

```
// 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<<"walied "<<i++<<endl;
        Sleep(1000);
    }

    return 0;
}
```