0(%rax)
  4005f1:
                                           nopl
  4005f8:
                 31 c0
                                                  %eax, %eax
                                           xor
                 83 fe 0a
                                                  $0xa,%esi
  4005fa:
                                           cmp
                 Of 94 c0
  4005fd:
                                           sete
                                                  %al
  400600:
                 с3
                                           retq
                 Of 1f 80 00 00 00 00
                                                  0x0(%rax)
  400601:
                                           nopl
  400608:
                 31 c0
                                           xor
                                                  %eax, %eax
  40060a:
                 83 fe 06
                                                  $0x6, %esi
                                           cmp
  40060d:
                 0f 94 c0
                                           sete
                                                  %al
  400610:
                 с3
                                           retq
  400611:
                 Of 1f 80 00 00 00 00
                                           nopl
                                                  0x0(%rax)
  400618:
                 31 c0
                                                  %eax, %eax
                                           xor
  40061a:
                 83 fe 11
                                                  $0x11, %esi
                                           cmp
  40061d:
                 Of 94 c0
                                                  %al
                                           sete
  400620:
                 с3
                                           retq
  400621:
                 Of 1f 80 00 00 00 00
                                           nopl
                                                  0x0(%rax)
  400628:
                 31 c0
                                                  %eax, %eax
                                           xor
  40062a:
                 83 fe 0e
                                                  $0xe, %esi
                                           cmp
  40062d:
                 Of 94 c0
                                           sete
                                                  %al
  400630:
                 с3
                                           retq
                 Of 1f 80 00 00 00 00
                                                  0x0(%rax)
  400631:
                                           nopl
  400638:
                 31 c0
                                                  %eax, %eax
                                           xor
  40063a:
                 сЗ
                                           retq
  40063b:
                 Of 1f 44 00 00
                                                  0x0(%rax,%rax,1)
                                           nopl
```

Using your knowledge of x86-64, can you figure out how to beat the manticore? This memory dump may help:

```
(gdb) x/64xb 0x4006d0
0x4006d0: 0xf8 0x05 0x40 0x00 0x00 0x00 0x00 0x00
0x4006d8: 0x08 0x06 0x40 0x00 0x00 0x00 0x00 0x00
0x4006e0: 0x18 0x06 0x40 0x00 0x00 0x00 0x00 0x00
0x4006e8: 0x38 0x06 0x40 0x00 0x00 0x00 0x00 0x00
0x4006f0: 0x18 0x06 0x40 0x00 0x00 0x00 0x00
0x4006f8: 0x28 0x06 0x40 0x00 0x00 0x00 0x00
0x400700: 0x38 0x06 0x40 0x00 0x00 0x00 0x00
0x400708: 0xe8 0x05 0x40 0x00 0x00 0x00 0x00
```

5. Reaching My Breaking Point (25 points): You are analyzing code that has a linked list of this node type:

```
struct node_t {
   short key;
   char * stringy;
   struct node_t * nextptr;
};
```

Here is the x86-64 assembly implementation of a function called search_node(), which searches the linked list for a specific key, and then prints the string stringy for the node with that matching key in the linked list:

```
0000000000400837 <search node>:
  400837:
                48 83 ec 08
                                         sub
                                                $0x8,%rsp
                                                %rdi,%rdi
  40083b:
                48 85 ff
                                         test
                                                400876 < search node + 0x3f >
  40083e:
                74 36
                                         jе
                0f b7 07
                                         movzwl (%rdi), %eax
  400840:
  400843:
                66 39 f0
                                                %si,%ax
                                         cmp
                75 1d
                                                400865 <search node+0x2e>
  400846:
                                         jne
                                                0x8(%rdi),%rdi
  400848:
                48 8b 7f 08
                                         mov
  40084c:
                Of bf f0
                                         movswl %ax, %esi
  40084f:
                89 d1
                                                %edx, %ecx
                                         mov
                48 89 fa
                                                %rdi,%rdx
  400851:
                                         mov
  400854:
                bf 4f 0b 40 00
                                                $0x400b4f, %edi
                                         mov
                b8 00 00 00 00
                                                $0x0, %eax
  400859:
                                         mov
                e8 9d fc ff ff
                                                400500 <printf@plt>
  40085e:
                                         callq
                                                400880 <search node+0x49>
                eb 1b
  400863:
                                         qmţ
  400865:
                83 c2 01
                                                $0x1, %edx
                                         add
  400868:
                Of bf f6
                                         movswl %si, %esi
                48 8b 7f 10
  40086b:
                                                0x10(%rdi),%rdi
                                         mov
                e8 c3 ff ff ff
                                                400837 <search node>
  40086f:
                                         callq
                                                400880 <search node+0x49>
  400874:
                eb 0a
                                         jmp
  400876:
                bf 68 0b 40 00
                                                $0x400b68,%edi
                                         mov
                e8 70 fc ff ff
                                                4004f0 <puts@plt>
  40087b:
                                         callq
  400880:
                48 83 c4 08
                                         add
                                                $0x8,%rsp
  400884:
                сЗ
                                         retq
```

Using this information, and the three memory dumps below, can you answer the questions listed on your answer sheet?

Memory Dump #1:

0x603058: 0x68 0x0c 0x40 0x00 0x00 0x00 0x00 0x00 0x603060: 0x10 0x30 0x60 0x00 0x00 0x00 0x00 0x00 0x603078: 0xf3 0x0b 0x40 0x00 0x00 0x00 0x00 0x00 0x603098: 0x68 0x0c 0x40 0x00 0x00 0x00 0x00 0x00 0x6030a0: 0x50 0x30 0x60 0x00 0x00 0x00 0x00 0x00 0x6030b8: 0x85 0x0b 0x40 0x00 0x00 0x00 0x00 0x00 0x6030c0: 0x70 0x30 0x60 0x00 0x00 0x00 0x00 0x00 0x6030d8: 0x68 0x0c 0x40 0x00 0x00 0x00 0x00 0x00 0x6030e0: 0x90 0x30 0x60 0x00 0x00 0x00 0x00 0x00 0x6030f8: 0x2d 0x0c 0x40 0x00 0x00 0x00 0x00 0x00 0x603100: 0xb0 0x30 0x60 0x00 0x00 0x00 0x00 0x00 0x603118: 0x61 0x0c 0x40 0x00 0x00 0x00 0x00 0x00 0x603120: 0xd0 0x30 0x60 0x00 0x00 0x00 0x00 0x00 0x603140: 0xf0 0x30 0x60 0x00 0x00 0x00 0x00 0x00 0x603158: 0x61 0x0c 0x40 0x00 0x00 0x00 0x00 0x00 0x603160: 0x10 0x31 0x60 0x00 0x00 0x00 0x00 0x00 0x603178: 0xee 0x0b 0x40 0x00 0x00 0x00 0x00 0x00 0x603180: 0x30 0x31 0x60 0x00 0x00 0x00 0x00 0x00 0x603198: 0x61 0x0c 0x40 0x00 0x00 0x00 0x00 0x00 0x6031a0: 0x50 0x31 0x60 0x00 0x00 0x00 0x00 0x00 0x6031b8: 0x7f 0x0b 0x40 0x00 0x00 0x00 0x00 0x00 0x6031c0: 0x70 0x31 0x60 0x00 0x00 0x00 0x00 0x00

