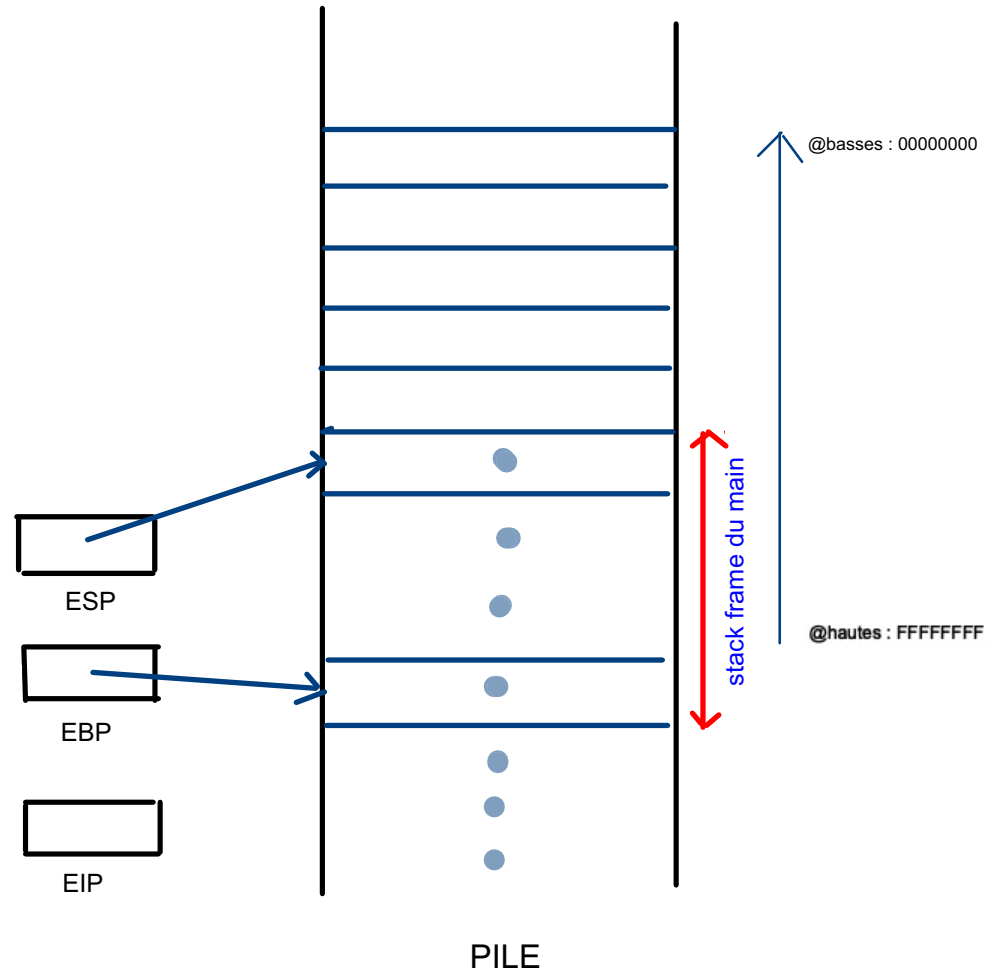


```

int foo (int a , int b){
    int c ;
    c = a + b ;
    return c ;
}

int main () {
    foo(5,6);
    printf ("bye\n");
    return ;
}

```



```
int foo (int a , int b){  
    int c ;  
    c = a + b ;  
    return c ;  
    .
```

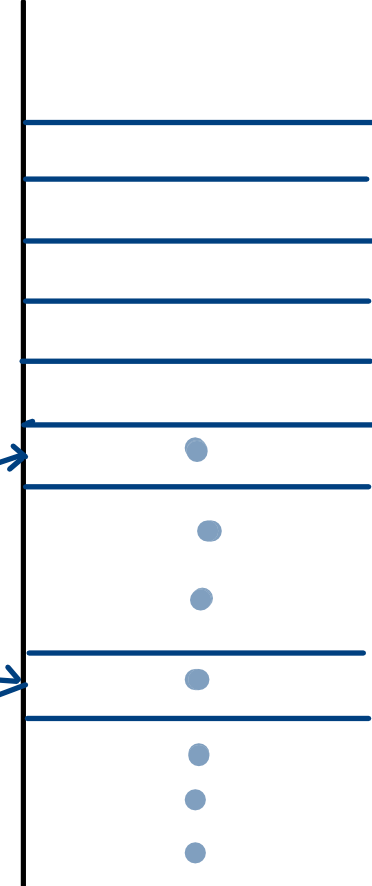
```
}
```

```
int main () {
```

```
    foo(5,6);  
    printf ("bye\n");  
    return ;
```

```
}
```

push eax



@basses : 00000000

@hautes : FFFFFFFF

stack frame du main

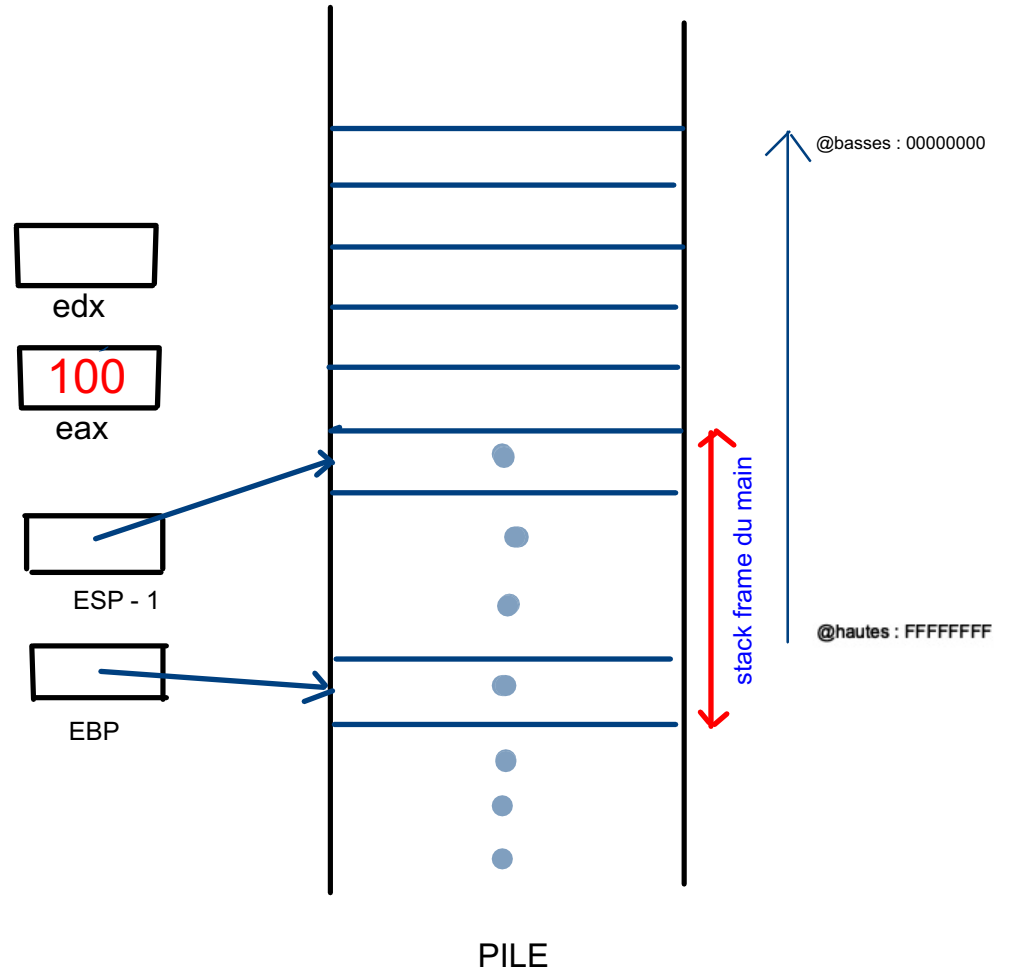
```

int foo (int a , int b){
    int c ;
    c = a + b ;
    return c ;
}

int main () {
    foo(5,6);
    printf ("bye\n");
    return ;
}

```

push eax

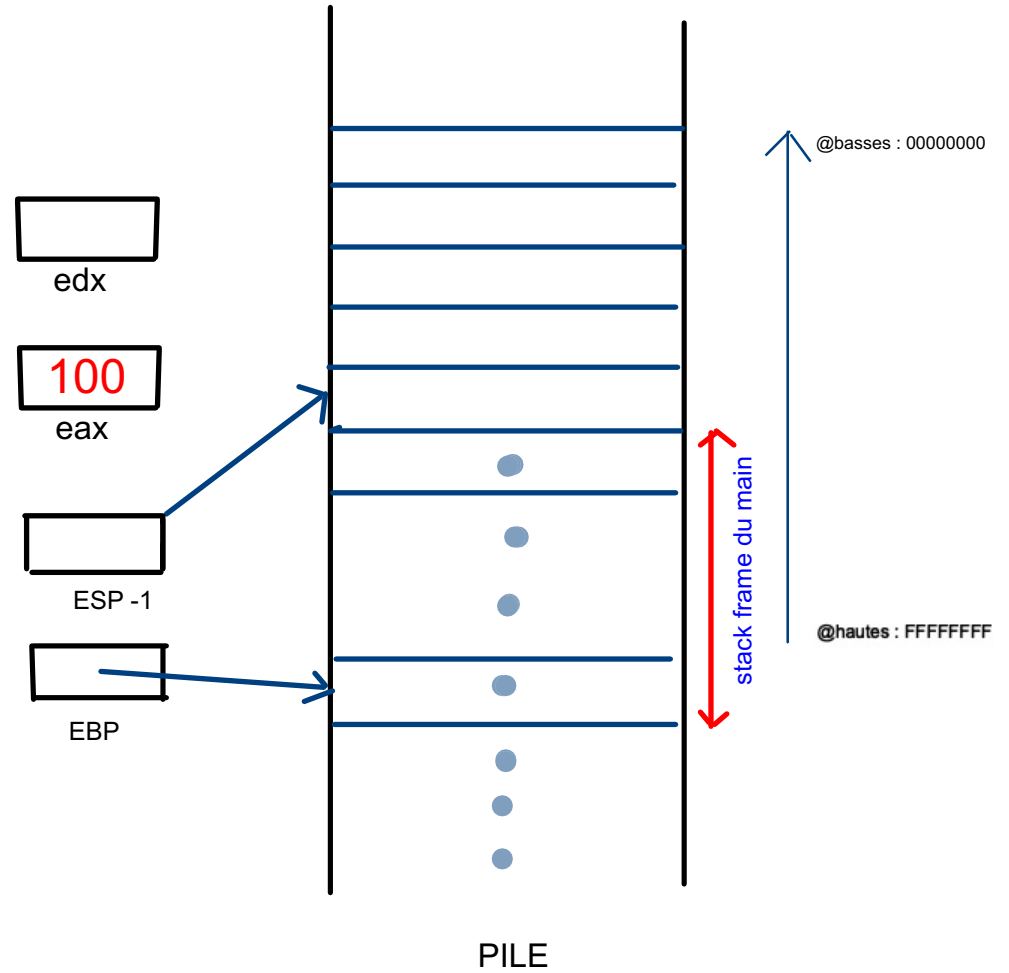


```

int foo (int a , int b){
    int c ;
    c = a + b ;
    return c ;
}

int main () {
    foo(5,6);
    printf ("bye\n");
    return ;
}

```

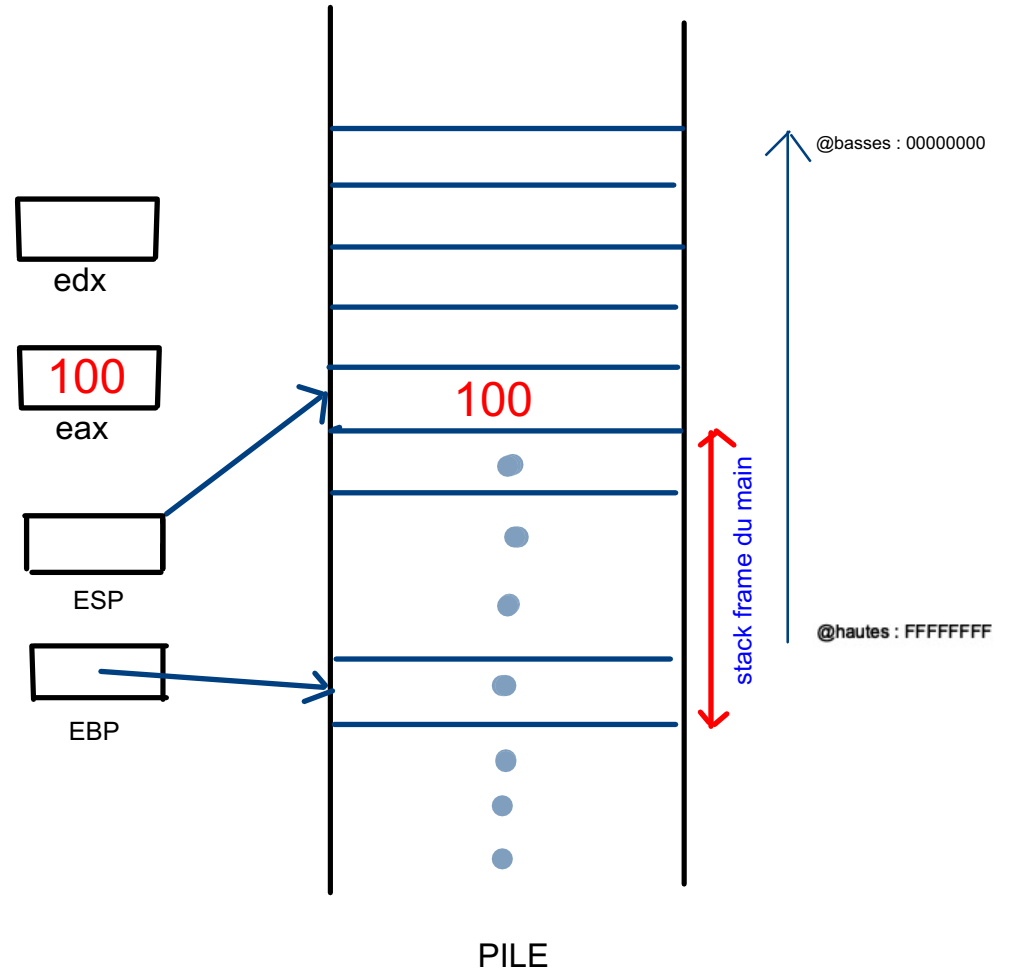


```

int foo (int a , int b){
    int c ;
    c = a + b ;
    return c ;
}

int main () {
    foo(5,6);
    printf ("bye\n");
    return ;
}

```



```
int foo (int a , int b){  
    int c ;  
    c = a + b ;  
    return c ;  
    .
```

