Re: How to develop a random number generation device

Source: http://sci.tech−archive.net/Archive/sci.electronics.design/2007−09/msg02856.html

- *From*: John Larkin <jjlarkin@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx>
- *Date*: Sat, 15 Sep 2007 11:09:30 −0700

On Sat, 15 Sep 2007 07:14:28 −0700, MooseFET <kensmith@xxxxxxxxx>
wrote:

> On Sep 14, 8:54 pm, Nobody <nob...@xxxxxxxxxxx> wrote:
>
> > 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.