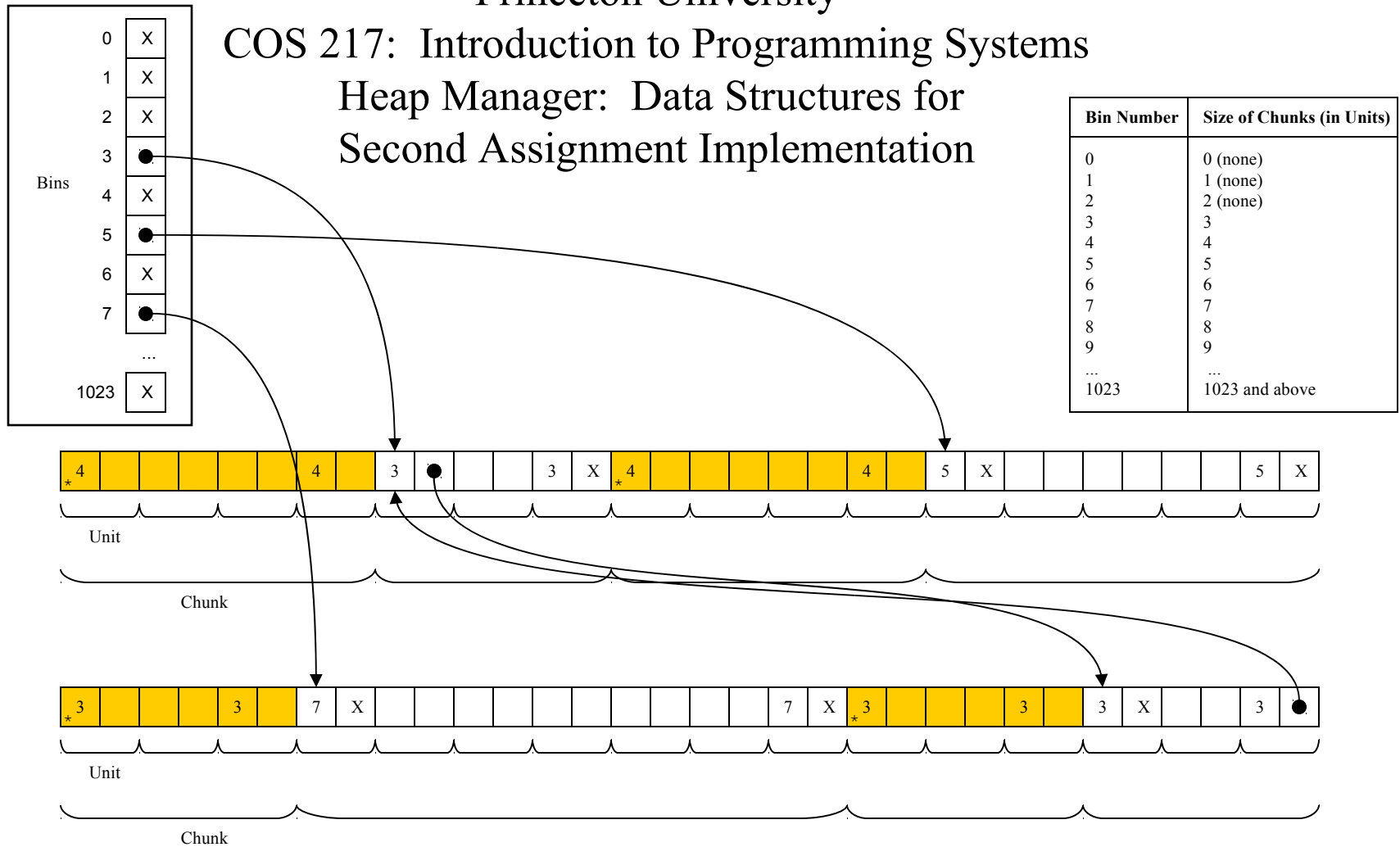


Heap Manager: Data Structures for Second Assignment Implementation



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.