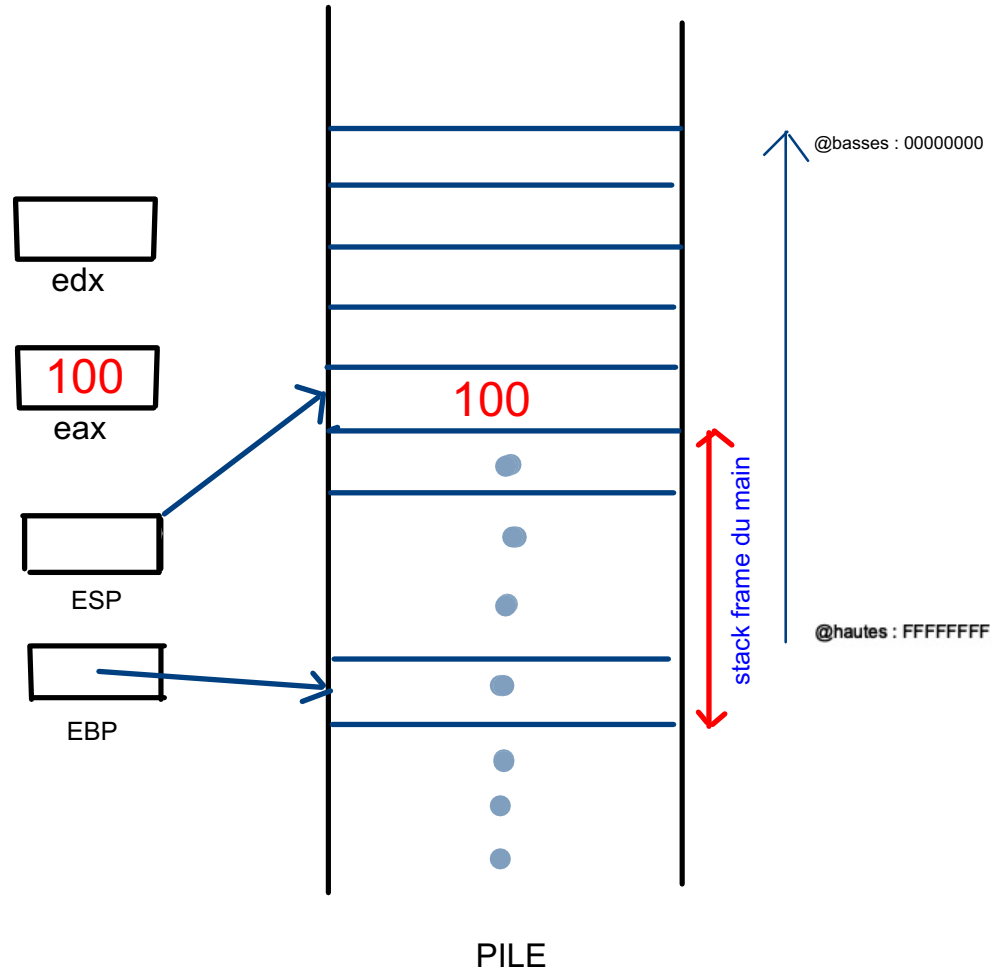
```
}
```

```
int main () {
```

```
    foo(5,6);  
    printf ("bye\n");  
    return ;
```

```
}
```

pop edx



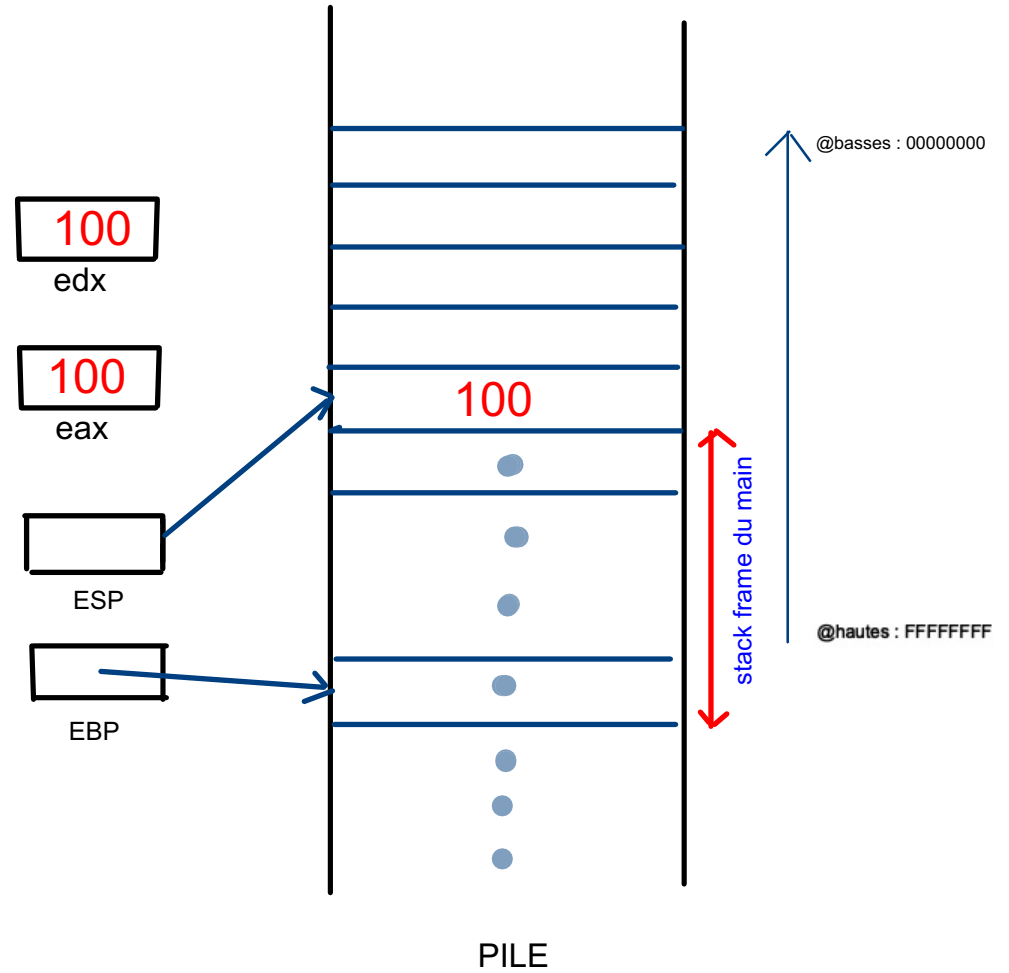
```

int foo (int a , int b){
    int c ;
    c = a + b ;
    return c ;
}

int main () {
    foo(5,6);
    printf ("bye\n");
    return ;
}

```

pop edx



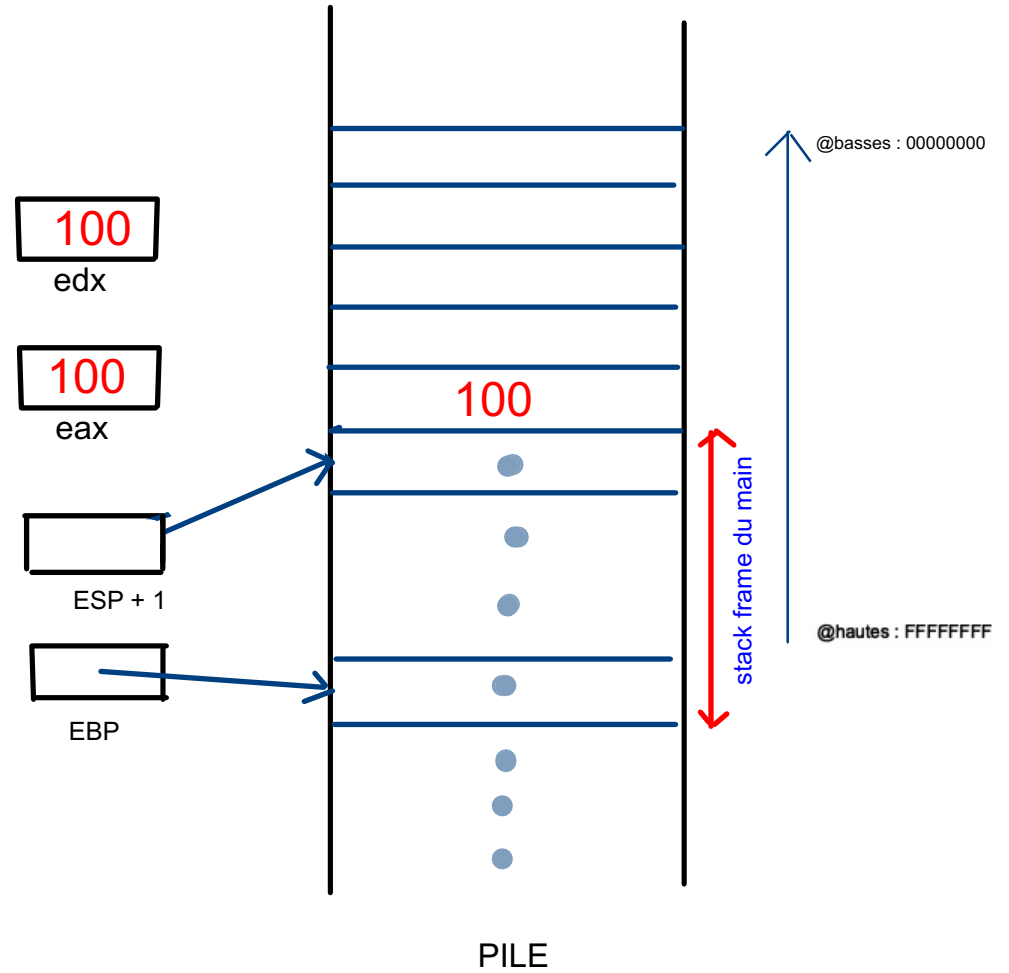
```

int foo (int a , int b){
    int c ;
    c = a + b ;
    return c ;
}

int main () {
    foo(5,6);
    printf ("bye\n");
    return ;
}

```

pop edx

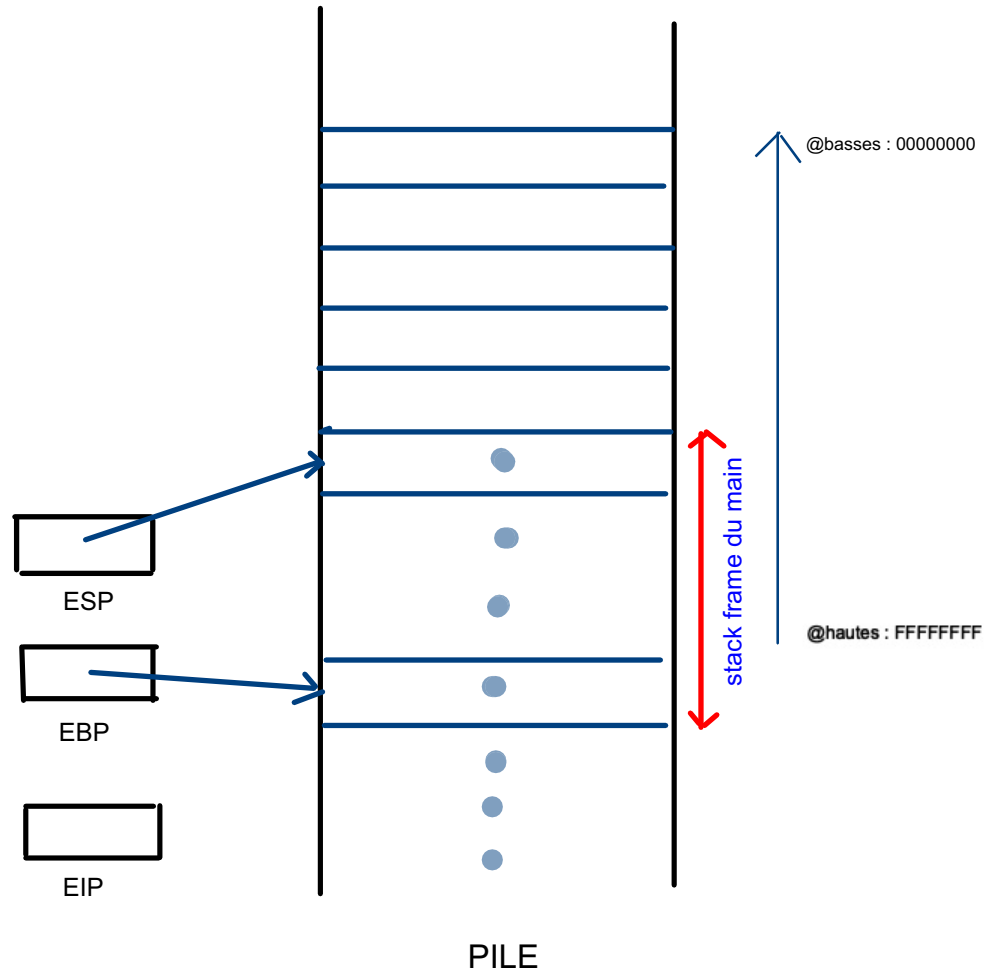



```

int foo (int a , int b){
    int c ;
    c = a + b ;
    return c ;
}

int main () {
    foo(5,6);
    printf ("bye\n");
    return ;
}

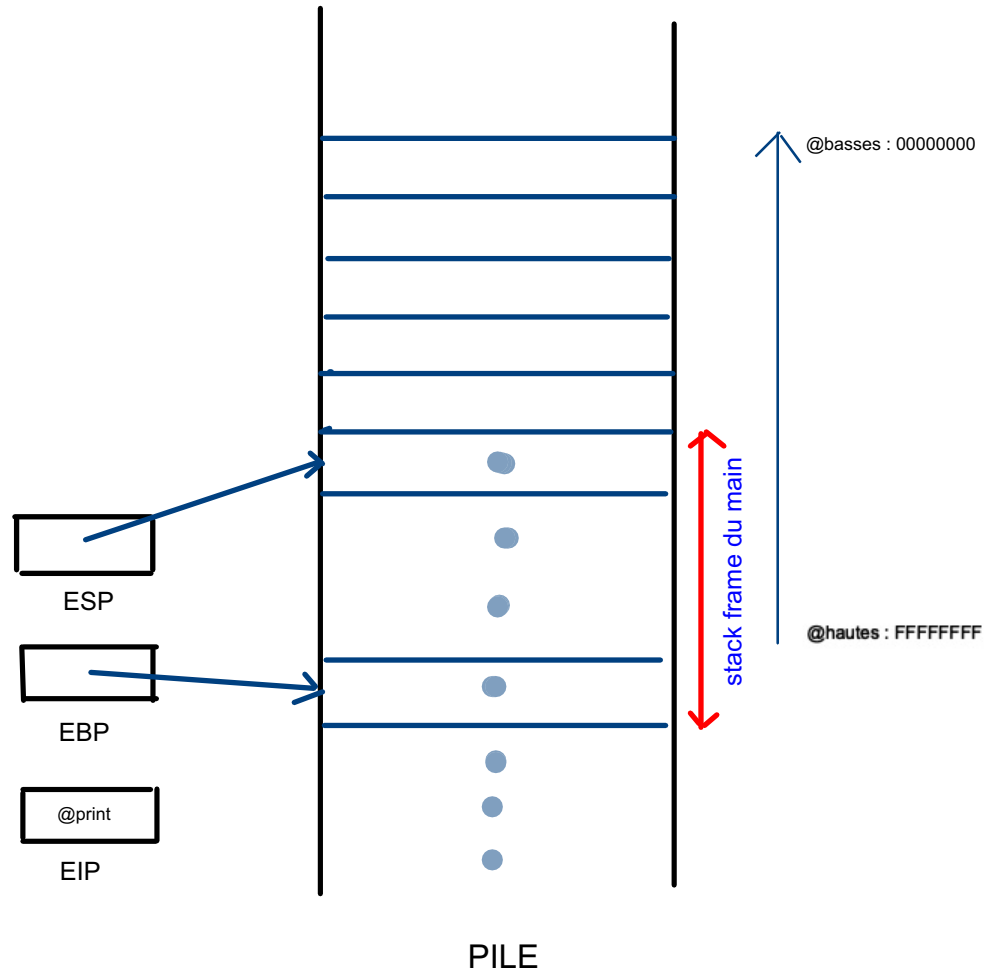
```



```
int foo(int a, int b){  
    int c;  
    c = a + b;  
    return c;  
}  
  
int main () {  
    foo(5,6);  
    @print → printf("bye\n");  
    return ;  
}
```

