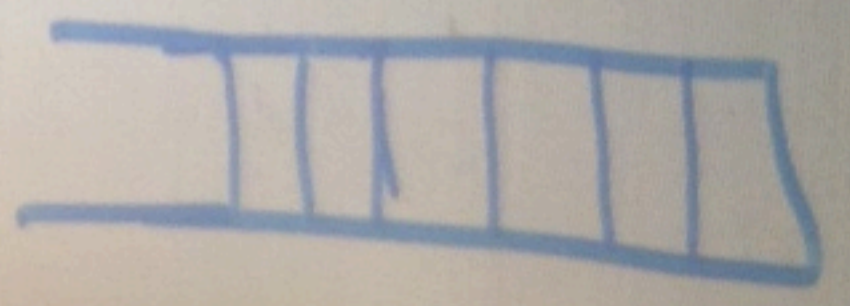
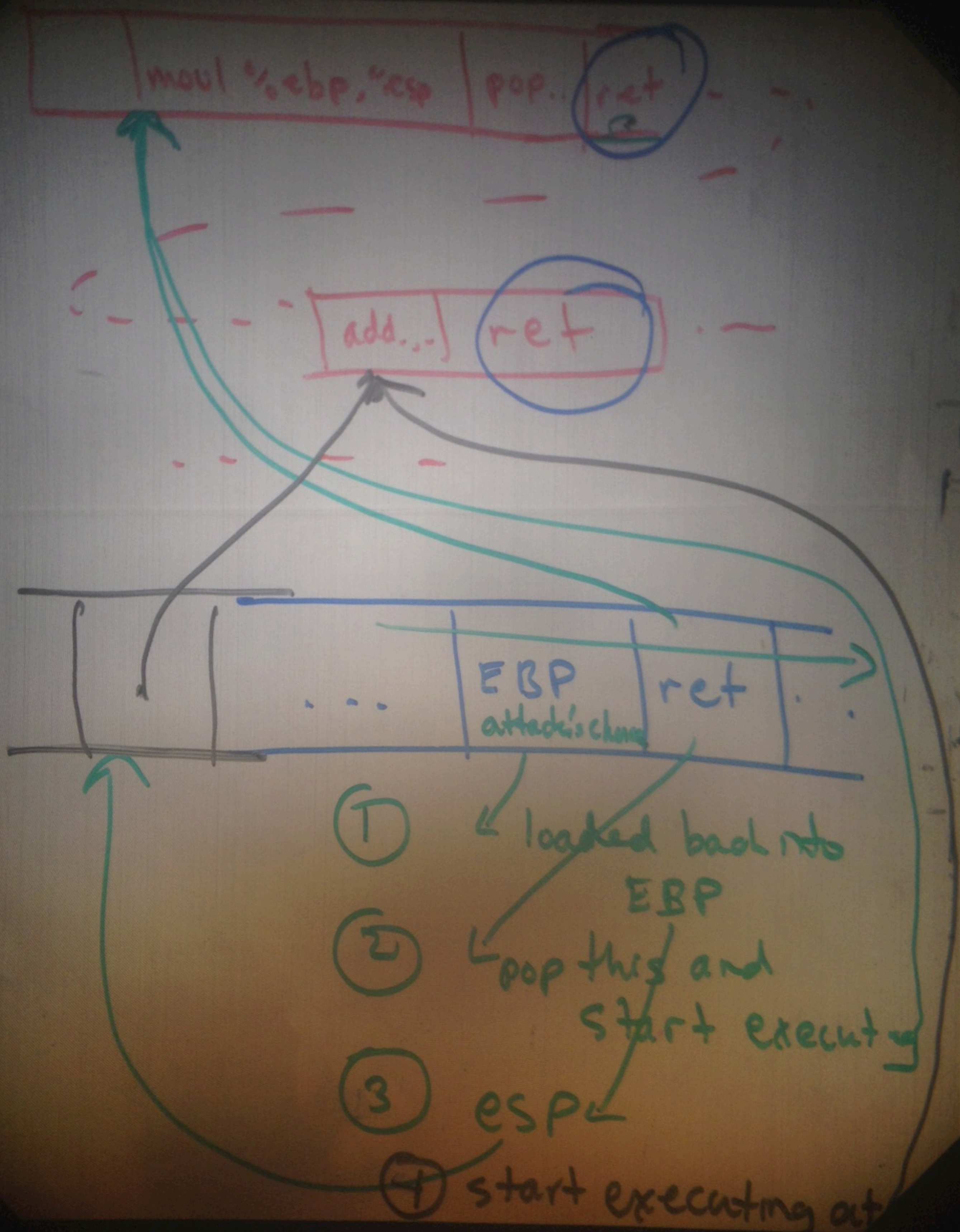


printf()	system()
----------	----------



movl %ebp, %esp	pop..	ret
-----------------	-------	-----

add..	ret
-------	-----



`movl %ebp, %esp`

`pop...`

`ret`

`add...`

`ret`

EBP

ret

attached chunk

①

← loaded back into EBP

②

← pop this and start executing

③

esp ←

④

start executing at

