Introduction to Operating Systems – 08.10.19

* Memory buffers, at least in the past, used to be 16 bits. And could hold a maximum data amount of 216.
* If this number is exceeded, a stack overflow is created. Turning a very high number into a very, very small number.
* Interrupts: Firmware level events that hardware calls, and the rest of that computer can access.
* Interrupts will OVERIDE all other active processes. The contents of the register will be dumped into the stack in a identifiable way.