→

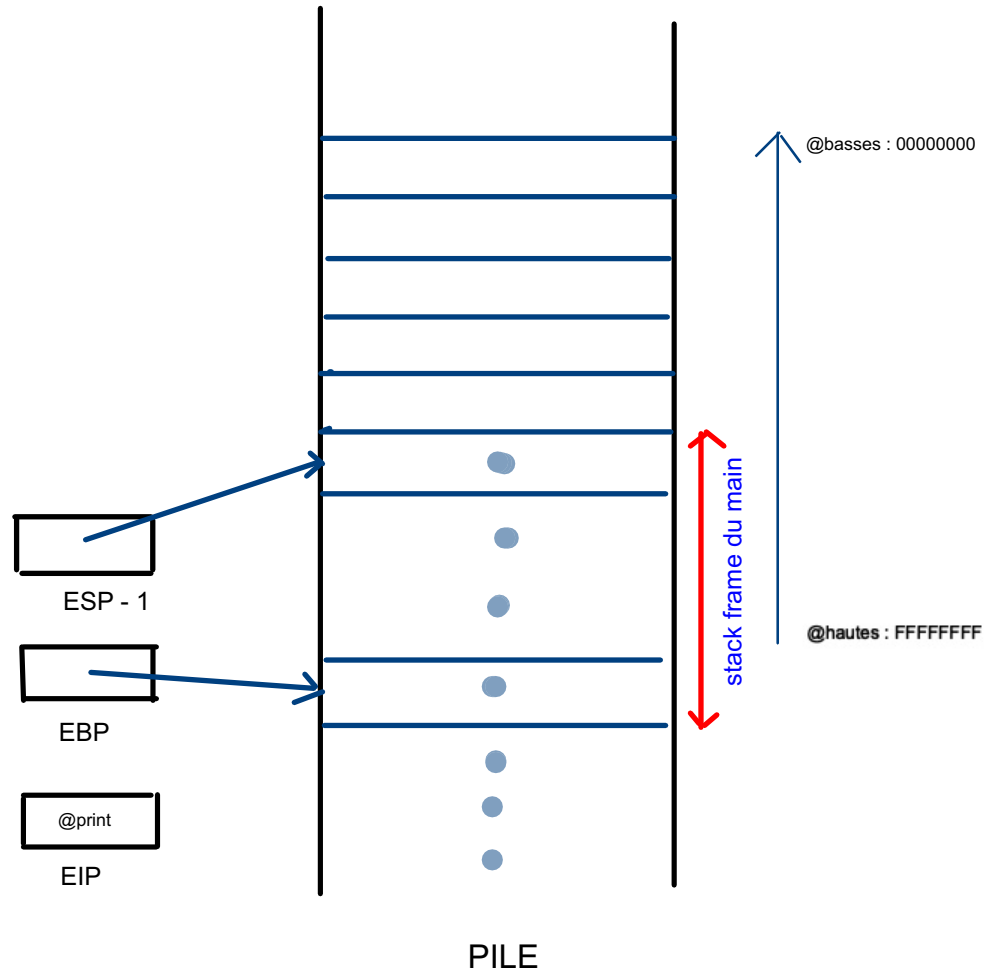
[push 0x06
push 0x05
call 0x @foo
add esp 0x04



```
int foo (int a , int b){  
    int c ;  
    c = a + b ;  
    return c ;  
}
```

```
int main () {  
    foo(5,6);  
    printf ("bye\n");  
    return ;  
}
```

push 0x06
push 0x05
call 0x @foo
add esp 0x04



```

int foo (int a , int b){
    int c ;
    c = a + b ;
    return c ;
}

```

```

int main () {

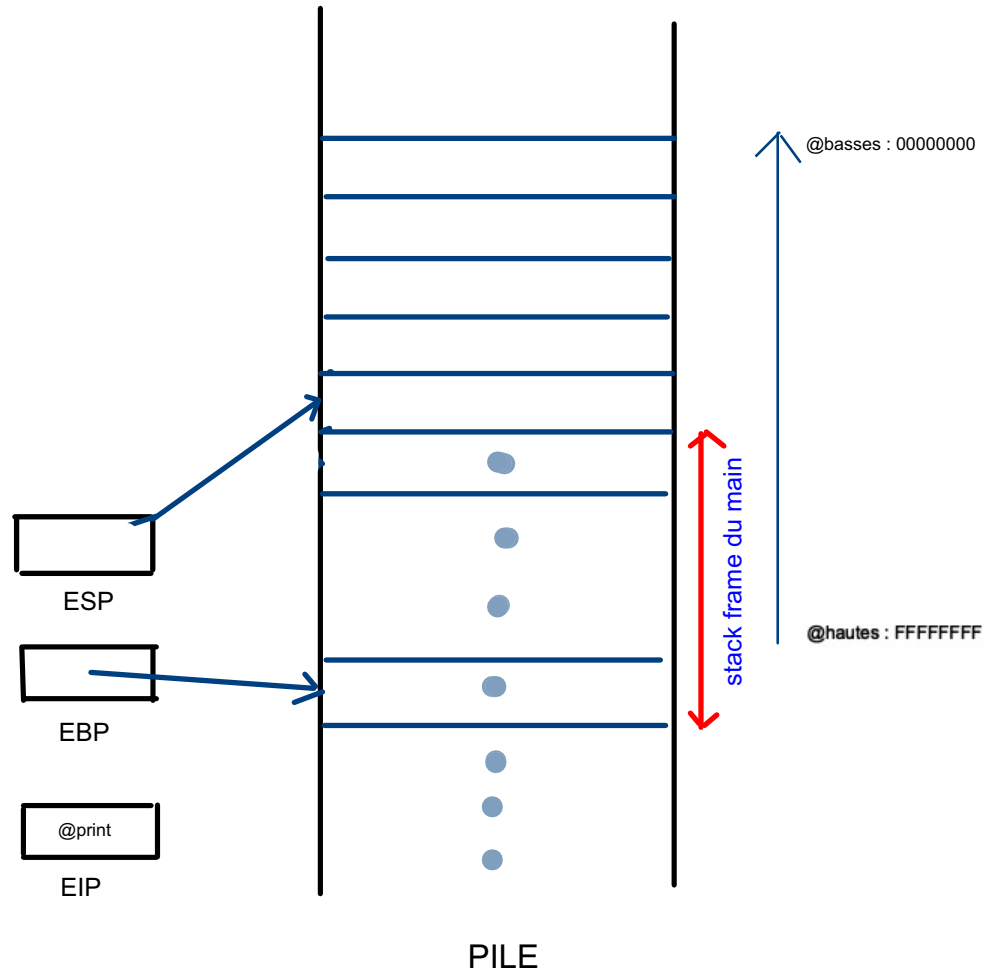
```

```

    foo(5,6);
    printf ("bye\n");
    return ;
}

```

push 0x06
 push 0x05
 call 0x @foo
 add esp 0x04

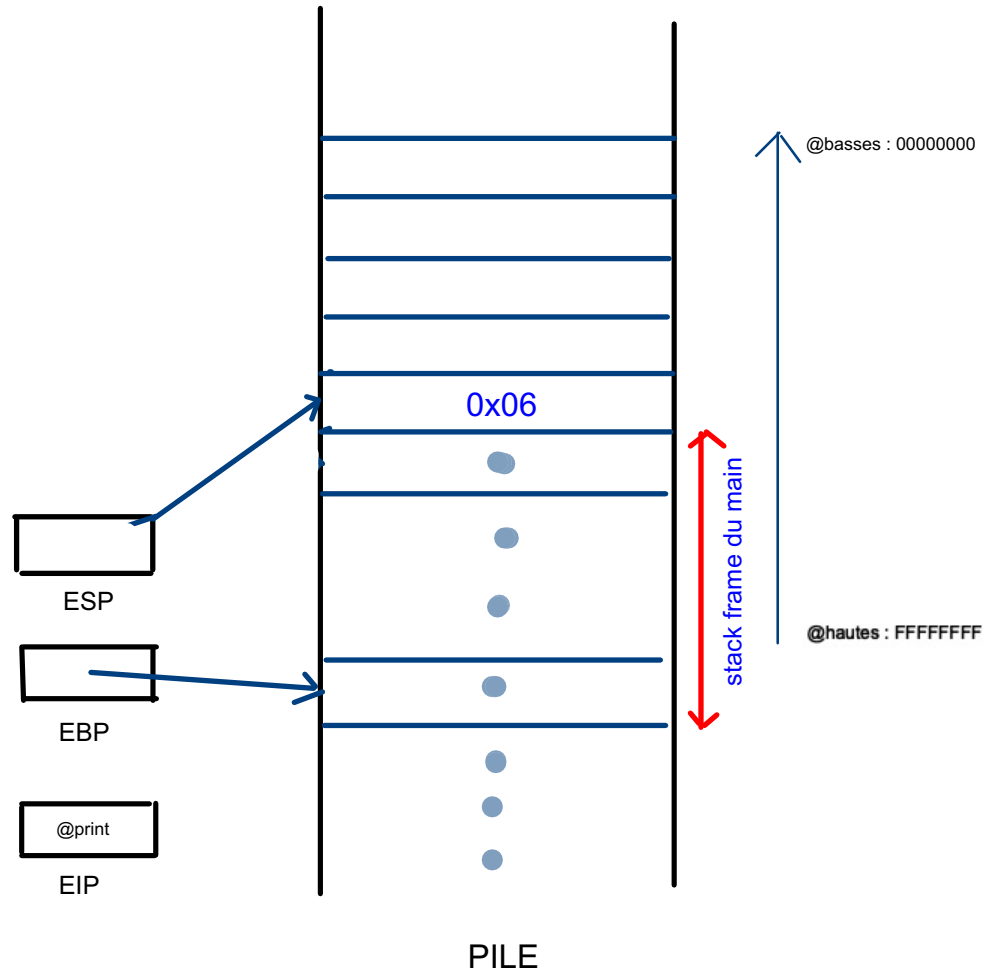


```
int foo (int a , int b){  
    int c ;  
    c = a + b ;  
    return c ;  
}
```

```
int main () {
```

```
    foo(5,6);  
    printf ("bye\n");  
    return ;  
}
```

push 0x06
push 0x05
call 0x @foo
add esp 0x04

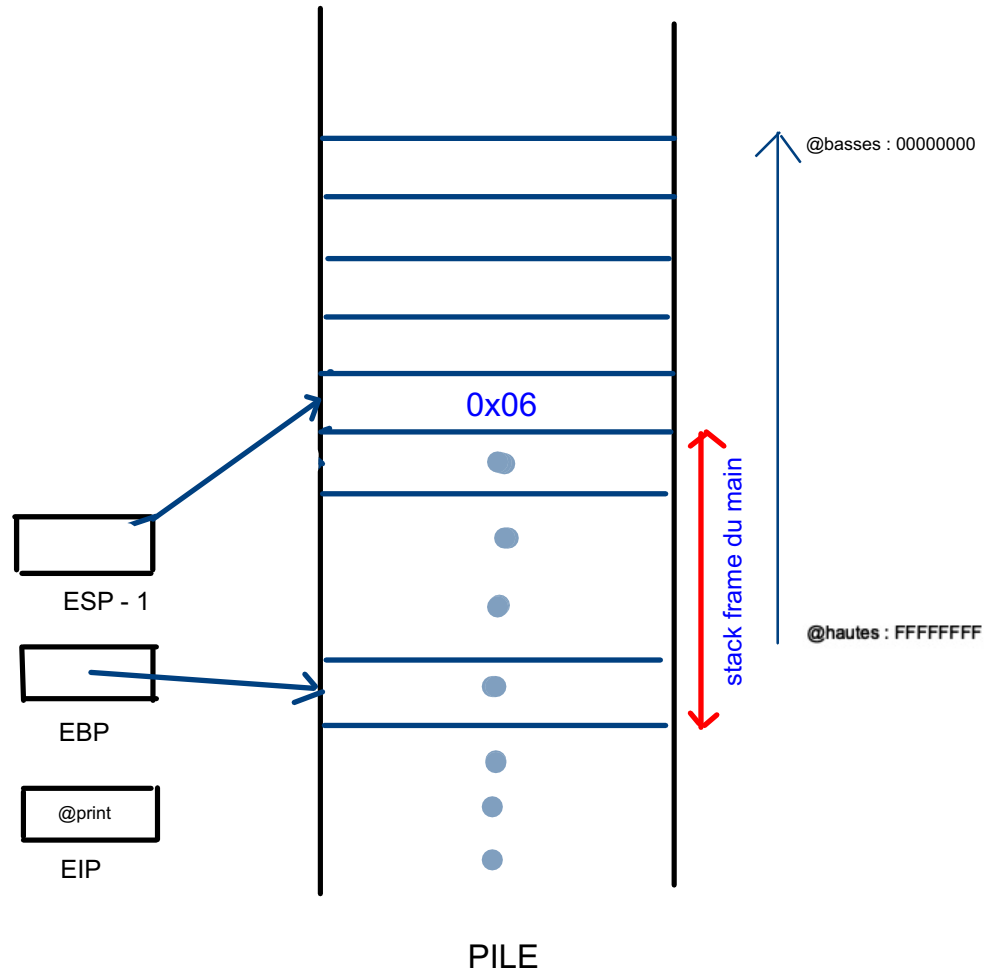


```
int foo (int a , int b){  
    int c ;  
    c = a + b ;  
    return c ;  
}
```

```
int main () {
```

```
    foo(5,6);  
    printf ("bye\n");  
    return ;  
}
```

push 0x06
push 0x05
call 0x @foo
add esp 0x04

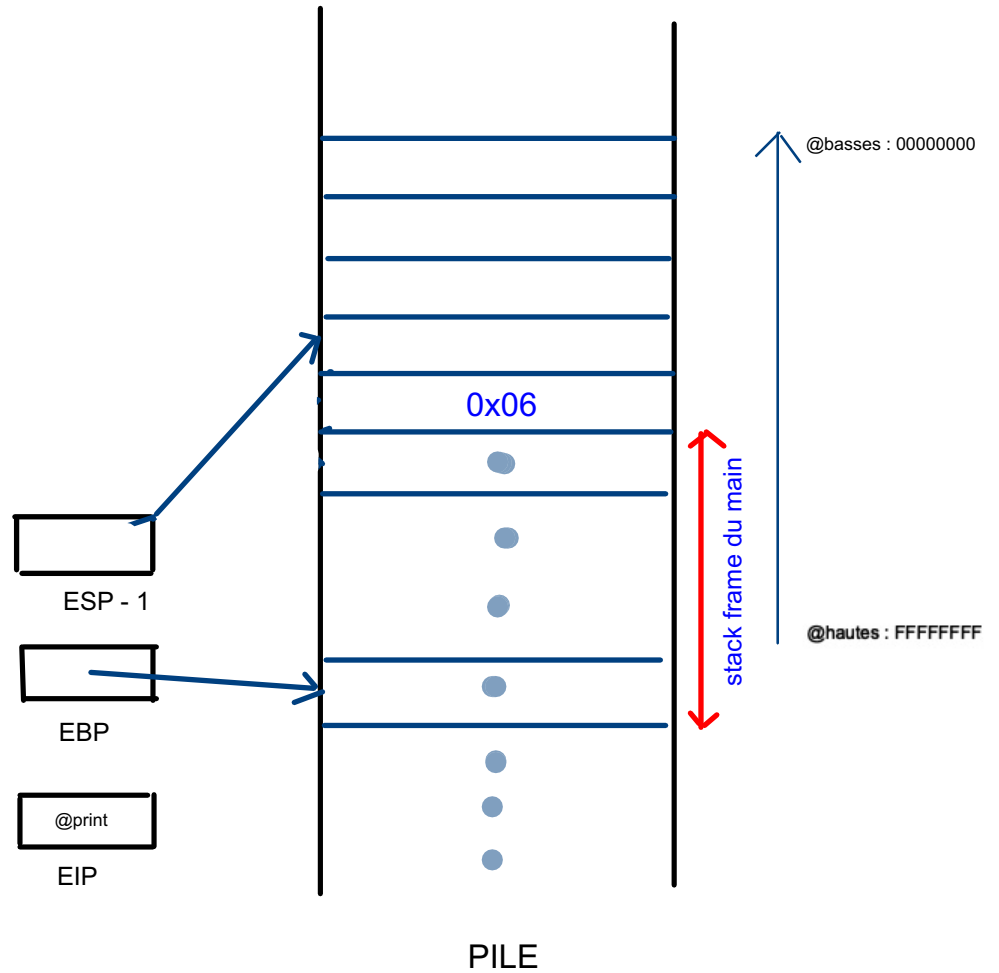


```
int foo (int a , int b){  
    int c ;  
    c = a + b ;  
    return c ;  
}
```

```
int main () {
```

```
    foo(5,6);  
    printf ("bye\n");  
    return ;  
}
```

