

3. Only one thread can be in running state; the numbers of threads in ready and waiting states are limited by the memory size.

4. char a, int b, and struct {int g, char f;} e; . (each element in e is referenced individually in code, so the individual variable is atomic)

5.

Address	Values
0X09FA	
0X09FB	
0X09FC	
0X09FD	
0X09FE	
0X09FF	
0X0A00	
...	
0X0AF9	
0X0AFA	
0X0AFB	
0X0AFC	46
0X0AFD	A0
0X0AFE	35
0X0AFF	0F