Alex Smetana

1) What does "segmentation fault" mean here?
    a. Segmentation Fault is when unrestricted access of memory is accessed. In this scenario we are overflowing a stack with memory that is larger than the memory allocated. This is similar in concept to stack overflow.
2) If we reserve 5 bytes for the variable, +1 for the trailing NULL byte, we get 2 double words (8 bytes) - how many bytes do we need to send to overflow?
    a. In this scenario it requires 13 bytes to trigger an overflow.
3) Why is this this number of bytes required?
    a. The total number bytes are 14. It requires 5 bytes for the variable, 1 byte for the null variable, and 8 bytes for the double words. (5+1+8 = 14). However, since C (like Java) starts at 0 rather than 1, it requires 13 rather than 14 for a segmentation fault.