

Each box consists of 8 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.