[
 push 0x06
 push 0x05
 call 0x @foo
 add esp 0x04
]

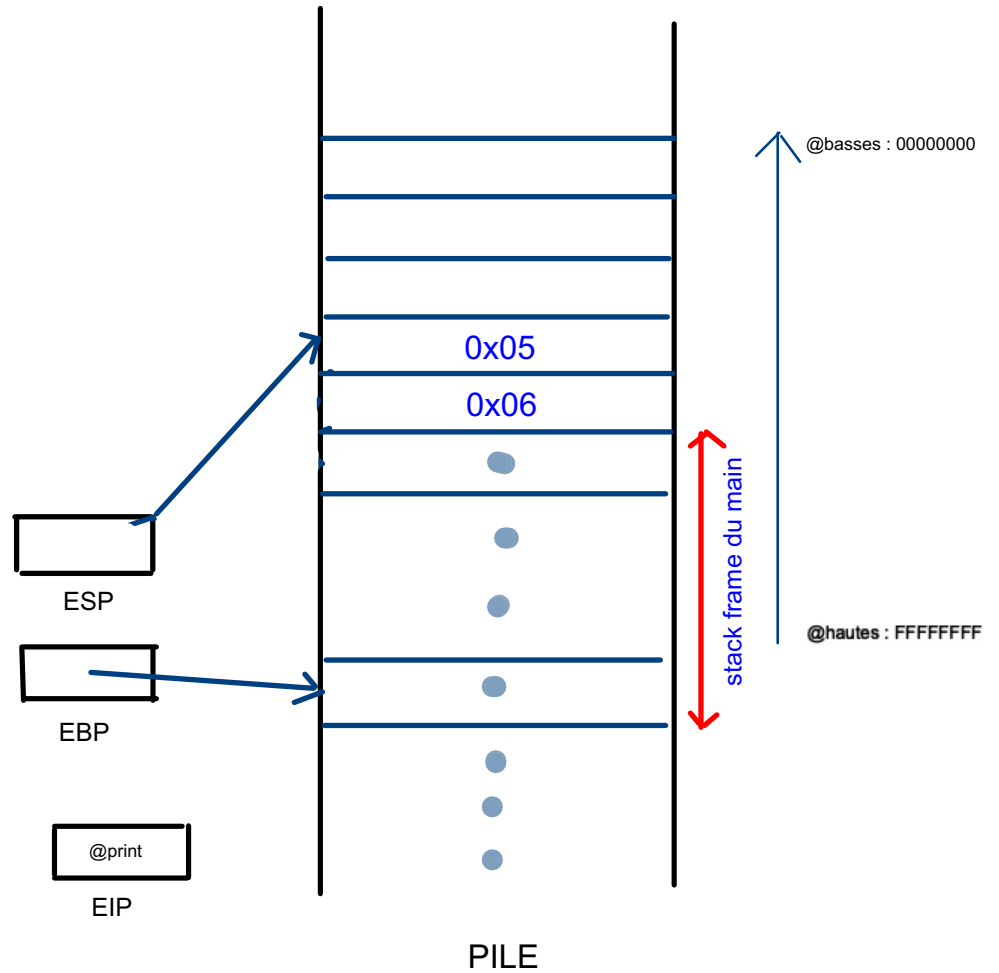


```
int foo (int a , int b){
    int c ;
    c = a + b ;
    return c ;
}
```

```
int main () {
```

```
    foo(5,6);
    printf ("bye\n");
    return ;
}
```

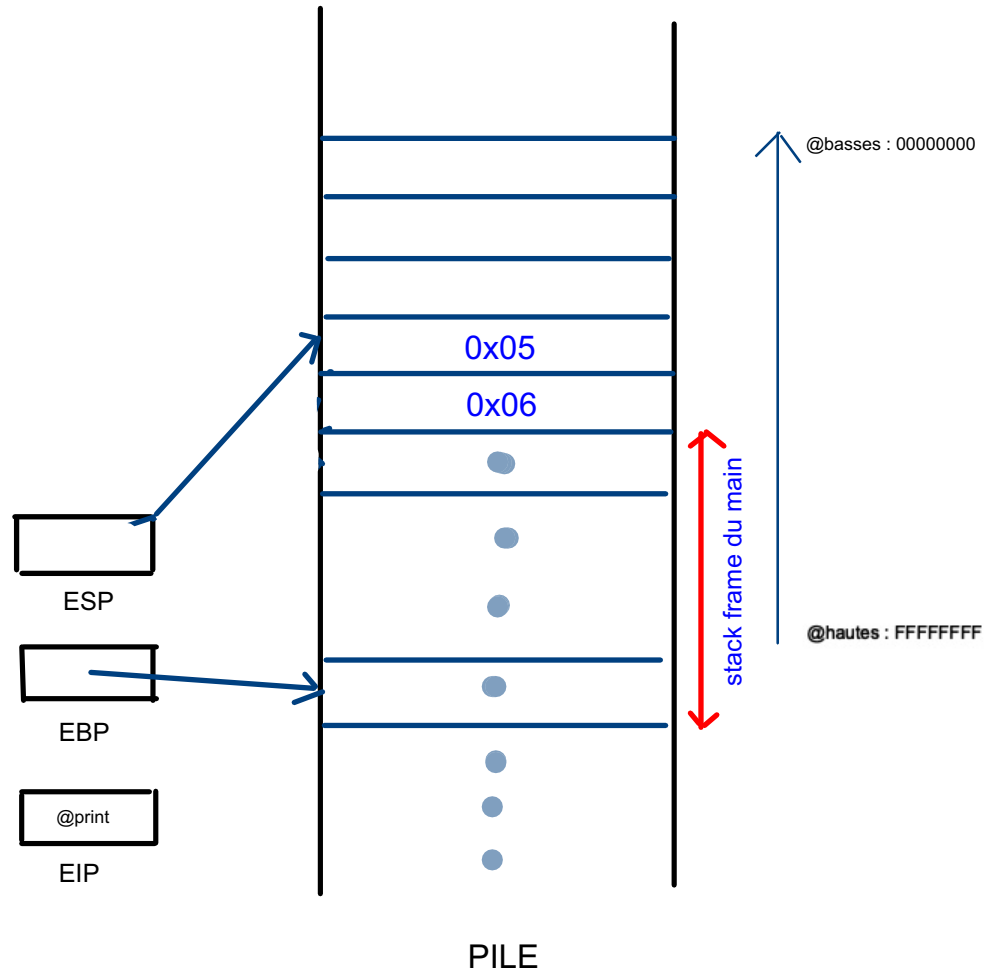
push 0x06
push 0x05
call 0x @foo
add esp 0x04




```
int foo (int a , int b){  
    int c ;  
    c = a + b ;  
    return c ;  
}
```

```
int main () {  
    foo(5,6);  
    printf ("bye\n");  
    return ;  
}
```

[
 push 0x06
 push 0x05
 call 0x @foo
 add esp 0x04
]

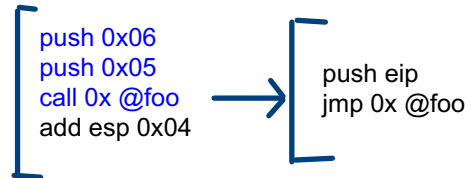


```
int foo (int a , int b){  
    int c ;  
    c = a + b ;  
    return c ;  
}
```

```
int main () {
```

```
    foo(5,6);  
    printf ("bye\n");  
    return ;
```

```
}
```



ESP



EBP

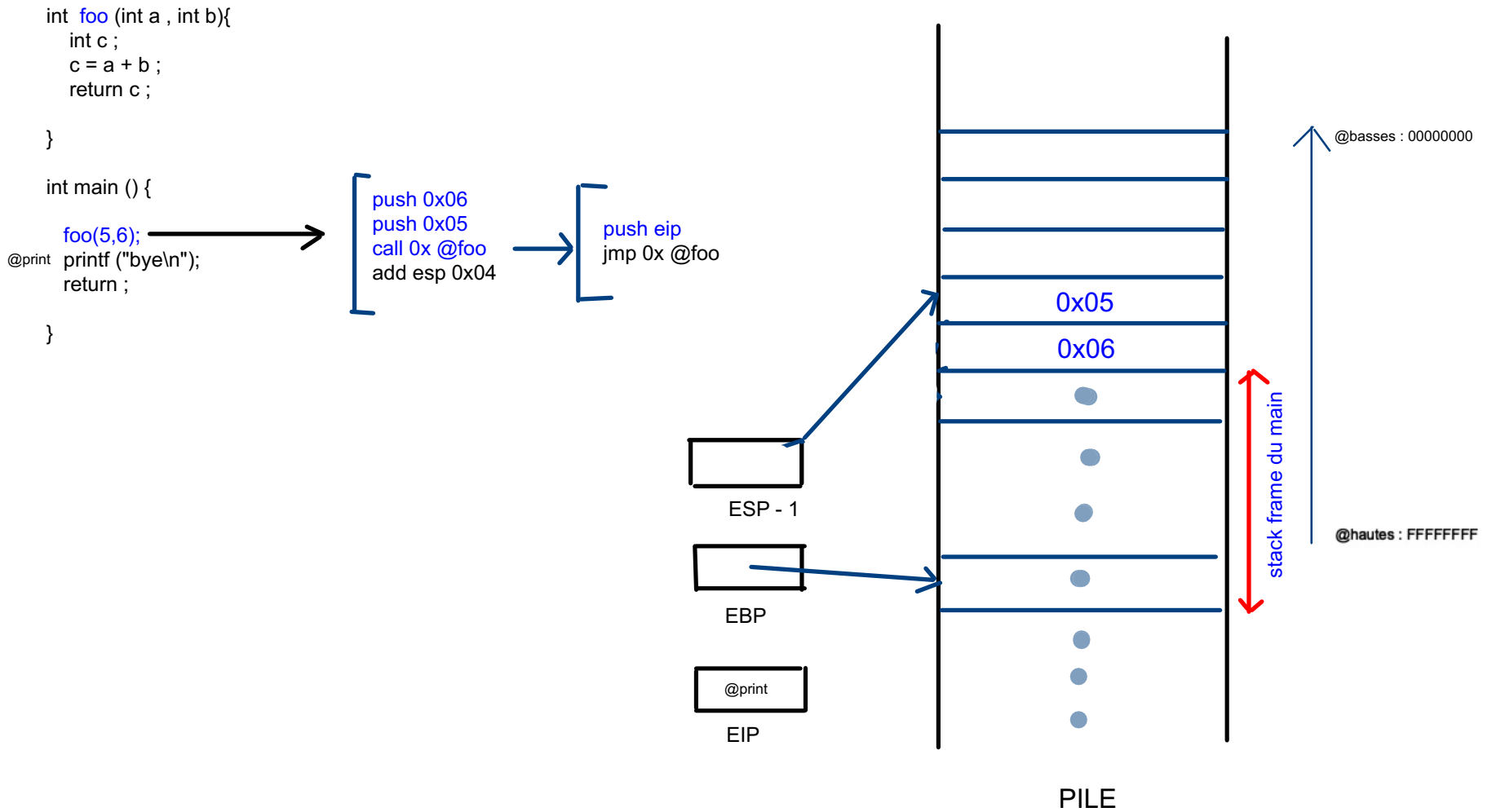


EIP



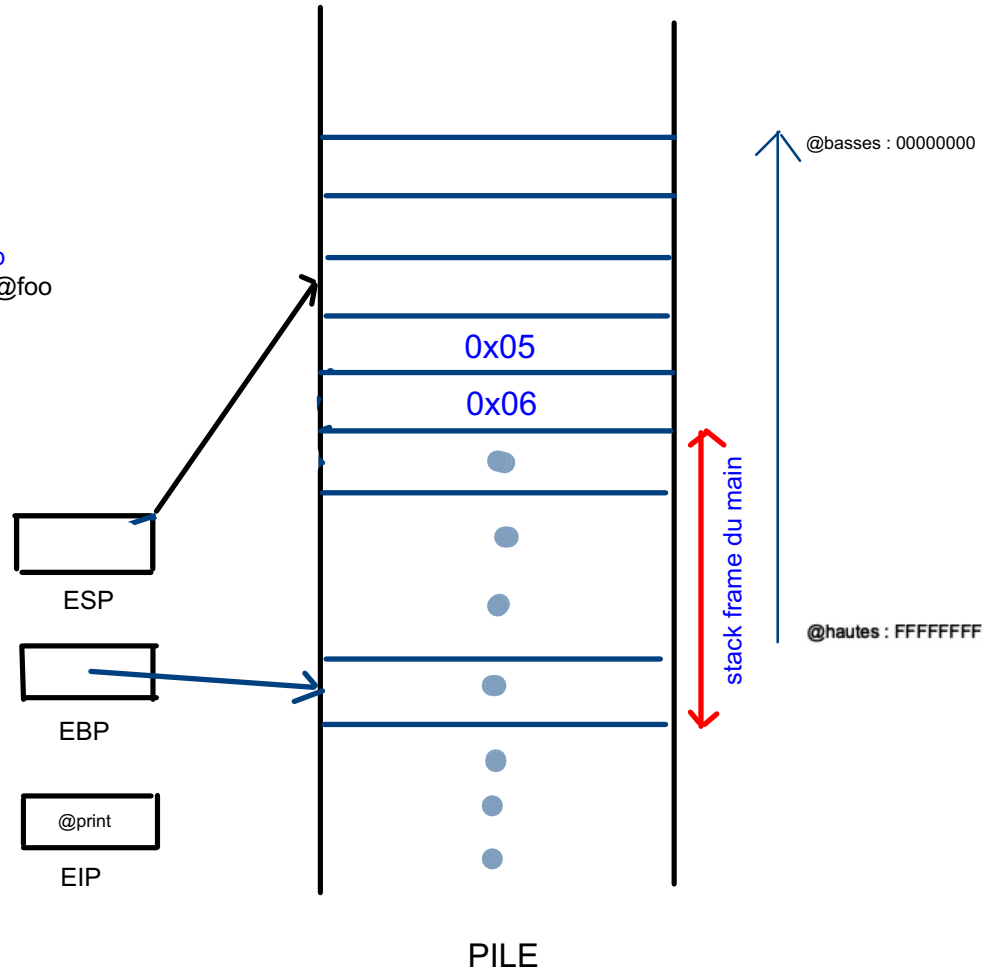
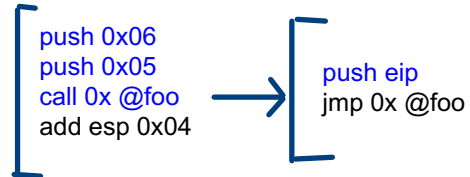
stack frame du main