```
0x6031d8: 0x61 0x0c 0x40 0x00 0x00 0x00 0x00 0x00
0x6031e0: 0x90 0x31 0x60 0x00 0x00 0x00 0x00 0x00
0x6031f8: 0x28 0x0c 0x40 0x00 0x00 0x00 0x00 0x00
0x603200: 0xb0 0x31 0x60 0x00 0x00 0x00 0x00 0x00
0x603218: 0x5b 0x0c 0x40 0x00 0x00 0x00 0x00 0x00
0x603220: 0xd0 0x31 0x60 0x00 0x00 0x00 0x00 0x00
0x603238: 0xaf 0x0b 0x40 0x00 0x00 0x00 0x00 0x00
0x603240: 0xf0 0x31 0x60 0x00 0x00 0x00 0x00 0x00
0x603258: 0x5b 0x0c 0x40 0x00 0x00 0x00 0x00 0x00
0x603260: 0x10 0x32 0x60 0x00 0x00 0x00 0x00 0x00
0x603278: 0xe7 0x0b 0x40 0x00 0x00 0x00 0x00 0x00
0x603280: 0x30 0x32 0x60 0x00 0x00 0x00 0x00 0x00
0x603298: 0x5b 0x0c 0x40 0x00 0x00 0x00 0x00 0x00
0x6032a0: 0x50 0x32 0x60 0x00 0x00 0x00 0x00 0x00
0x6032b8: 0x79 0x0b 0x40 0x00 0x00 0x00 0x00 0x00
0x6032c0: 0x70 0x32 0x60 0x00 0x00 0x00 0x00 0x00
0x6032d8: 0x5b 0x0c 0x40 0x00 0x00 0x00 0x00 0x00
0x6032e0: 0x90 0x32 0x60 0x00 0x00 0x00 0x00 0x00
0x6032f8: 0x23 0x0c 0x40 0x00 0x00 0x00 0x00 0x00
0x603300: 0xb0 0x32 0x60 0x00 0x00 0x00 0x00 0x00
0x603318: 0x56 0x0c 0x40 0x00 0x00 0x00 0x00 0x00
0x603320: 0xd0 0x32 0x60 0x00 0x00 0x00 0x00 0x00
0x603338: 0xaa 0x0b 0x40 0x00 0x00 0x00 0x00 0x00
0x603340: 0xf0 0x32 0x60 0x00 0x00 0x00 0x00 0x00
```

0x603358: 0x56 0x0c 0x40 0x00 0x00 0x00 0x00 0x00 0x603360: 0x10 0x33 0x60 0x00 0x00 0x00 0x00 0x00 0x603378: 0xe1 0x0b 0x40 0x00 0x00 0x00 0x00 0x00 0x603398: 0x56 0x0c 0x40 0x00 0x00 0x00 0x00 0x00 0x6033a0: 0x50 0x33 0x60 0x00 0x00 0x00 0x00 0x00 0x6033b8: 0x74 0x0b 0x40 0x00 0x00 0x00 0x00 0x00 0x6033c0: 0x70 0x33 0x60 0x00 0x00 0x00 0x00 0x00 0x6033d8: 0x56 0x0c 0x40 0x00 0x00 0x00 0x00 0x00 0x6033e0: 0x90 0x33 0x60 0x00 0x00 0x00 0x00 0x00 0x6033f8: 0x1c 0x0c 0x40 0x00 0x00 0x00 0x00 0x00 0x603400: 0xb0 0x33 0x60 0x00 0x00 0x00 0x00 0x00 0x603418: 0x52 0x0c 0x40 0x00 0x00 0x00 0x00 0x00 0x603420: 0xd0 0x33 0x60 0x00 0x00 0x00 0x00 0x00 0x603438: 0xa4 0x0b 0x40 0x00 0x00 0x00 0x00 0x00 0x603440: 0xf0 0x33 0x60 0x00 0x00 0x00 0x00 0x00 0x603458: 0x52 0x0c 0x40 0x00 0x00 0x00 0x00 0x00 0x603460: 0x10 0x34 0x60 0x00 0x00 0x00 0x00 0x00 0x603478: 0xdb 0x0b 0x40 0x00 0x00 0x00 0x00 0x00 0x603480: 0x30 0x34 0x60 0x00 0x00 0x00 0x00 0x00 0x603498: 0x52 0x0c 0x40 0x00 0x00 0x00 0x00 0x00 0x6034a0: 0x50 0x34 0x60 0x00 0x00 0x00 0x00 0x00 0x6034b8: 0x6e 0x0b 0x40 0x00 0x00 0x00 0x00 0x00 0x6034c0: 0x70 0x34 0x60 0x00 0x00 0x00 0x00 0x00

