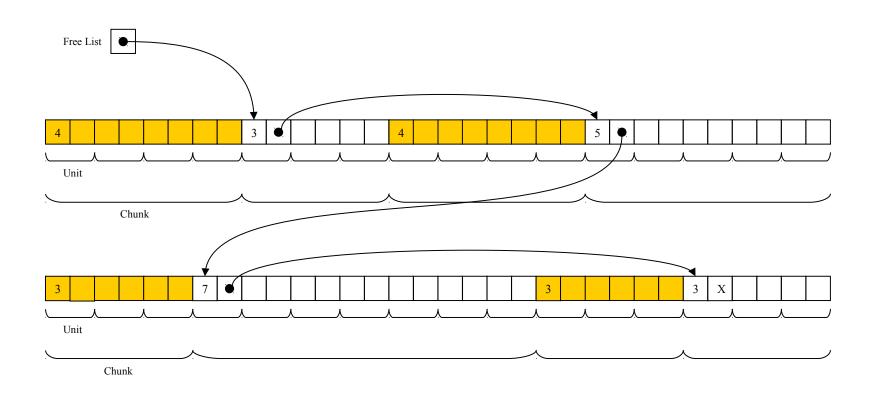
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Each box consists of 8 bytes.

Each Chunk's header Unit contains a length and, if the Chunk is free, a pointer to the next Chunk in the Free List.

The Chunks in the Free List are sorted in increasing order by memory address.

A global variable points to the first Chunk in the Free List.