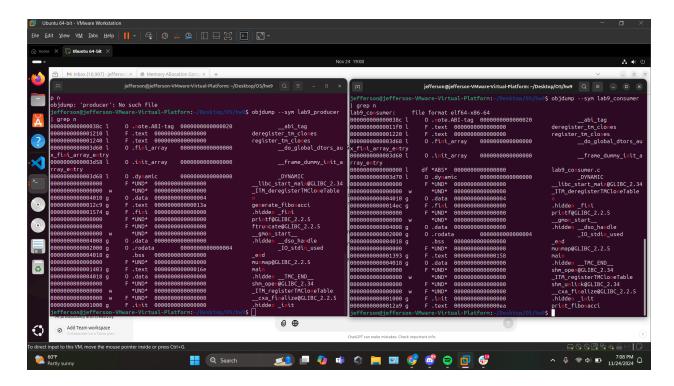
- A. For fixed sized partitioning, memory is divided into fixed partitions. Processes are loaded into continuous. This can potentially cause internal fragmentation. In paged memory, thee memory is split into equally sized frames, and the processes are split into pages. Because of this, paged memory requires a page table for address translation, unlike fixed sized partitioning. However, this does mean that paged memory eliminates the risk for internal fragmentation.
- B. For variable sized partitioning divides memory into contiguous sized blocks to fit processes, whereas segmentation logically divides memory into segments by program components (data, stack) instead of process size. Variable size partitioning also uses a single base and limit register per block for addressing, whereas segmentation uses segment numbers and offsets. This allows processes to address their logical segments independently from each other.

C.

```
| Isb9_consumer.-OS-VisualStudio Code | Isb9_consumer.oS-VisualStudio Code | Isb9_con
```

- D. Included in part C.
- E. Virtual.
- F. Included in part C.
- G.



H. No, the addresses didn't match; the ELF file provides a relative virtual address and then reassigns it to data afterwards. This is because the runtime memory layout of each process is randomized, leading to different addresses in .data.

I.

Entry point addresses are 0x11e0 for Producer, 0x11c0 for Consumer.