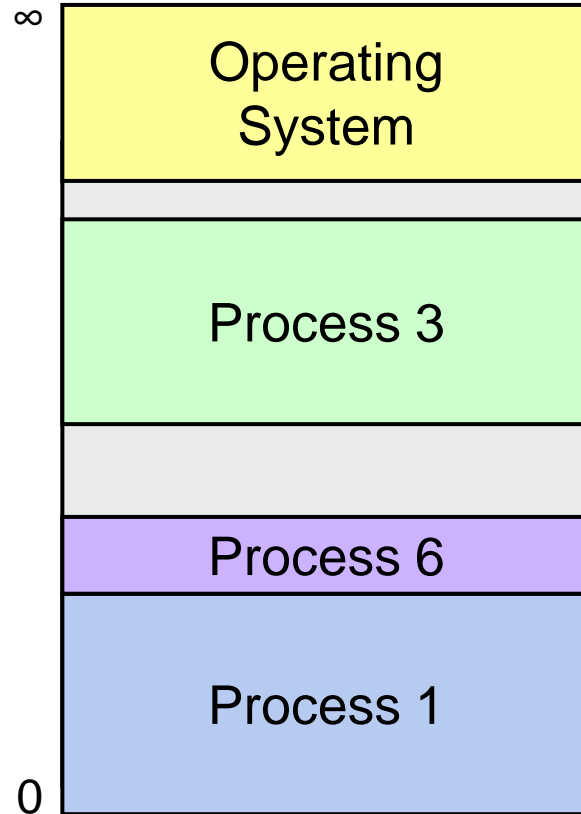
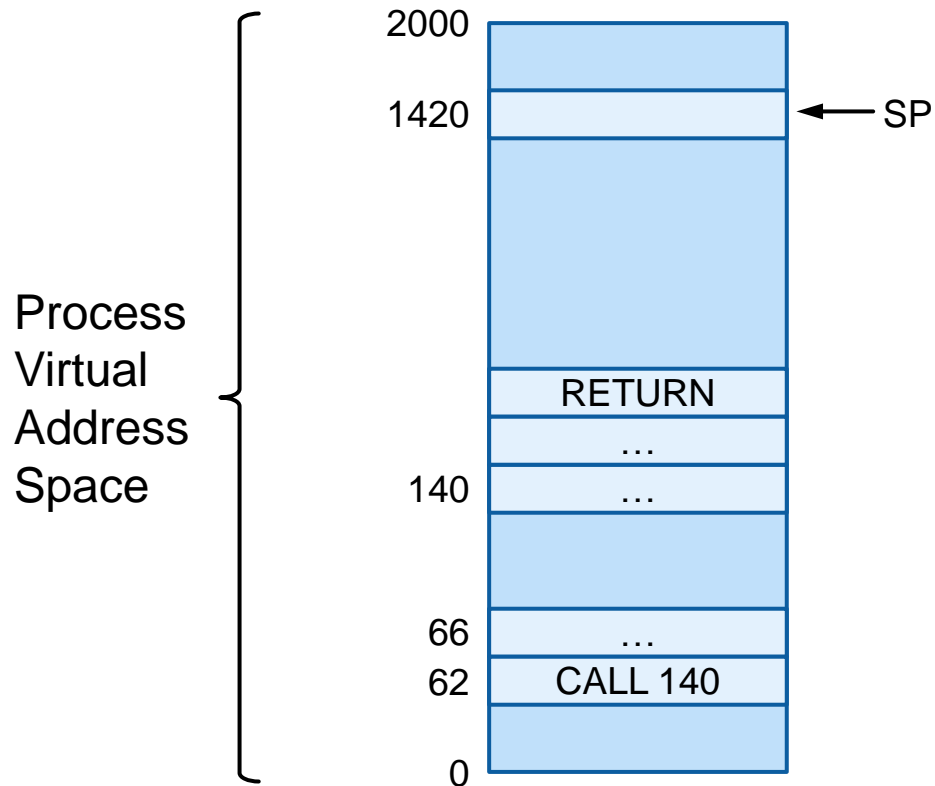
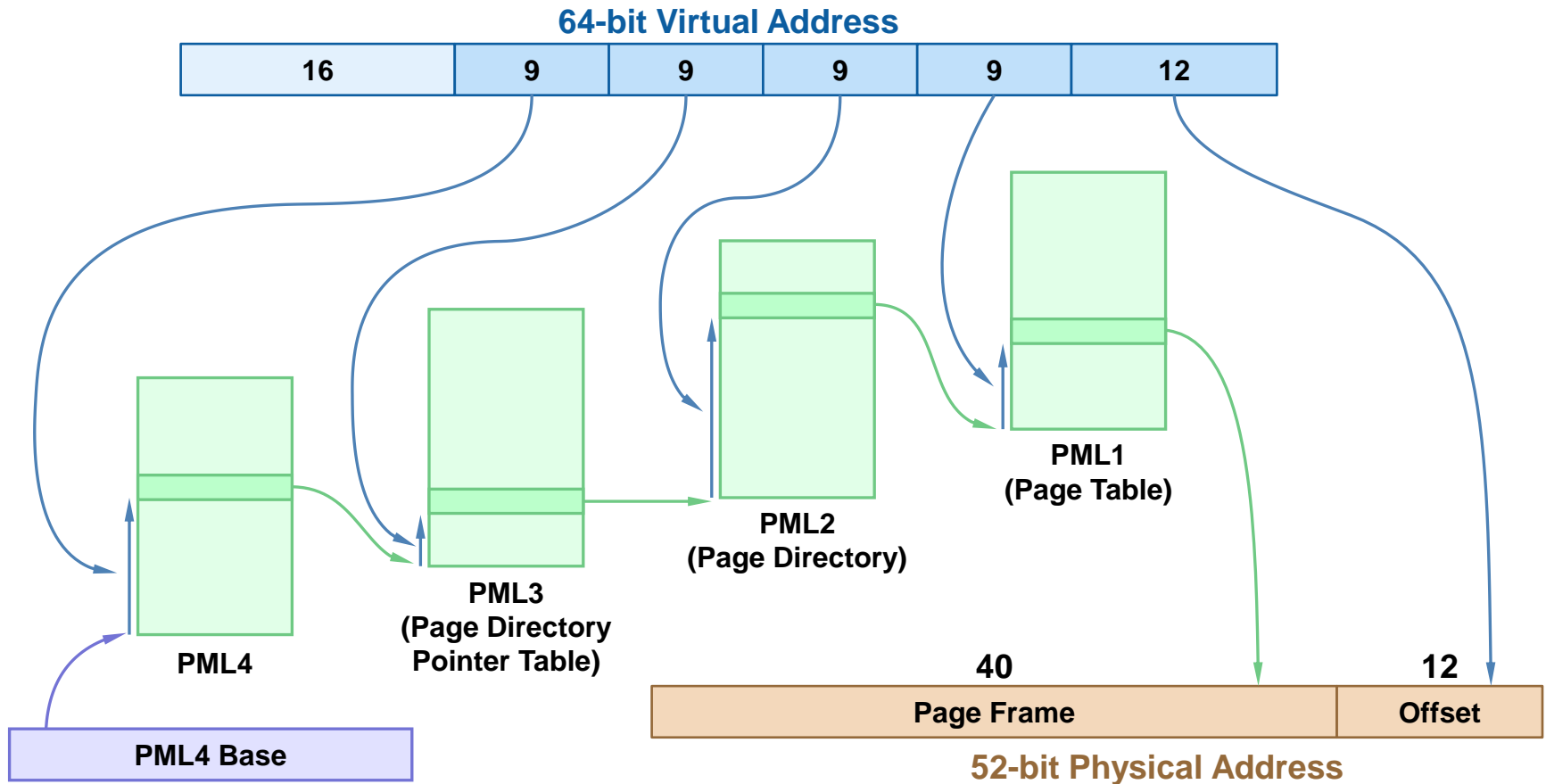


