

The next problem concerns the following C code:

```
/* copy string x to buf */
void foo(char *x) {
    int buf[1];
    strcpy((char *)buf, x);
}

void callfoo() {
    foo("abcdefghi");
}
```

Here is the corresponding machine code on a Linux/x86 machine:

```
080484f4 <foo>:
080484f4: 55                pushl   %ebp
080484f5: 89 e5            movl    %esp,%ebp
080484f7: 83 ec 18        subl    $0x18,%esp
080484fa: 8b 45 08        movl    0x8(%ebp),%eax
080484fd: 83 c4 f8        addl    $0xffffffff8,%esp
08048500: 50              pushl   %eax
08048501: 8d 45 fc        leal    0xffffffffc(%ebp),%eax
08048504: 50              pushl   %eax
08048505: e8 ba fe ff ff  call    80483c4 <strcpy>
0804850a: 89 ec          movl    %ebp,%esp
0804850c: 5d              popl    %ebp
0804850d: c3              ret

08048510 <callfoo>:
08048510: 55                pushl   %ebp
08048511: 89 e5            movl    %esp,%ebp
08048513: 83 ec 08        subl    $0x8,%esp
08048516: 83 c4 f4        addl    $0xffffffff4,%esp
08048519: 68 9c 85 04 08  pushl   $0x804859c # push string address
0804851e: e8 d1 ff ff ff  call    80484f4 <foo>
08048523: 89 ec          movl    %ebp,%esp
08048525: 5d              popl    %ebp
08048526: c3              ret
```

Problem 31. (8 points):

This problem tests your understanding of the stack discipline and byte ordering. Here are some notes to help you work the problem:

- `strcpy(char *dst, char *src)` copies the string at address `src` (including the terminating `'\0'` character) to address `dst`. It does **not** check the size of the destination buffer.
- Recall that Linux/x86 machines are Little Endian.
- You will need to know the hex values of the following characters:

Character	Hex value	Character	Hex value
'a'	0x61	'f'	0x66
'b'	0x62	'g'	0x67
'c'	0x63	'h'	0x68
'd'	0x64	'i'	0x69
'e'	0x65	'\0'	0x00

Now consider what happens on a Linux/x86 machine when `callfoo` calls `foo` with the input string “abcdefghi”.

- A. List the contents of the following memory locations immediately after `strcpy` returns to `foo`. Each answer should be an unsigned 4-byte integer expressed as 8 hex digits.

`buf[0]` = 0x_____

`buf[1]` = 0x_____

`buf[2]` = 0x_____

- B. Immediately **before** the `ret` instruction at address `0x0804850d` executes, what is the value of the frame pointer register `%ebp`?

`%ebp` = 0x_____

- C. Immediately **after** the `ret` instruction at address `0x0804850d` executes, what is the value of the program counter register `%eip`?

`%eip` = 0x_____