The problem of managing the memory
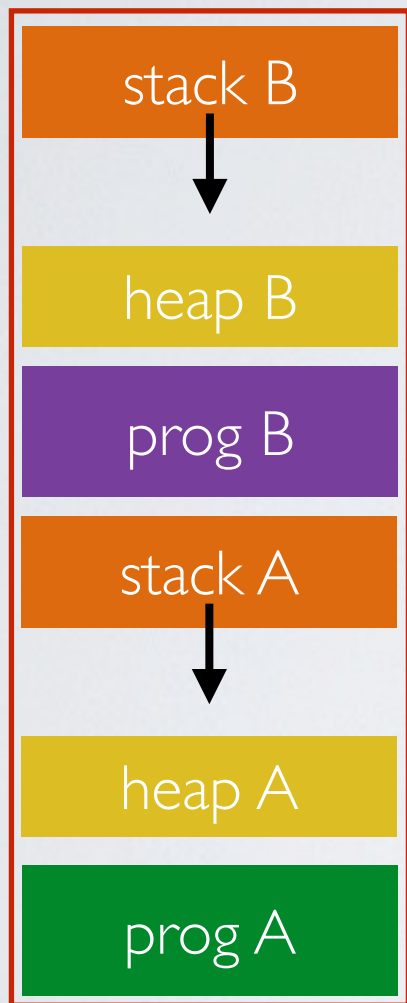
stack B
↓
heap B
prog B
stack A
↓
heap A
prog A

How to make programs and execution contexts co-exists in memory?

✓ Placing multiple execution contexts (stack and heap) at random locations in memory is not a problem ... ... well, as long as your have enough memory

◉ However having programs placed at random locations is problematic

(recap) Compiling and linking

- **Compiler** takes source code files and translates (binds) symbolic addresses to logical, relocatable addresses within compilation unit (object file)

- **Linker** takes collection of object files and translates addresses to logical, absolute addresses within executable (resolves references to symbols defined in other files/ modules)