

Re: How to develop a random number generation device

Source: <http://sci.tech-archive.net/Archive/sci.electronics.design/2007-09/msg02785.html>

- *From:* Nobody <nobody@xxxxxxxxxxxx>
 - *Date:* Sat, 15 Sep 2007 04:54:51 +0100
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On Fri, 14 Sep 2007 22:27:47 -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.

Re: How to develop a random number generation device

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

Of course it does.

Please explain how "An OS can surely make it impossible to write safe code and a real OS is required to make safe code possible" addresses the question of whether the OS can prevent buffer overruns.