PILE



```
int foo (int a , int b){  
    int c ;  
    c = a + b ;  
    return c ;  
}
```

```
int main () {  
    @print foo(5,6);  
    printf ("bye\n");  
    return ;  
}
```

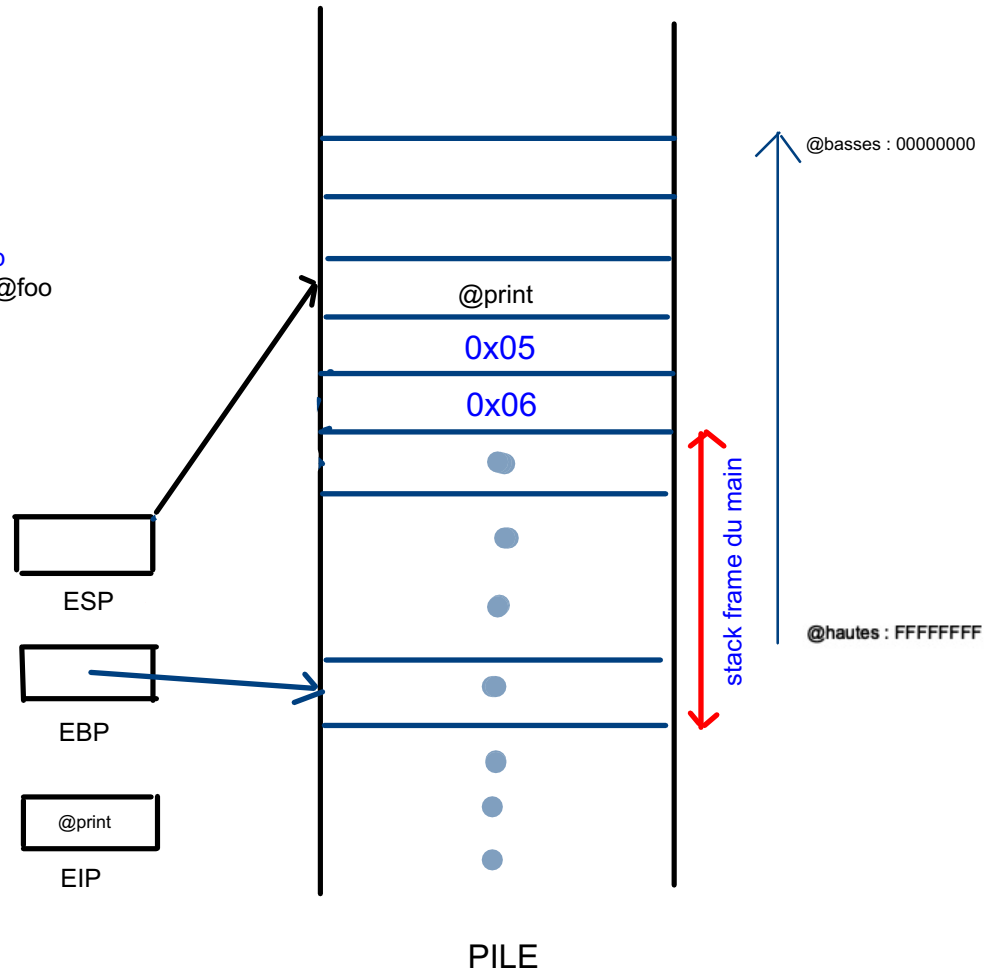
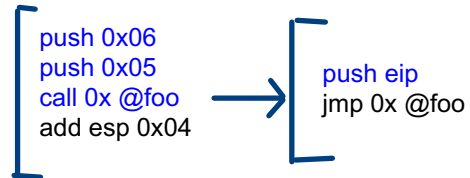


```
int foo (int a , int b){  
    int c ;  
    c = a + b ;  
    return c ;  
}
```

```
int main () {
```

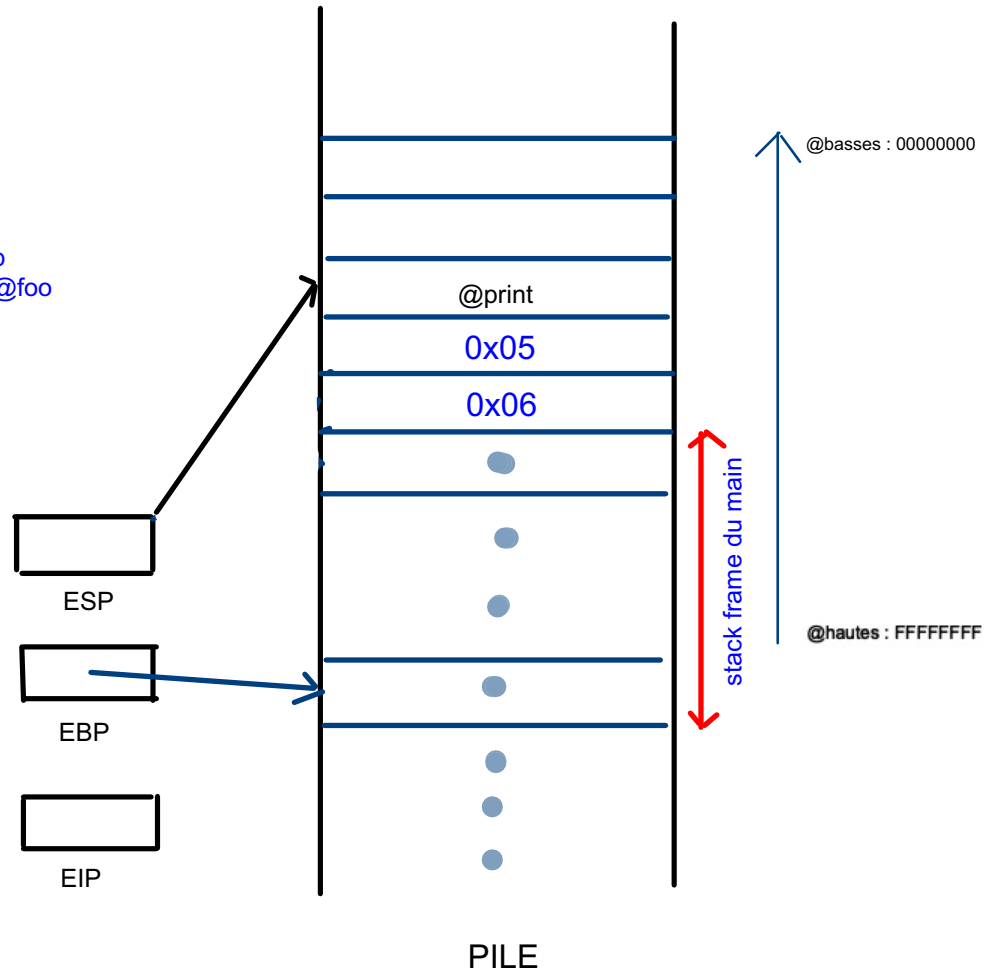
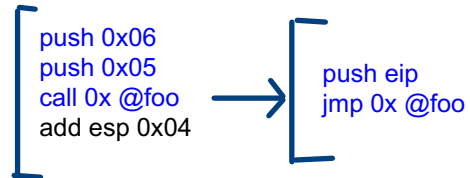
```
    foo(5,6);  
    printf ("bye\n");  
    return ;
```

```
}
```



```
int foo (int a , int b){  
    int c ;  
    c = a + b ;  
    return c ;  
}
```

```
int main () {  
    foo(5,6);  
    printf ("bye\n");  
    return ;  
}
```



```
int foo (int a , int b){  
    int c ;  
    c = a + b ;  
    return c ;  
}
```

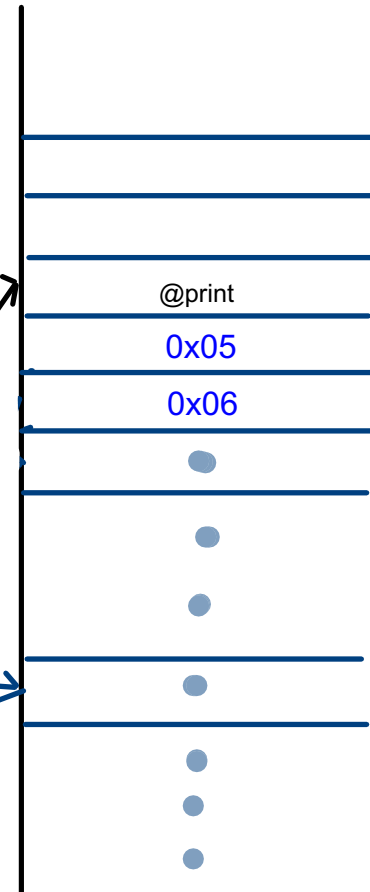
```
int main () {  
    foo(5,6);  
    printf ("bye\n");  
    return ;  
}
```

push 0x06
push 0x05
call 0x @foo
add esp 0x04

push eip
jmp 0x @foo



EIP



PILE

@basses : 00000000

@hautes : FFFFFFFF

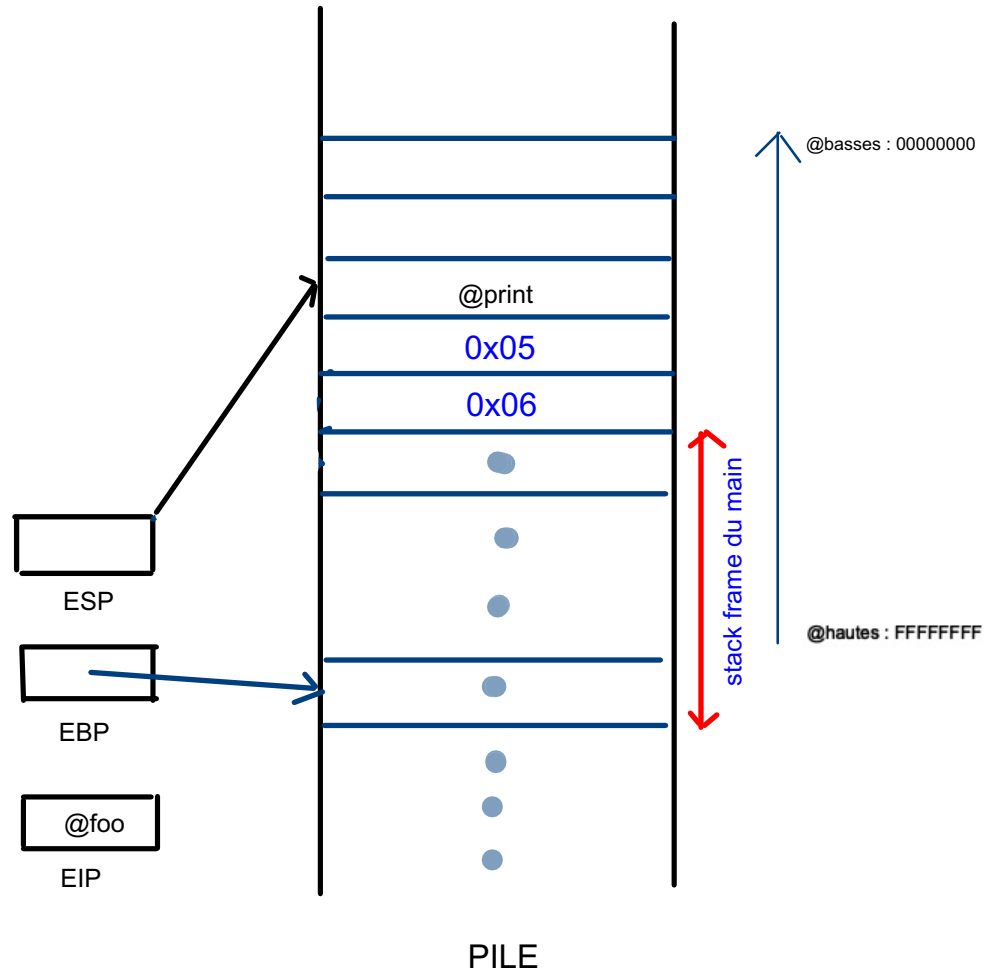
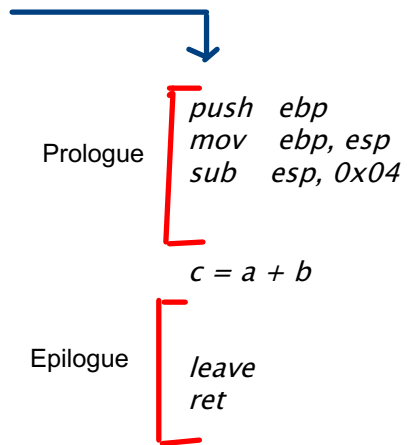
stack frame du main

```

int foo (int a , int b){
    int c ;
    c = a + b ;
    return c ;
}

int main () {
    foo(5,6);
    printf ("bye\n");
    return ;
}

