

2. Loading

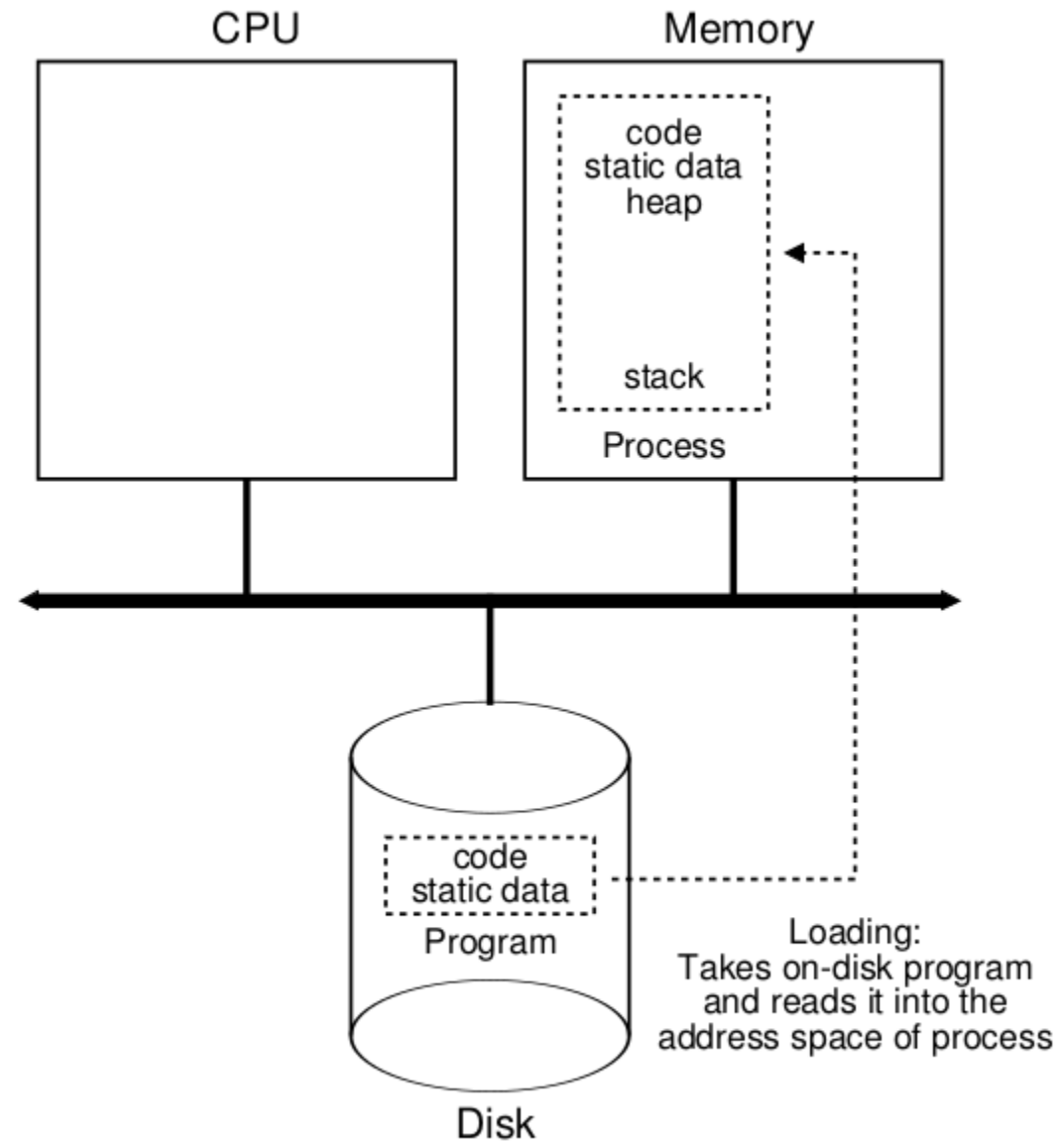


Figure 4.1: Loading: From Program To Process