

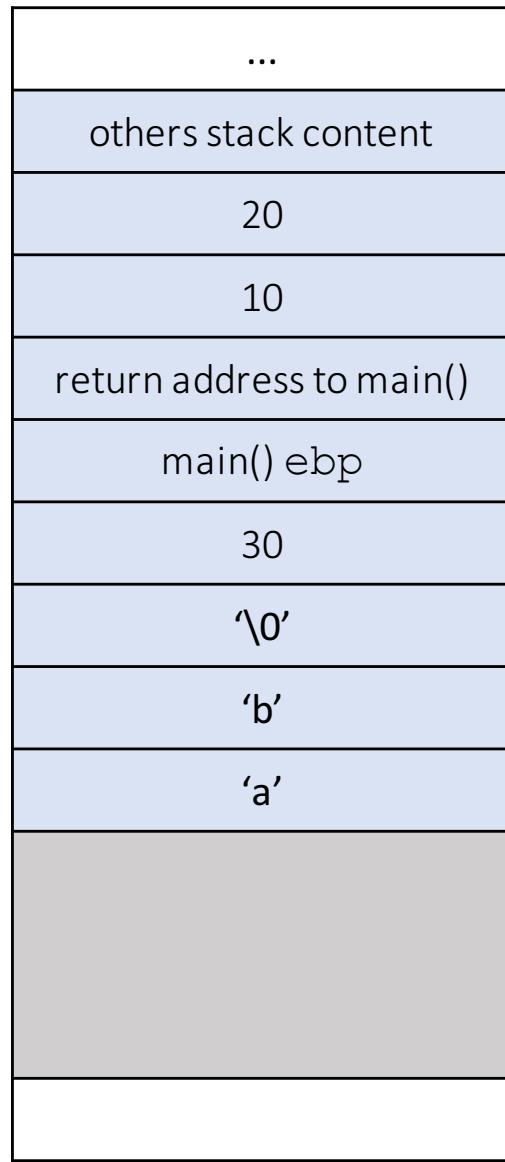
Process Stack

High memory

f1() arguments

Stack growth

Low memory



```
int f1(int a, int b) {  
    int i = 30;  
    char buff[3];
```

```
...  
strcpy(buff, "ab");  
return 0;
```

```
}
```

```
int main()
```

```
{
```

```
    ...  
    f1(10, 20)  
    ...
```

```
} ebp (frame pointer)
```

int d

int char buff[3]

Buffer

```
esp (frame pointer)
```

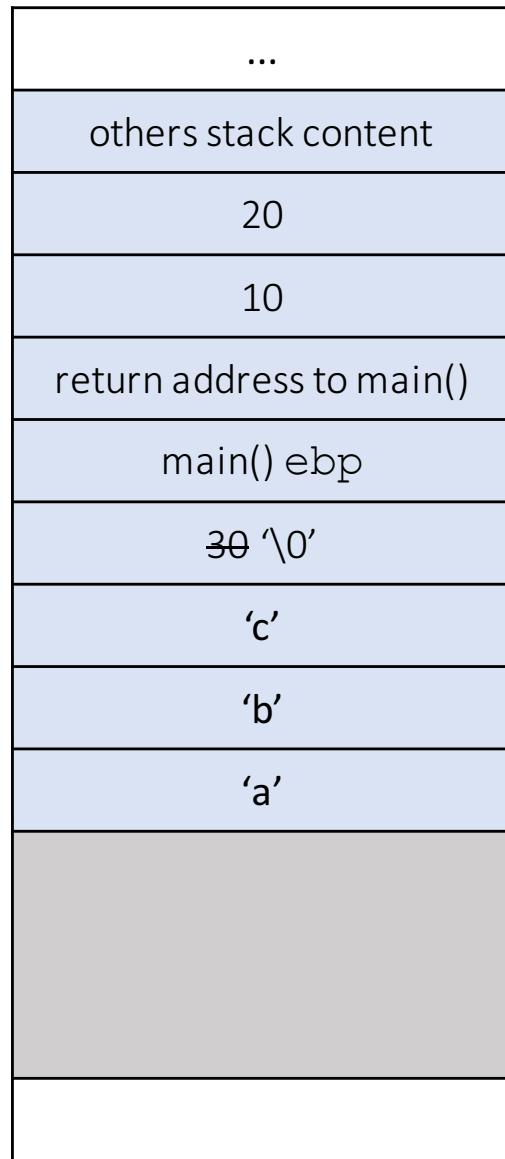
Process Stack

High memory

f1() arguments

Stack growth

Low memory



```
int f1(int a, int b) {  
    int i = 30;  
    char buff[3];  
  
    ...  
  
    strcpy(buff, "abc");  
    return 0;  
}  
int main()  
{  
    ...  
    f1(10, 20)  
    ...  
}
```

ebp (frame pointer)

int d
int char buff[3]
Buffer
esp (frame pointer)

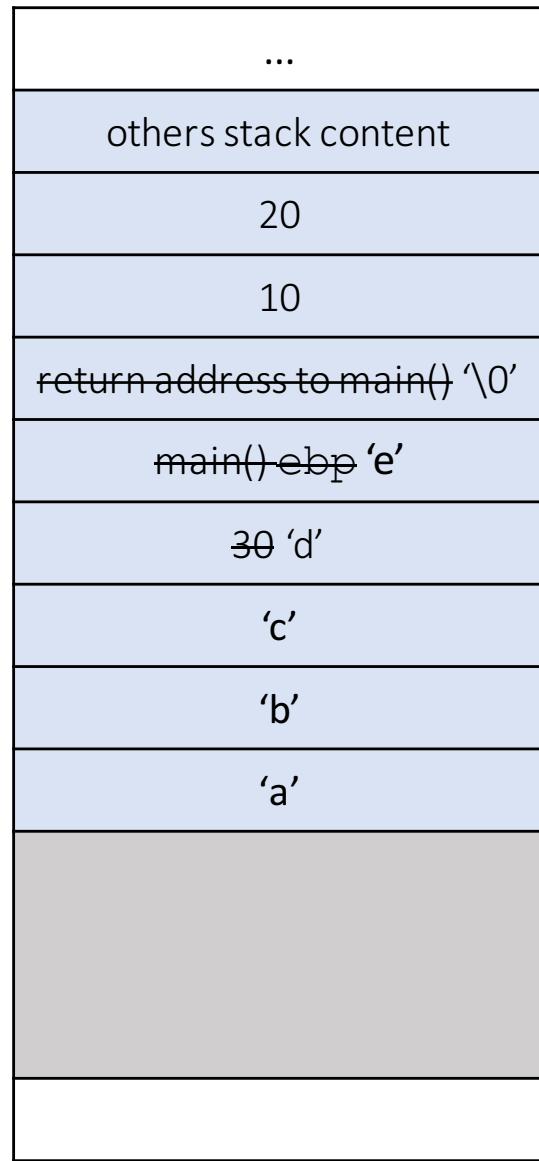
Process Stack

High memory

f1() arguments

Stack growth

Low memory



```
int f1(int a, int b) {  
    int i = 30;  
    char buff[3];  
  
    ...  
  
    strcpy(buff, "abcde");  
    return 0;  
}  
int main()  
{  
    ...  
    f1(10, 20)  
    ...  
}
```

ebp (frame pointer)

int d
int char buff[3]
Buffer
esp (frame pointer)

Process Stack

