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// cons.cpp : Defines the entry point for the console application.  
//
```

```
#include "stdafx.h"  
#include "windows.h"  
#include "iostream.h"
```

```
int main(int argc, char* argv[])  
{  
  
    void* xxxx=GetModuleHandleA(0);  
    unsigned long old=0;  
    VirtualProtect(xxxx,0x1000,0x40,&old);  
    memset(xxxx,0,0x1000);  
  
    int i=0;  
    while(9)  
    {  
        cout<<"walled "<<i++<<endl;  
        Sleep(1000);  
    }  
  
    return 0;  
}
```