```
0x6034d8: 0x52 0x0c 0x40 0x00 0x00 0x00 0x00 0x00
0x6034e0: 0x90 0x34 0x60 0x00 0x00 0x00 0x00 0x00
0x6034f8: 0x18 0x0c 0x40 0x00 0x00 0x00 0x00 0x00
0x603500: 0xb0 0x34 0x60 0x00 0x00 0x00 0x00 0x00
0x603510: 0x40 0x35 0x60 0x00 0x00 0x00 0x00 0x00
0x603518: 0x60 0x35 0x60 0x00 0x00 0x00 0x00 0x00
0x603520: 0x80 0x35 0x60 0x00 0x00 0x00 0x00 0x00
0x603528: 0xa0 0x35 0x60 0x00 0x00 0x00 0x00 0x00
0x603530: 0xc0 0x35 0x60 0x00 0x00 0x00 0x00 0x00
0x603540: 0x0b 0x00 0x44 0x00 0x43 0x00 0x1d 0x00
0x603560: 0x1e 0x00 0x3e 0x00 0x17 0x00 0x43 0x00
0x603580: 0x1d 0x00 0x02 0x00 0x16 0x00 0x3a 0x00
0x6035a0: 0x43 0x00 0x5d 0x00 0x38 0x00 0x0b 0x00
0x6035c0: 0x1d 0x00 0x49 0x00 0x15 0x00 0x13 0x00
0x6035e0: 0x10 0x36 0x60 0x00 0x00 0x00 0x00 0x00
0x6035f0: 0x50 0x36 0x60 0x00 0x00 0x00 0x00 0x00
0x6035f8: 0x70 0x36 0x60 0x00 0x00 0x00 0x00 0x00
0x603600: 0x90 0x36 0x60 0x00 0x00 0x00 0x00 0x00
0x603610: 0x25 0x00 0x62 0x00 0x18 0x00 0x0f 0x00
0x603630: 0x0d 0x00 0x1a 0x00 0x5b 0x00 0x50 0x00
0x603650: 0x49 0x00 0x3e 0x00 0x46 0x00 0x60 0x00
```

0x603670: 0x05 0x00 0x19 0x00 0x54 0x00 0x1b 0x00 0x603690: 0x05 0x00 0x2e 0x00 0x1d 0x00 0x0d 0x00 0x6036b0: 0xe0 0x36 0x60 0x00 0x00 0x00 0x00 0x00 0x6036b8: 0x00 0x37 0x60 0x00 0x00 0x00 0x00 0x00 0x6036c0: 0x20 0x37 0x60 0x00 0x00 0x00 0x00 0x00 0x6036c8: 0x40 0x37 0x60 0x00 0x00 0x00 0x00 0x00 0x6036d0: 0x60 0x37 0x60 0x00 0x00 0x00 0x00 0x00 0x6036e0: 0x18 0x00 0x5f 0x00 0x52 0x00 0x2d 0x00 0x603700: 0x43 0x00 0x22 0x00 0x40 0x00 0x2b 0x00 0x603720: 0x57 0x00 0x08 0x00 0x4c 0x00 0x4e 0x00 0x603740: 0x54 0x00 0x03 0x00 0x33 0x00 0x36 0x00 0x603760: 0x20 0x00 0x3c 0x00 0x4c 0x00 0x44 0x00 0x603780: 0xb0 0x37 0x60 0x00 0x00 0x00 0x00 0x00 0x603788: 0xd0 0x37 0x60 0x00 0x00 0x00 0x00 0x00 0x603790: 0xf0 0x37 0x60 0x00 0x00 0x00 0x00 0x00 0x603798: 0x10 0x38 0x60 0x00 0x00 0x00 0x00 0x00 0x6037a0: 0x30 0x38 0x60 0x00 0x00 0x00 0x00 0x00 0x6037b0: 0x0c 0x00 0x1a 0x00 0x56 0x00 0x5e 0x00 0x6037d0: 0x5f 0x00 0x46 0x00 0x22 0x00 0x4e 0x00

Memory Dump #2:

(qdb) x/512xb 0x400b000x400b00: 0x64 0x61 0x74 0x61 0x20 0x74 0x65 0x73 0x400b08: 0x74 0x20 0x30 0x78 0x25 0x78 0x3a 0x20 0x400b10: 0x25 0x64 0x0a 0x00 0x25 0x64 0x5b 0x33 0x400b18: 0x5d 0x5b 0x32 0x5d 0x3a 0x25 0x64 0x0a 0x400b20: 0x00 0x25 0x64 0x5b 0x32 0x5d 0x5b 0x31 0x400b28: 0x5d 0x3a 0x25 0x64 0x0a 0x00 0x25 0x64 0x400b30: 0x5b 0x32 0x5d 0x5b 0x33 0x5d 0x3a 0x25 0x400b38: 0x64 0x0a 0x00 0x25 0x64 0x5b 0x31 0x5d 0x400b40: 0x5b 0x31 0x5d 0x3a 0x25 0x64 0x0a 0x00 0x400b48: 0x25 0x64 0x20 0x25 0x73 0x0a 0x00 0x66 0x400b50: 0x6f 0x75 0x6e 0x64 0x20 0x25 0x64 0x3d 0x400b58: 0x25 0x73 0x20 0x61 0x74 0x20 0x64 0x65 0x400b60: 0x70 0x74 0x68 0x20 0x25 0x64 0x0a 0x00 0x400b68: 0x4e 0x6f 0x70 0x65 0x21 0x00 0x77 0x68 0x400b70: 0x61 0x6c 0x65 0x00 0x73 0x65 0x61 0x6c 0x400b78: 0x00 0x6f 0x74 0x74 0x65 0x72 0x00 0x73 0x400b80: 0x68 0x61 0x72 0x6b 0x00 0x73 0x68 0x72 0x400b88: 0x69 0x6d 0x70 0x00 0x63 0x72 0x61 0x62 0x400b90: 0x00 0x63 0x6c 0x61 0x6d 0x00 0x66 0x69 0x400b98: 0x73 0x68 0x00 0x66 0x72 0x6f 0x67 0x00 0x400ba0: 0x65 0x65 0x6c 0x00 0x68 0x6f 0x72 0x73 0x400ba8: 0x65 0x00 0x62 0x65 0x61 0x72 0x00 0x6c 0x400bb0: 0x69 0x6f 0x6e 0x00 0x74 0x69 0x67 0x65 0x400bb8: 0x72 0x00 0x77 0x6f 0x6c 0x66 0x00 0x63 0x400bc0: 0x6f 0x77 0x00 0x67 0x6f 0x61 0x74 0x00 0x400bc8: 0x73 0x68 0x65 0x65 0x70 0x00 0x64 0x65 0x400bd0: 0x65 0x72 0x00 0x67 0x6f 0x72 0x69 0x6c 0x400bd8: 0x6c 0x61 0x00 0x67 0x72 0x61 0x70 0x65 0x400be0: 0x00 0x61 0x70 0x70 0x6c 0x65 0x00 0x62 0x400be8: 0x61 0x6e 0x61 0x6e 0x61 0x00 0x70 0x65 0x400bf0: 0x61 0x72 0x00 0x6d 0x65 0x6c 0x6f 0x6e 0x400bf8: 0x00 0x6f 0x72 0x61 0x6e 0x67 0x65 0x00 0x400c00: 0x70 0x6c 0x75 0x6d 0x00 0x70 0x65 0x61 0x400c08: 0x63 0x68 0x00 0x61 0x70 0x72 0x69 0x63 0x400c10: 0x6f 0x74 0x00 0x6b 0x69 0x77 0x69 0x00 0x400c18: 0x74 0x65 0x61 0x00 0x63 0x6f 0x66 0x66 0x400c20: 0x65 0x65 0x00 0x6d 0x69 0x6c 0x6b 0x00 0x400c28: 0x73 0x6f 0x64 0x61 0x00 0x6a 0x75 0x69 0x400c30: 0x63 0x65 0x00 0x77 0x61 0x74 0x65 0x72 0x400c38: 0x00 0x73 0x6d 0x6f 0x6f 0x74 0x68 0x69 0x400c40: 0x65 0x00 0x66 0x6c 0x6f 0x61 0x74 0x00 0x400c48: 0x63 0x6f 0x6c 0x61 0x00 0x6d 0x61 0x6c

