Re: How to develop a random number generation device

Source: http://sci.tech−archive.net/Archive/sci.electronics.design/2007−09/msg01883.html

- *From*: John Larkin <jjlarkin@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx>
- *Date*: Tue, 11 Sep 2007 07:44:01 −0700

On Tue, 11 Sep 2007 10:16:44 +0100, John Devereux
<jdREMOVE@xxxxxxxxxxxxxxxxxx> wrote:

> MooseFET <kensmith@xxxxxxxxx> writes:
>
> > On Sep 10, 10:55 am, John Devereux <jdREM...@xxxxxxxxxxxxxxxxxx>
> > wrote:
> > [....]
> >
> > > They have, of course − not many people use C to write
> > > applications for
> > > desktop machines any more. They use C#, java, all sorts of
> > > other
> > > languages and frameworks that do most or all of what you
> > > are asking.
> >
> > I disagree. Many programs today are written using MFC which ensures
> > that it is a hopeless morass of bugs.
>
> Well yes (although that's C++, not C). And in fairness to Microsoft,
> they have been trying to phase out MFC for the last 5 years. I was
> making the point that people *have* been working on desktop
> development systems designed to fix exactly the problems John Larkin
> was complaining about.

Cool. When can we expect buffer overrun exploits to be impossible
under Windows?

John

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