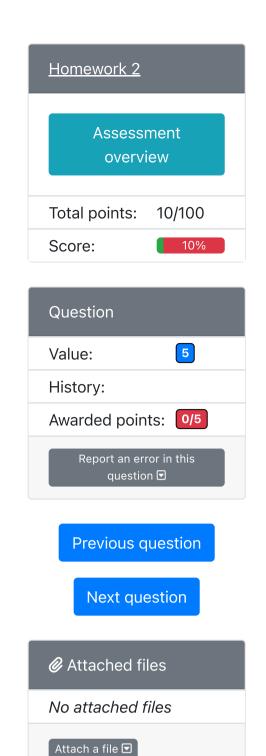
HW2.4. Memory Multiple Choice We've seen in lecture and earlier in the homework that certain parts of memory are protected from direct user access, i.e. you'd most likely segfault core-dump if you try to illegally access memory addresses mapping to those locations. Q1.1: Which parts of memory can fall under that category? Select all that apply. ☐ (a) Code/Text ☐ (b) Stack (c) Heap ☐ (d) Data/Static Select all possible options that apply. Q1.2: What are general reasons such protections exist within a specific process? (We'll discuss this more in the OS/VM section of the course!) Select all that apply. ☐ (a) To protect the user from accidentally modifying code/data they didn't mean to (b) To ensure separate processes know about each other so they can run simultaneously (c) To error instead of segfaulting ☐ (d) To properly segfault instead of erroring To prevent your process from accidentally modifying other unrelated aspects of the □ (e) system Select all possible options that apply. Q1.3: Which of the following actions are possible if we were to remove all memory protections for a specific process? Select all that apply. ☐ (a) Change what the program does ☐ (b) Decrease the size of physical memory ☐ (c) Change what other programs stored can do ☐ (d) Change stored data ☐ (e) Change how the system functions Select all possible options that apply. Save & Grade 20 attempts left Save only Additional attempts available with new variants ?



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