This happens for example if you write to an invalid address. Mostly this comes from something like this.

**Code:**

```c
char buffer[3]; buffer[4] = 'c';
```

Then when freeing the Variable buffer when leaving the function-scope, it is stated that the stack around that Variable is corrupted, cause you wrote to invalid address.

Check your Variable 'b'. I think somewhere you wrote something out of their bounds.