```

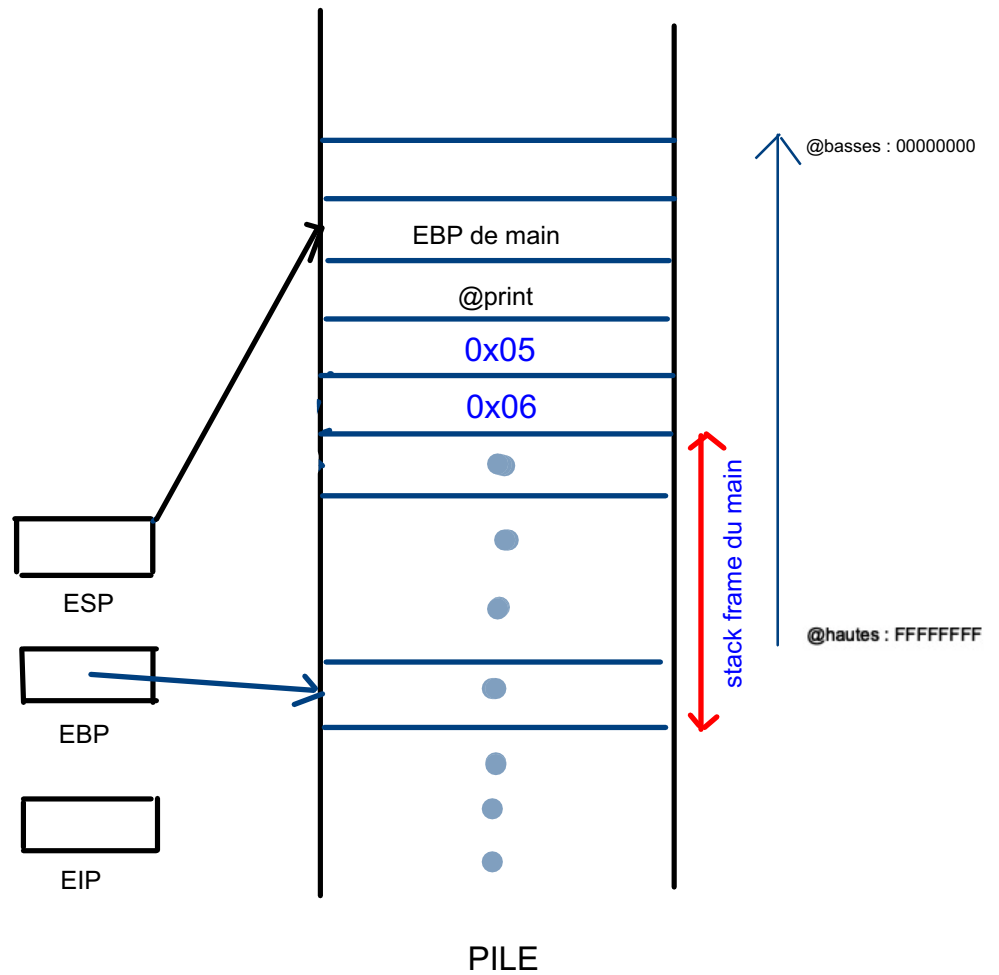
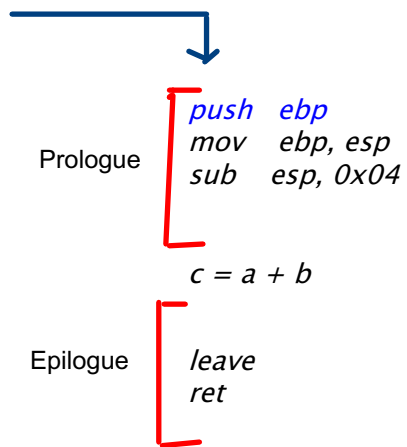



```

int foo (int a , int b){
    int c ;
    c = a + b ;
    return c ;
}

int main () {
    foo(5,6);
    printf ("bye\n");
    return ;
}

```

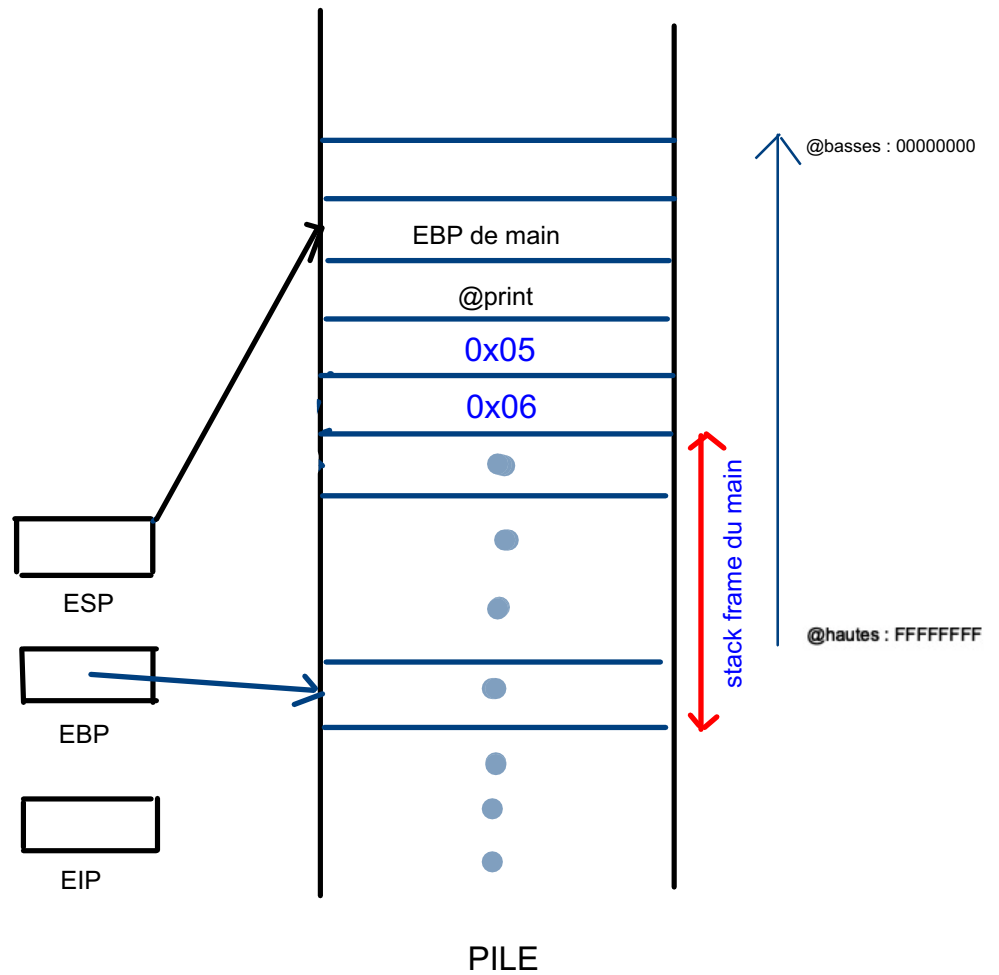
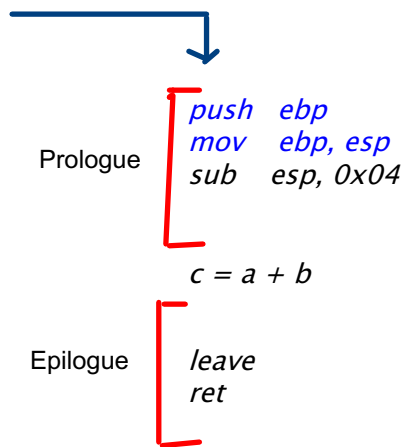


```

int foo (int a , int b){
    int c ;
    c = a + b ;
    return c ;
}

int main () {
    foo(5,6);
    printf ("bye\n");
    return ;
}

```

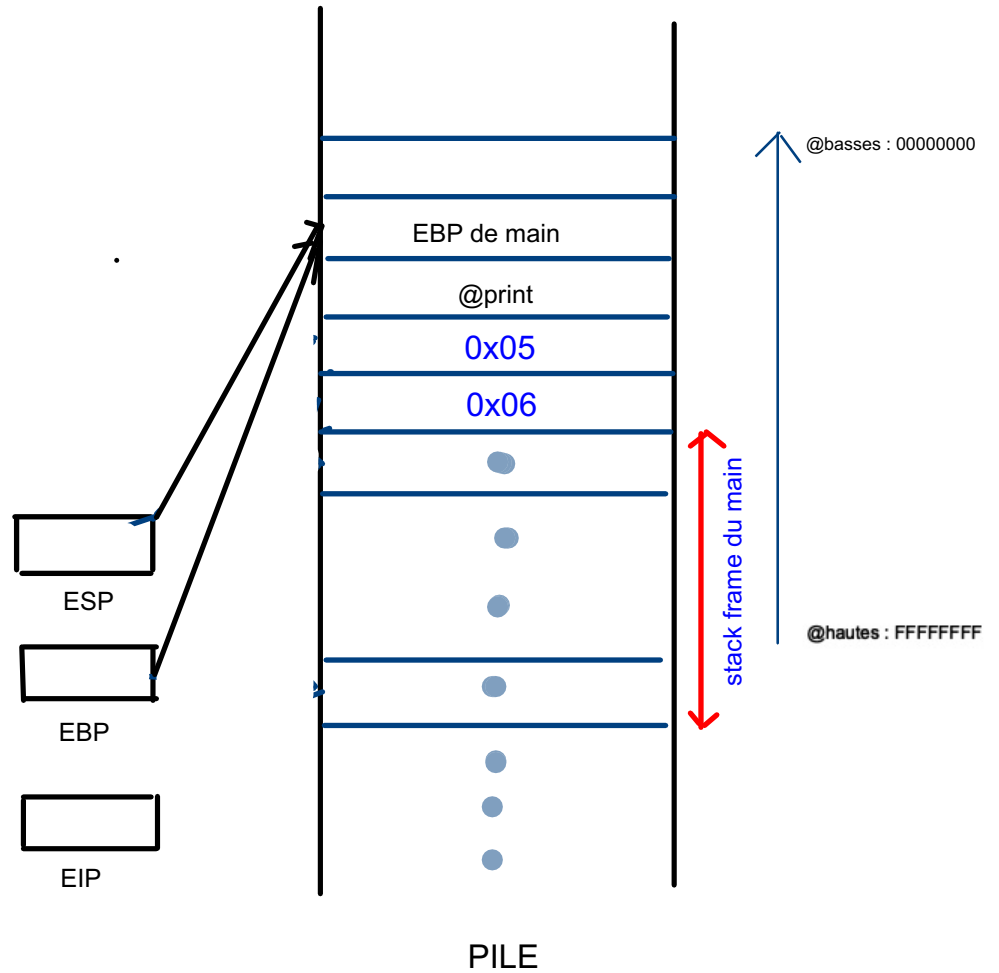
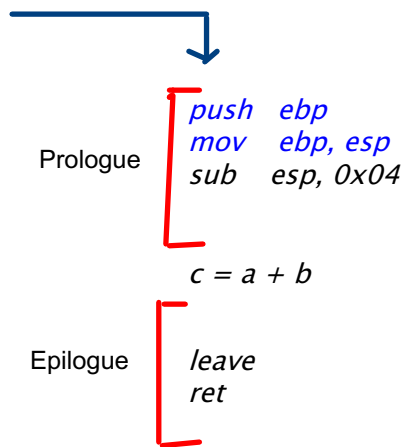


```

int foo (int a , int b){
    int c ;
    c = a + b ;
    return c ;
}

int main () {
    foo(5,6);
    printf ("bye\n");
    return ;
}

```

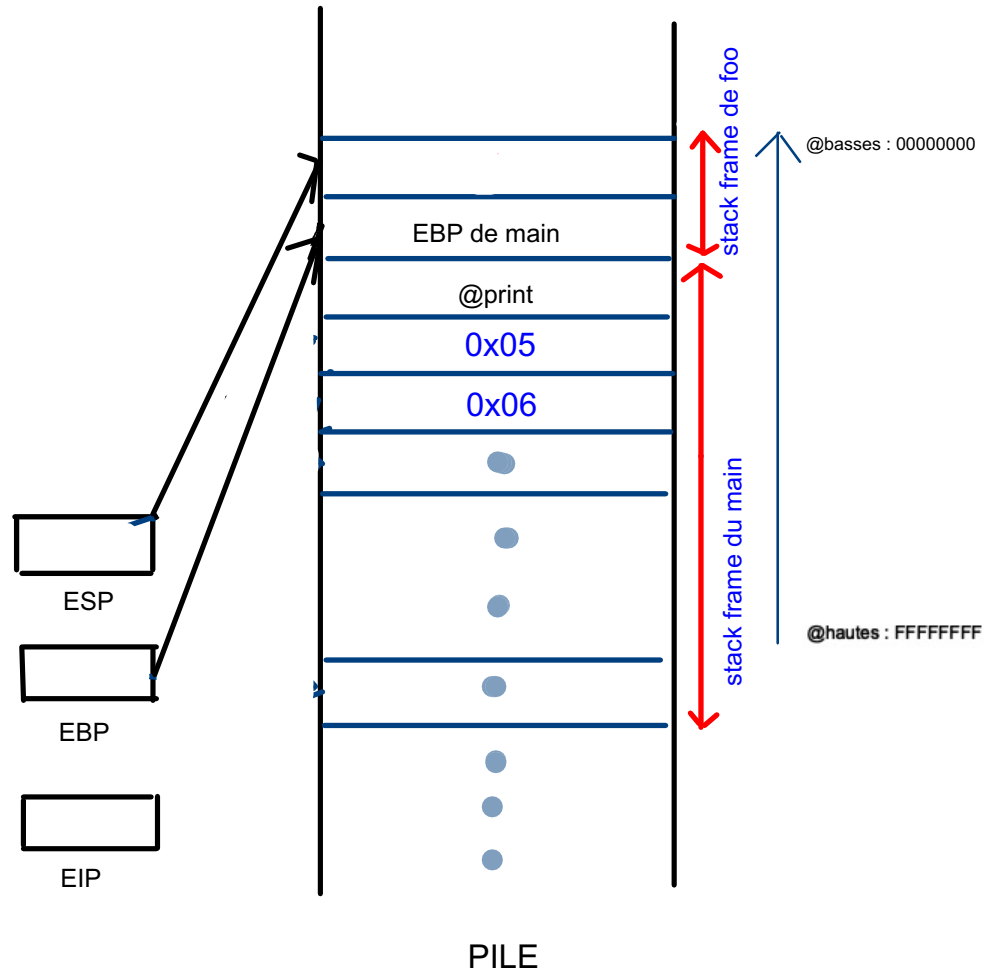
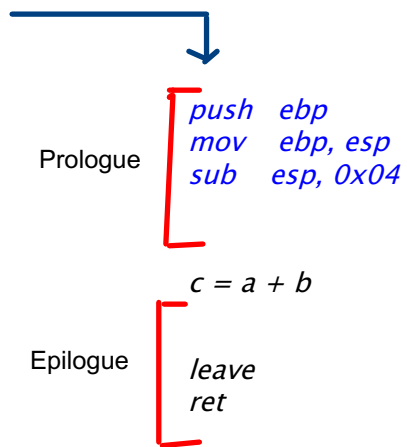


```

int foo (int a , int b){
    int c ;
    c = a + b ;
    return c ;
}

int main () {
    foo(5,6);
    printf ("bye\n");
    return ;
}

