

Re: How to develop a random number generation device

Source: <http://sci.tech-archive.net/Archive/sci.electronics.design/2007-09/msg02768.html>

- *From:* krw <krw@xxxxxxxxxx>
 - *Date:* Fri, 14 Sep 2007 22:27:47 -0400
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In article <pan.2007.09.14.03.13.47.485000@xxxxxxxxxx>, nobody@xxxxxxxxxx says...

On Thu, 13 Sep 2007 19:06:18 -0400, krw wrote:

Nothing the OS does can prevent machine code from overrunning a buffer.

Absolute nonsense. Perhaps buffer overruns can't be prevented using C++, but they *can* be prevented.

Not by the **OS**.

Sure it can. Not in Windows and not with C++, perhaps. An OS can surely make it impossible to write safe code and a real OS is required to make safe code possible.

That doesn't address the issue, which was whether the OS can prevent buffer overruns.

Of course it does.

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Keith

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