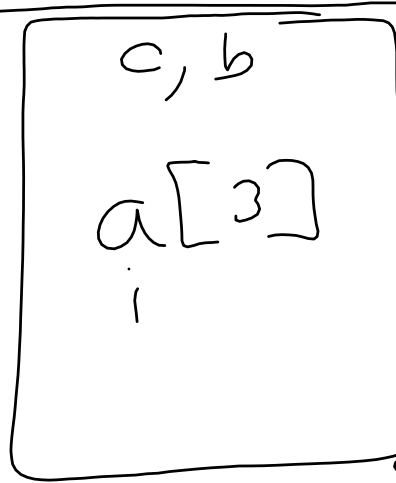


# Protection by prog. lang.

---

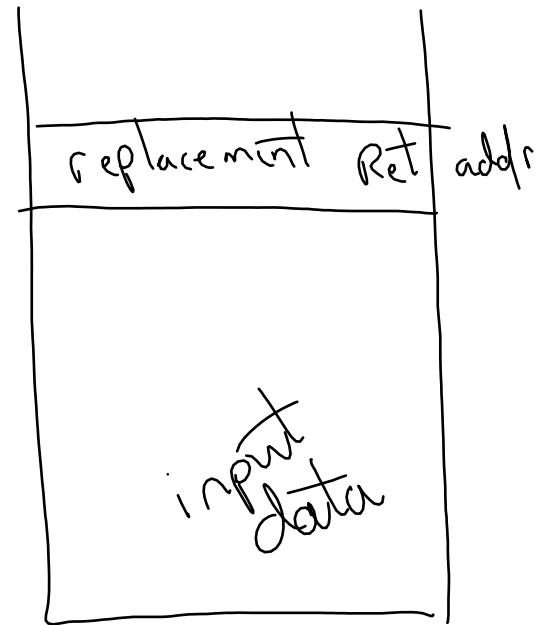
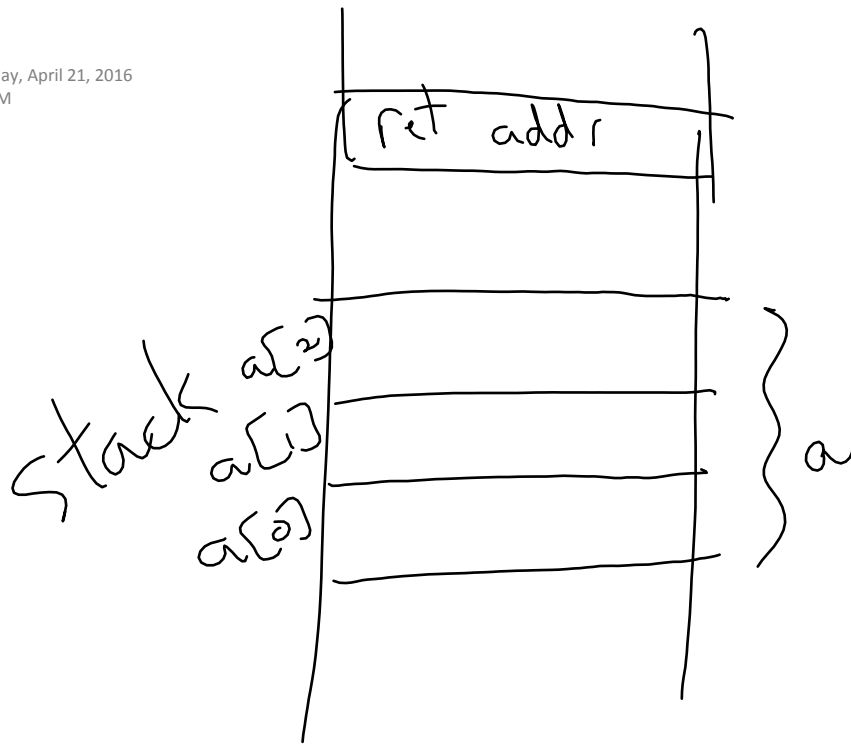