# Load-Time Relocation



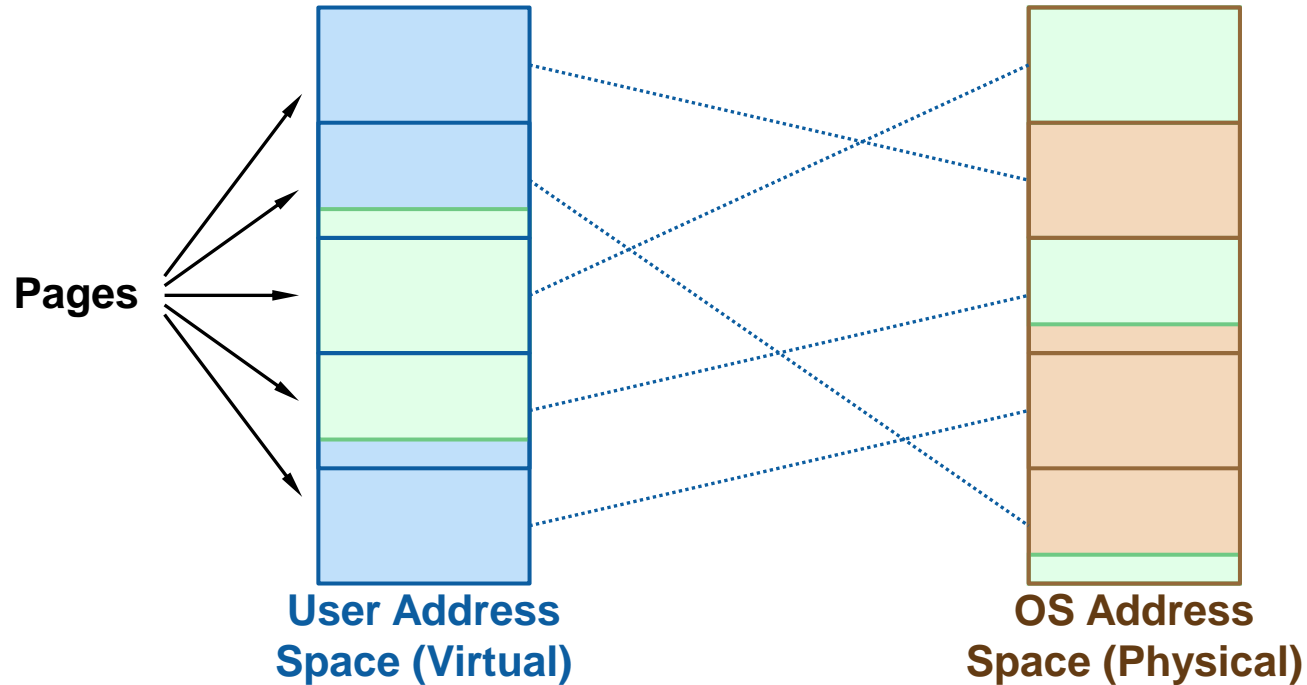
# Base & Bounds Example





# Accessing User Memory

```
write(fd, buffer, length)
```



# OS and User in Same Address Space