```

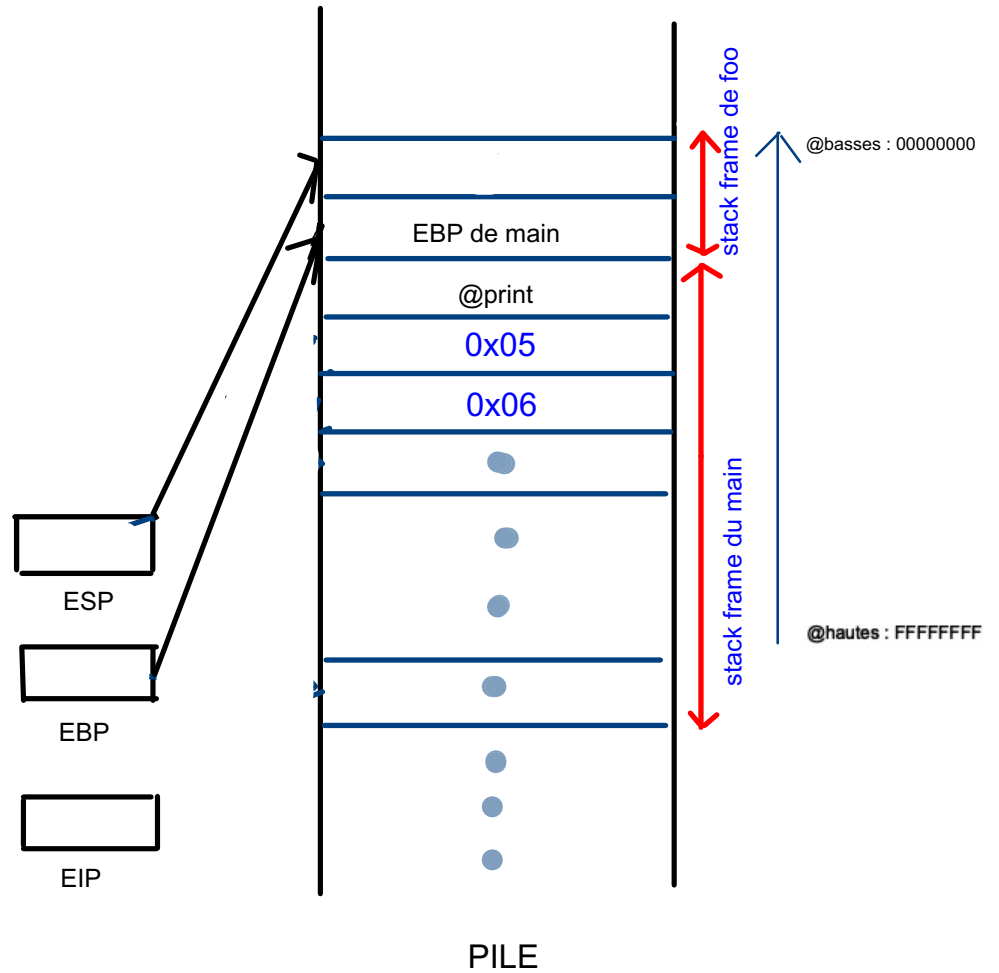
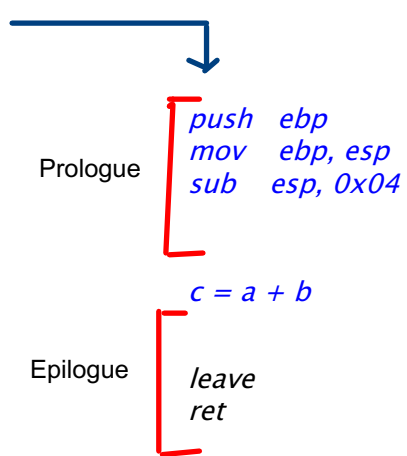


```

int foo (int a , int b){
    int c ;
    c = a + b ;
    return c ;
}

int main () {
    foo(5,6);
    printf ("bye\n");
    return ;
}

```

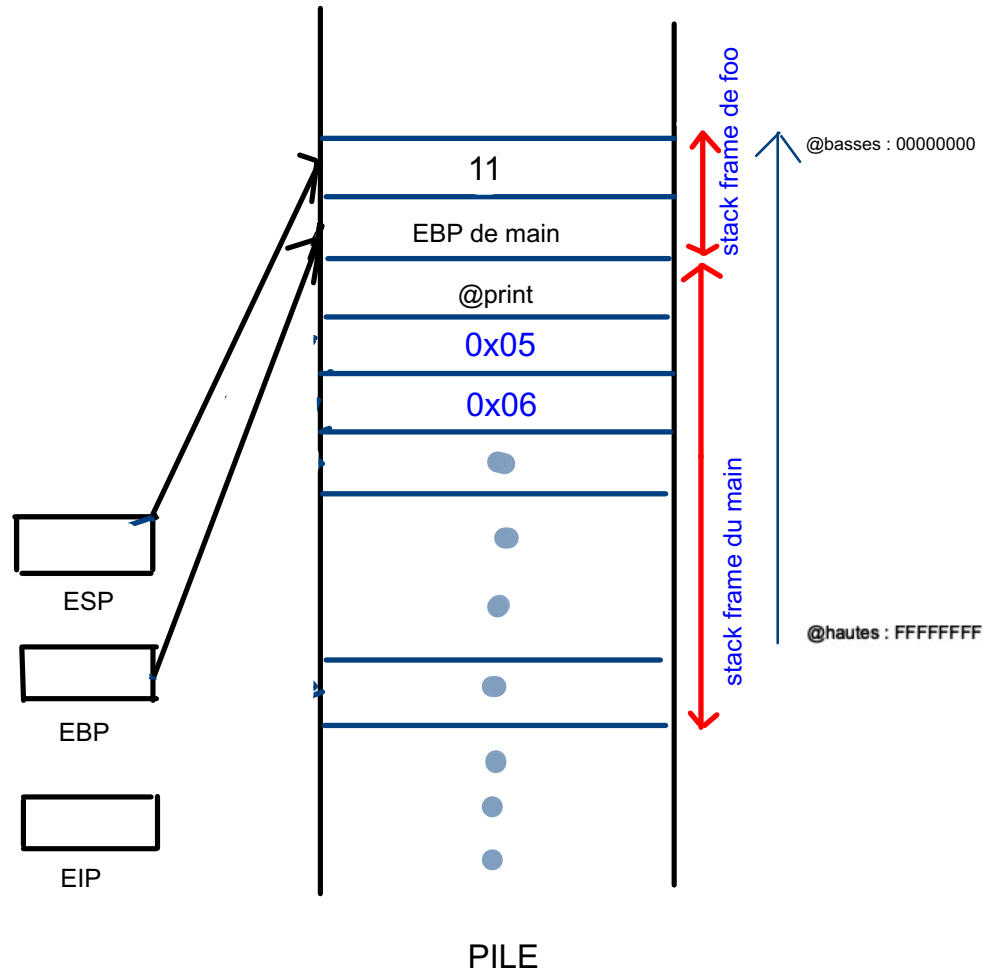
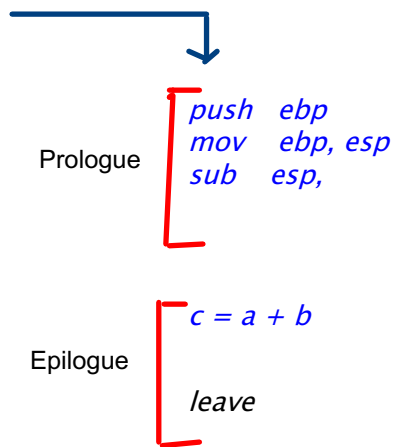


```

int foo (int a , int b){
    int c ;
    c = a + b ;
    return c ;
}

int main () {
    foo(5,6);
    printf ("bye\n");
    return ;
}

```



```

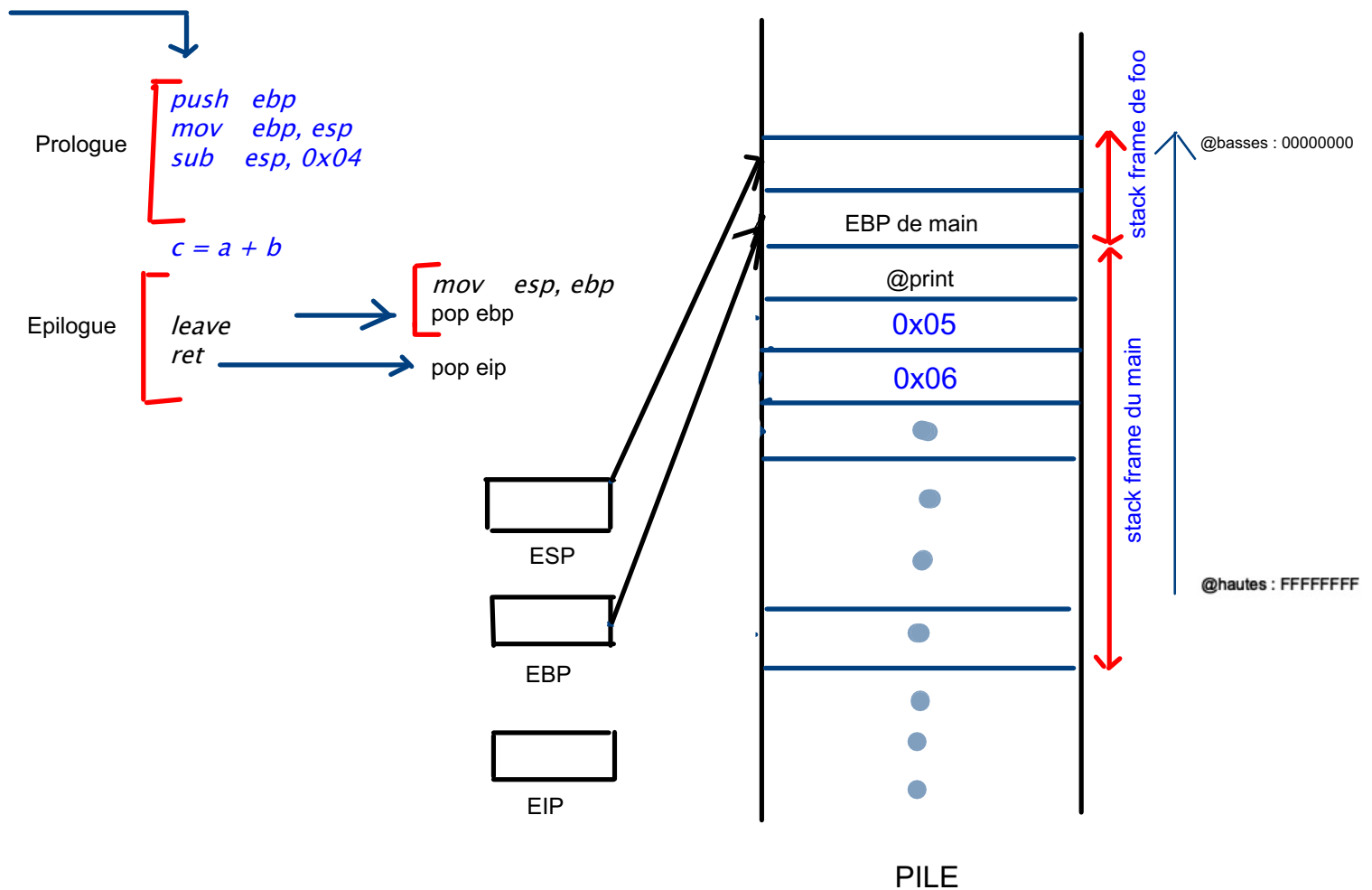
int foo (int a , int b){
    int c ;
    c = a + b ;
    return c ;
}

```

```

int main () {
    foo(5,6);
    printf ("bye\n");
    return ;
}

```



```

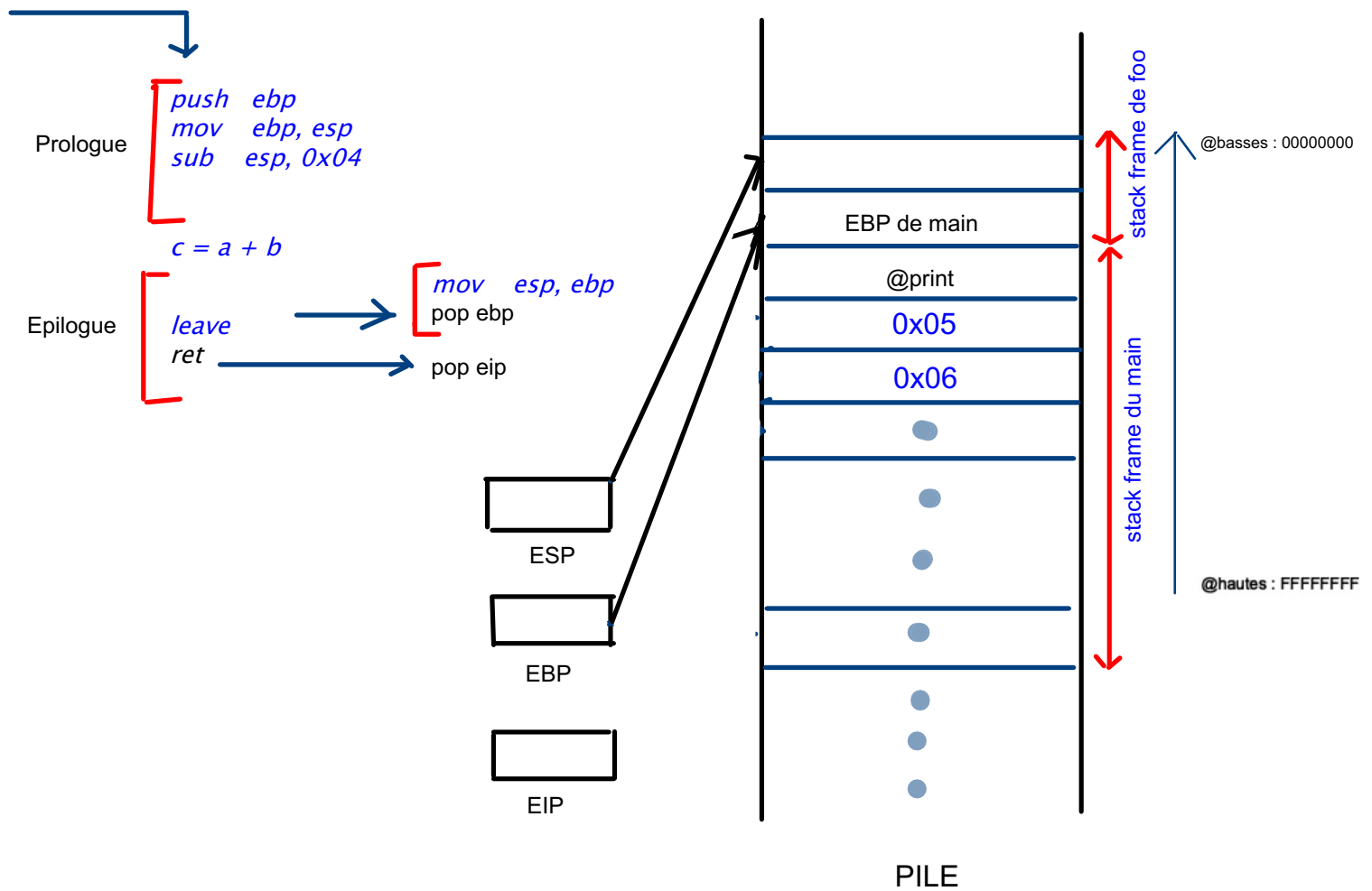
int foo (int a , int b){
    int c ;
    c = a + b ;
    return c ;
}