call stack

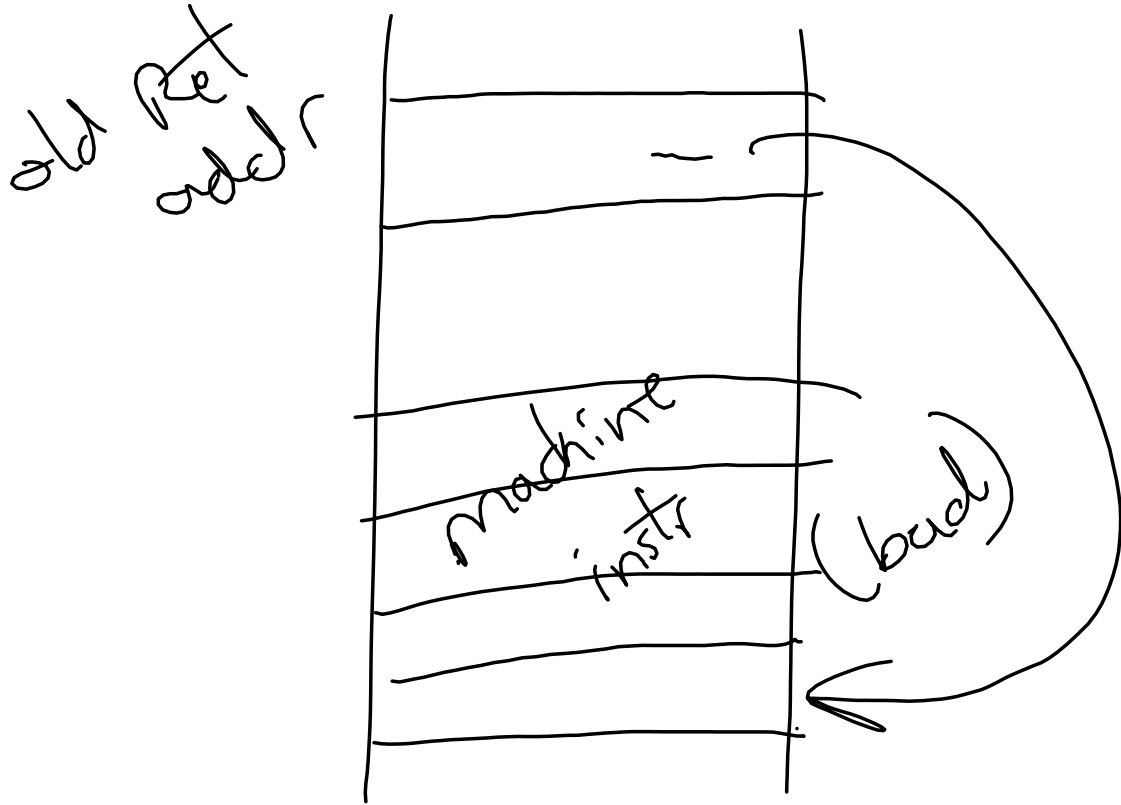
- frame ptr

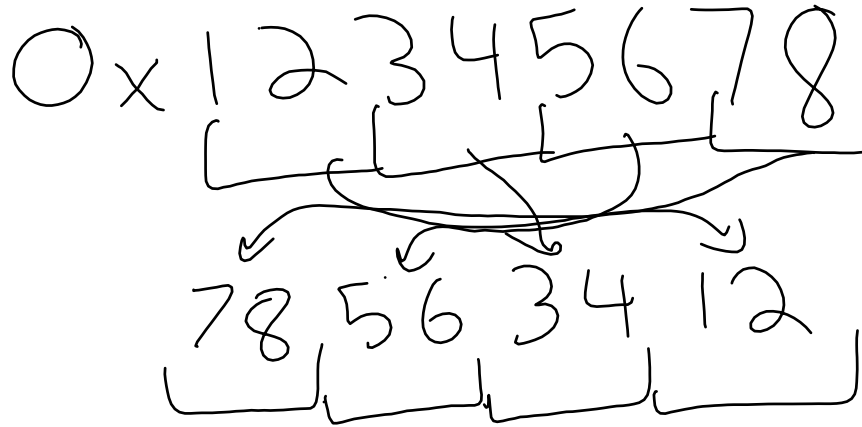
- old stack

- return addr



# Buffer overrun





...DAA 0

DAAC

DAAD

DAAE

DAAF

↑  
addr

78

56

34

12

↑  
data

← little end first

# Java:

- prevent stack execution
- bounds checking
- all objects off stack
- references, not pointers
- context: stack inspection

## AccessController

- doPrivileged (allow access)
- checkPermission  
~~etc~~