```
0x400c50: 0x74 0x00 0x72 0x65 0x64 0x00 0x62 0x6c 0x400c58: 0x75 0x65 0x00 0x67 0x72 0x65 0x65 0x6e 0x400c60: 0x00 0x79 0x65 0x6c 0x6c 0x6f 0x77 0x00 0x400c68: 0x62 0x72 0x6f 0x77 0x6e 0x00 0x77 0x68 0x400c70: 0x69 0x74 0x65 0x00 0x62 0x6c 0x61 0x63 0x400c78: 0x6b 0x00 0x67 0x72 0x65 0x79 0x00 0x70 0x400c80: 0x75 0x72 0x70 0x6c 0x65 0x00 0x00 0x00 0x400c88: 0x01 0x1b 0x03 0x3b 0x74 0x00 0x00 0x00
```

Memory Dump #3:

```
Contents of section .rodata:

400af0 01000200 00000000 00000000 00000000

400b00 64617461 20746573 74203078 25783a20 data test 0x%x:

400b10 25640a00 25645b33 5d5b325d 3a25640a %d.%d[3][2]:%d.

400b20 0025645b 325d5b31 5d3a2564 0a002564 .%d[2][1]:%d..%d

400b30 5b325d5b 335d3a25 640a0025 645b315d [2][3]:%d..%d[1]