```

```

int main () {
    foo(5,6);
    printf ("bye\n");
    return ;
}

```




```

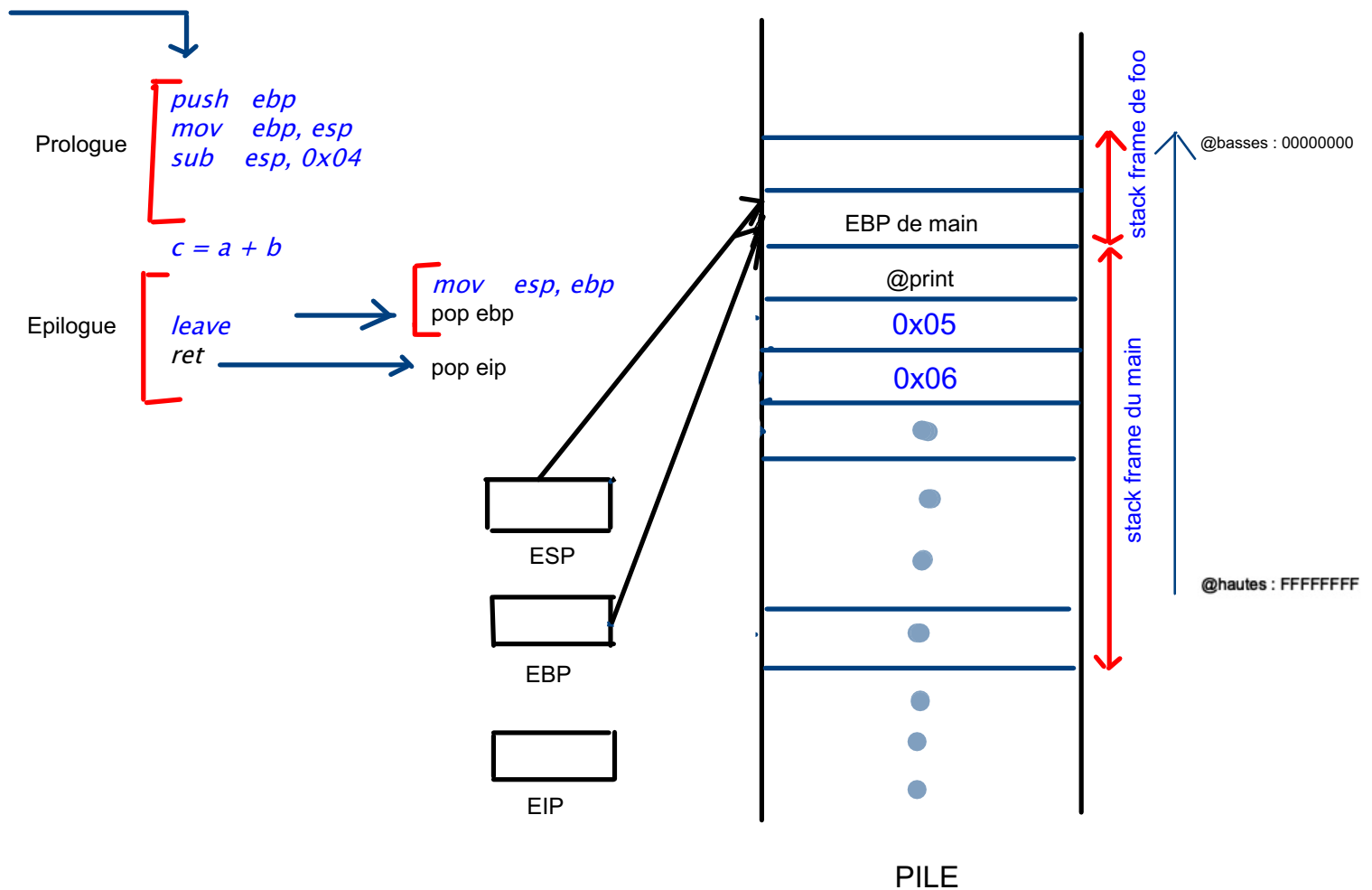
int foo (int a , int b){
    int c ;
    c = a + b ;
    return c ;
}

```

```

int main () {
    foo(5,6);
    printf ("bye\n");
    return ;
}

```



```

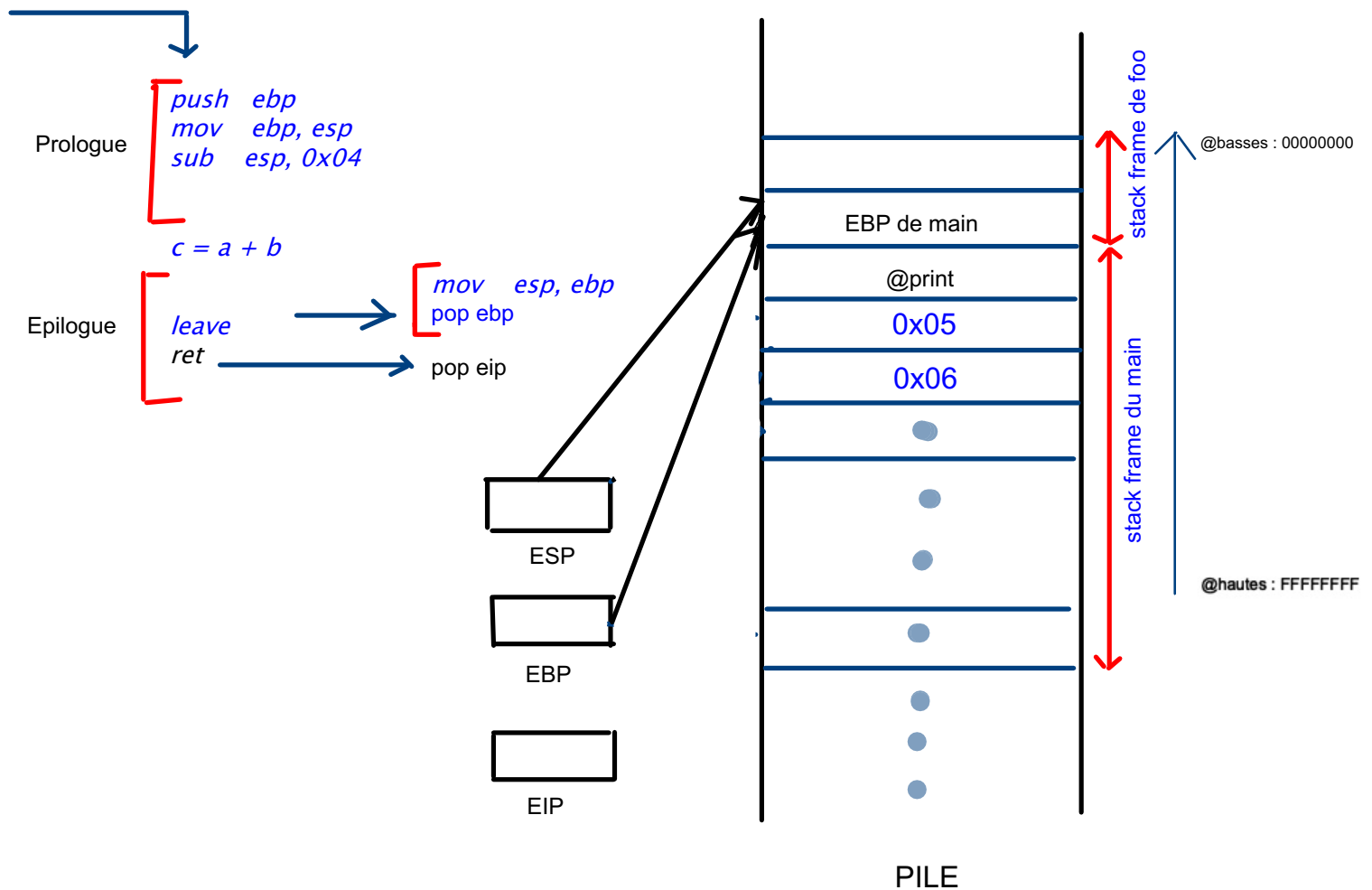
int foo (int a , int b){
    int c ;
    c = a + b ;
    return c ;
}

```

```

int main () {
    foo(5,6);
    printf ("bye\n");
    return ;
}

```



```

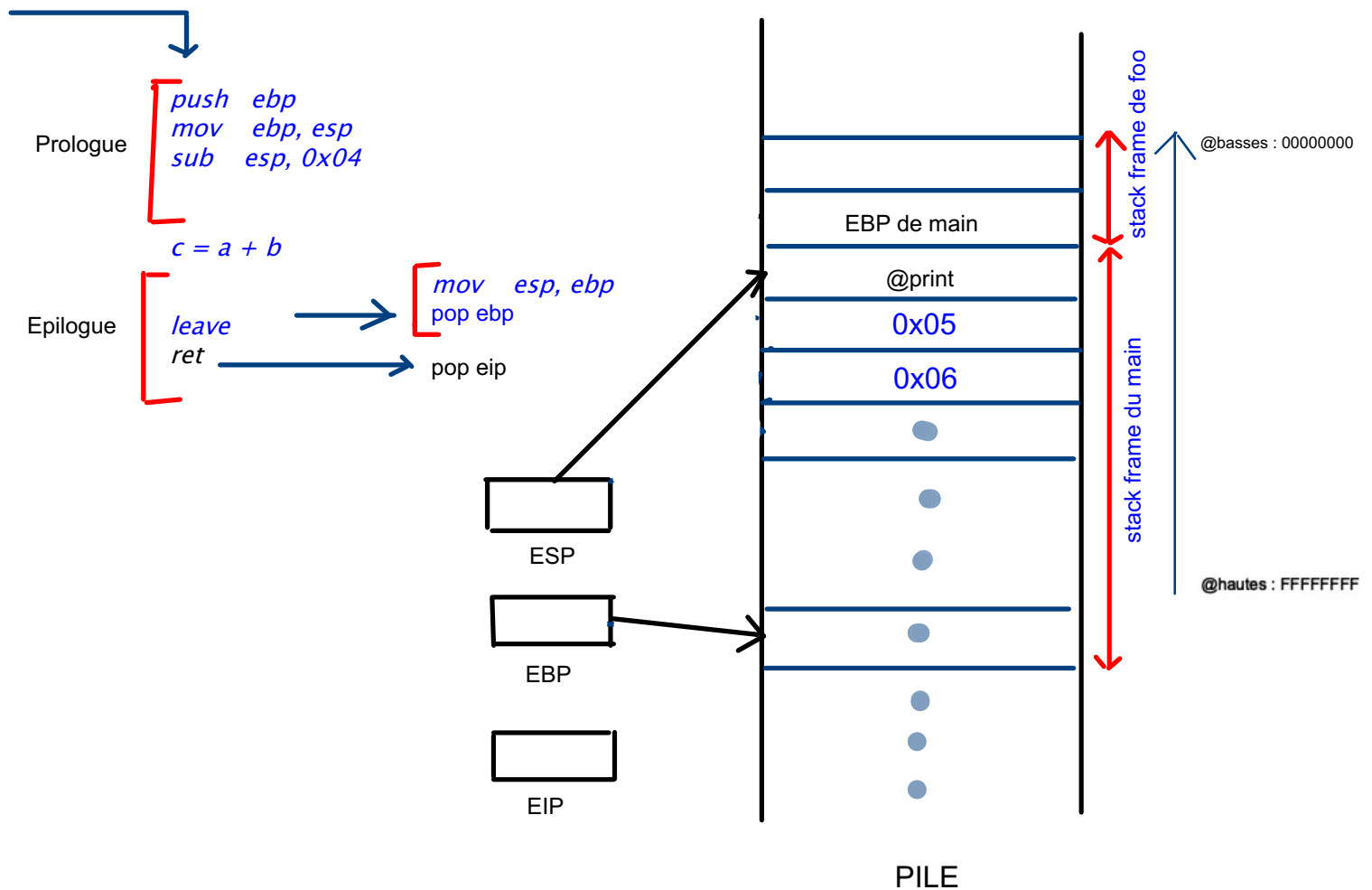
int foo (int a , int b){
    int c ;
    c = a + b ;
    return c ;
}

```

```

int main () {
    foo(5,6);
    printf ("bye\n");
    return ;
}

```



```

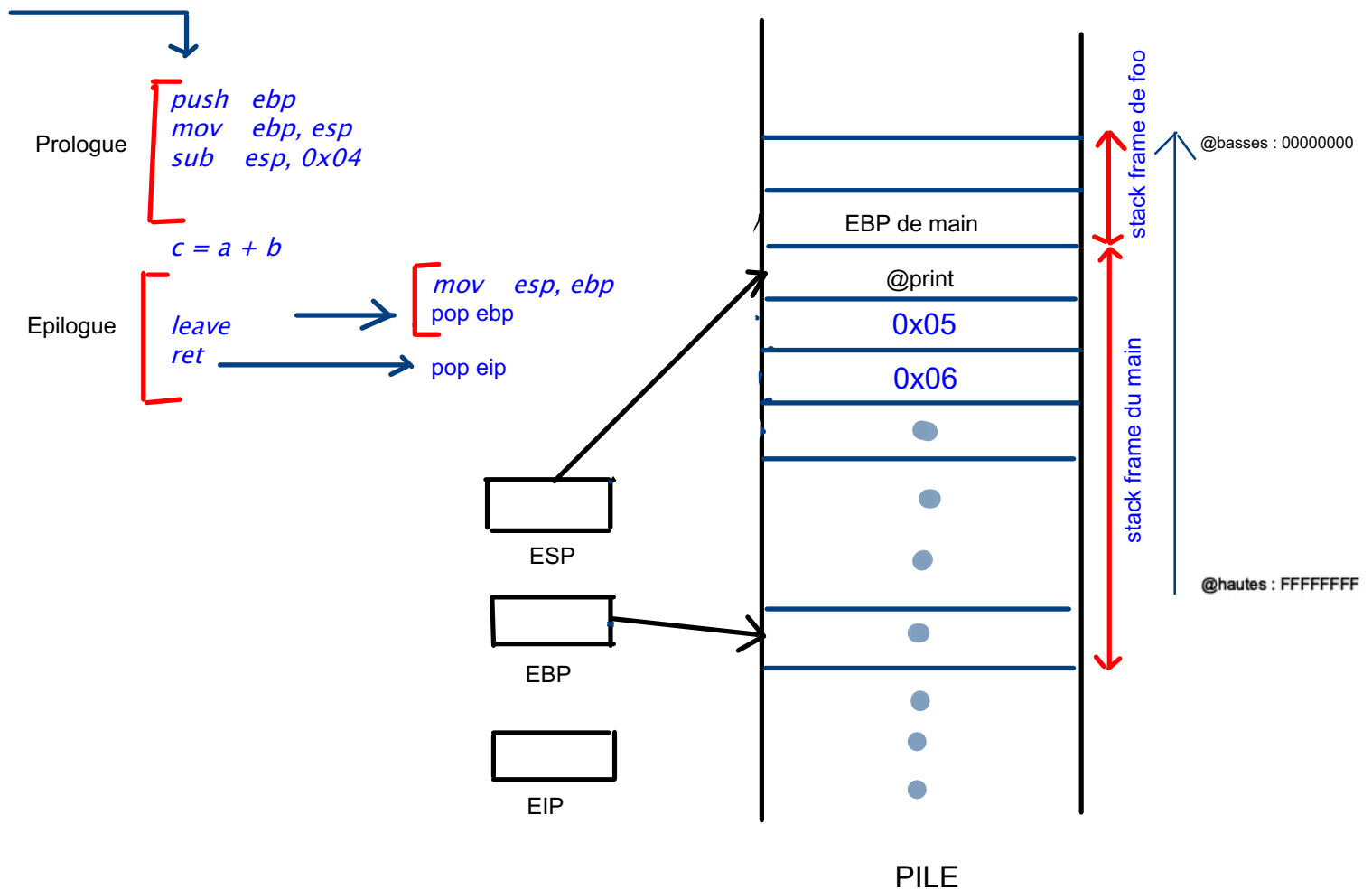
int foo (int a , int b){
    int c ;
    c = a + b ;
    return c ;
}

```

```

int main () {
    foo(5,6);
    printf ("bye\n");
    return ;
}

```



```

int foo (int a , int b){
    int c ;
    c = a + b ;
    return c ;
}

```

```

int main () {
    foo(5,6);
    printf ("bye\n");
    return ;
}

```

