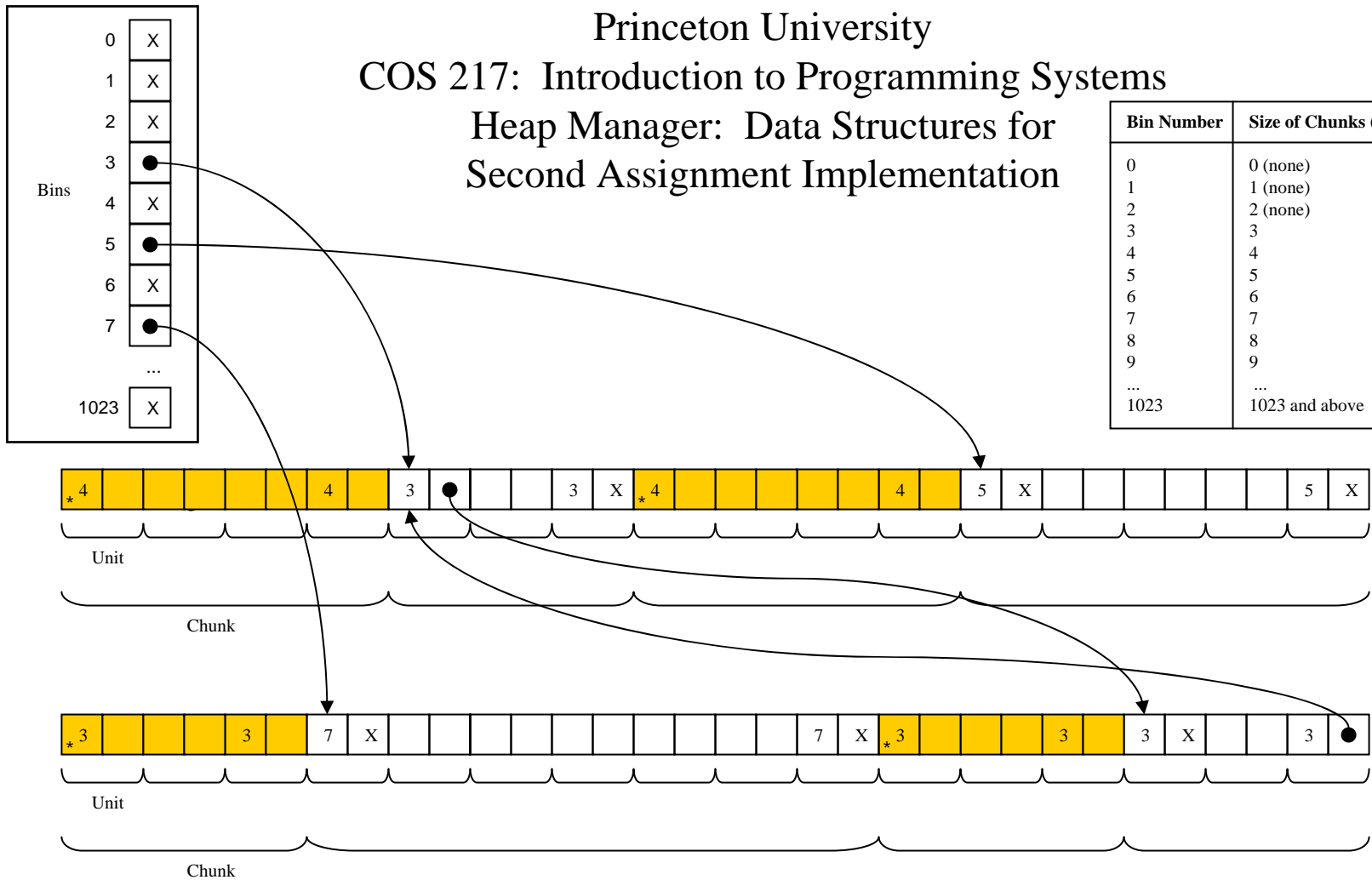


Princeton University  
 COS 217: Introduction to Programming Systems  
 Heap Manager: Data Structures for  
 Second Assignment Implementation

Bin Number	Size of Chunks (in Units)
0	0 (none)
1	1 (none)
2	2 (none)
3	3
4	4
5	5
6	6
7	7
8	8
9	9
...	...
1023	1023 and above



Each box consists of 4 bytes.

Each Chunk's header Unit contains a status (INUSE or FREE), a length, and, if the Chunk is free, a pointer to the next Chunk in its Bin.

Each Chunk's footer Unit contains a length and, if the Chunk is free, a pointer to the previous Chunk in its Bin.

The Chunks in the Bins are in no particular order.

\* means INUSE; absence of \* means FREE.