400b40 5b315d3a 25640a00 25642025 730a0066 [1]:%d..%d %s..f

400b50 6f756e64 2025643d 25732061 74206465 ound %d=%s at de

400b60 70746820 25640a00 4e6f7065 21007768 pth %d..Nope!.wh
```

And here's an ASCII table if you need it:

ASCII Table

| Dec | Hex | 0ct | Char | Dec | Hex | 0ct | Char | Dec | Hex | 0ct | Char | Dec | Hex | 0ct | Char |
|-----|-----|-----|------|-----|-----|-----|---------|-----|-----|-----|------|-----|-----|-----|------|
| 0 | 0 | 0 | | 32 | 20 | 40 | [space] | 64 | 40 | 100 | @ | 96 | 60 | 140 | ` |
| 1 | 1 | 1 | | 33 | 21 | 41 | ! | 65 | 41 | 101 | Α | 97 | 61 | 141 | a |
| 2 | 2 | 2 | | 34 | 22 | 42 | " | 66 | 42 | 102 | В | 98 | 62 | 142 | b |
| 3 | 3 | 3 | | 35 | 23 | 43 | # | 67 | 43 | 103 | С | 99 | 63 | 143 | С |
| 4 | 4 | 4 | | 36 | 24 | 44 | \$ | 68 | 44 | 104 | D | 100 | 64 | 144 | d |
| 5 | 5 | 5 | | 37 | 25 | 45 | % | 69 | 45 | 105 | E | 101 | 65 | 145 | e |
| 6 | 6 | 6 | | 38 | 26 | 46 | & | 70 | 46 | 106 | F | 102 | 66 | 146 | f |
| 7 | 7 | 7 | | 39 | 27 | 47 | 1 | 71 | 47 | 107 | G | 103 | 67 | 147 | g |
| 8 | 8 | 10 | | 40 | 28 | 50 | (| 72 | 48 | 110 | Н | 104 | 68 | 150 | h |
| 9 | 9 | 11 | | 41 | 29 | 51 |) | 73 | 49 | 111 | 1 | 105 | 69 | 151 | i |
| 10 | Α | 12 | | 42 | 2A | 52 | * | 74 | 4A | 112 | J | 106 | 6A | 152 | j |
| 11 | В | 13 | | 43 | 2B | 53 | + | 75 | 4B | 113 | K | 107 | 6B | 153 | k |
| 12 | C | 14 | | 44 | 2C | 54 | , | 76 | 4C | 114 | L | 108 | 6C | 154 | 1 |
| 13 | D | 15 | | 45 | 2D | 55 | - | 77 | 4D | 115 | M | 109 | 6D | 155 | m |
| 14 | E | 16 | | 46 | 2E | 56 | | 78 | 4E | 116 | N | 110 | 6E | 156 | n |
| 15 | F | 17 | | 47 | 2F | 57 | / | 79 | 4F | 117 | О | 111 | 6F | 157 | 0 |
| 16 | 10 | 20 | | 48 | 30 | 60 | 0 | 80 | 50 | 120 | P | 112 | 70 | 160 | р |
| 17 | 11 | 21 | | 49 | 31 | 61 | 1 | 81 | 51 | 121 | Q | 113 | 71 | 161 | q |
| 18 | 12 | 22 | | 50 | 32 | 62 | 2 | 82 | 52 | 122 | R | 114 | 72 | 162 | r |
| 19 | 13 | 23 | | 51 | 33 | 63 | 3 | 83 | 53 | 123 | S | 115 | 73 | 163 | S |
| 20 | 14 | 24 | | 52 | 34 | 64 | 4 | 84 | 54 | 124 | Т | 116 | 74 | 164 | t |
| 21 | 15 | 25 | | 53 | 35 | 65 | 5 | 85 | 55 | 125 | U | 117 | 75 | 165 | u |
| 22 | 16 | 26 | | 54 | 36 | 66 | 6 | 86 | 56 | 126 | V | 118 | 76 | 166 | V |
| 23 | 17 | 27 | | 55 | 37 | 67 | 7 | 87 | 57 | 127 | W | 119 | 77 | 167 | w |
| 24 | 18 | 30 | | 56 | 38 | 70 | 8 | 88 | 58 | 130 | X | 120 | 78 | 170 | × |
| 25 | 19 | 31 | | 57 | 39 | 71 | 9 | 89 | 59 | 131 | Υ | 121 | 79 | 171 | У |
| 26 | 1A | 32 | | 58 | 3A | 72 | : | 90 | 5A | 132 | Z | 122 | 7A | 172 | Z |
| 27 | 1B | 33 | | 59 | 3B | 73 | ; | 91 | 5B | 133 | [| 123 | 7B | 173 | { |
| 28 | 1C | 34 | | 60 | 3C | 74 | < | 92 | 5C | 134 | \ | 124 | 7C | 174 | 1 |
| 29 | 1D | 35 | | 61 | 3D | 75 | = | 93 | 5D | 135 |] | 125 | 7D | 175 | } |
| 30 | 1E | 36 | | 62 | 3E | 76 | > | 94 | 5E | 136 | ^ | 126 | 7E | 176 | ~ |
| 31 | 1F | 37 | | 63 | 3F | 77 | ? | 95 | 5F | 137 | _ | 127 | 7F | 177 | |