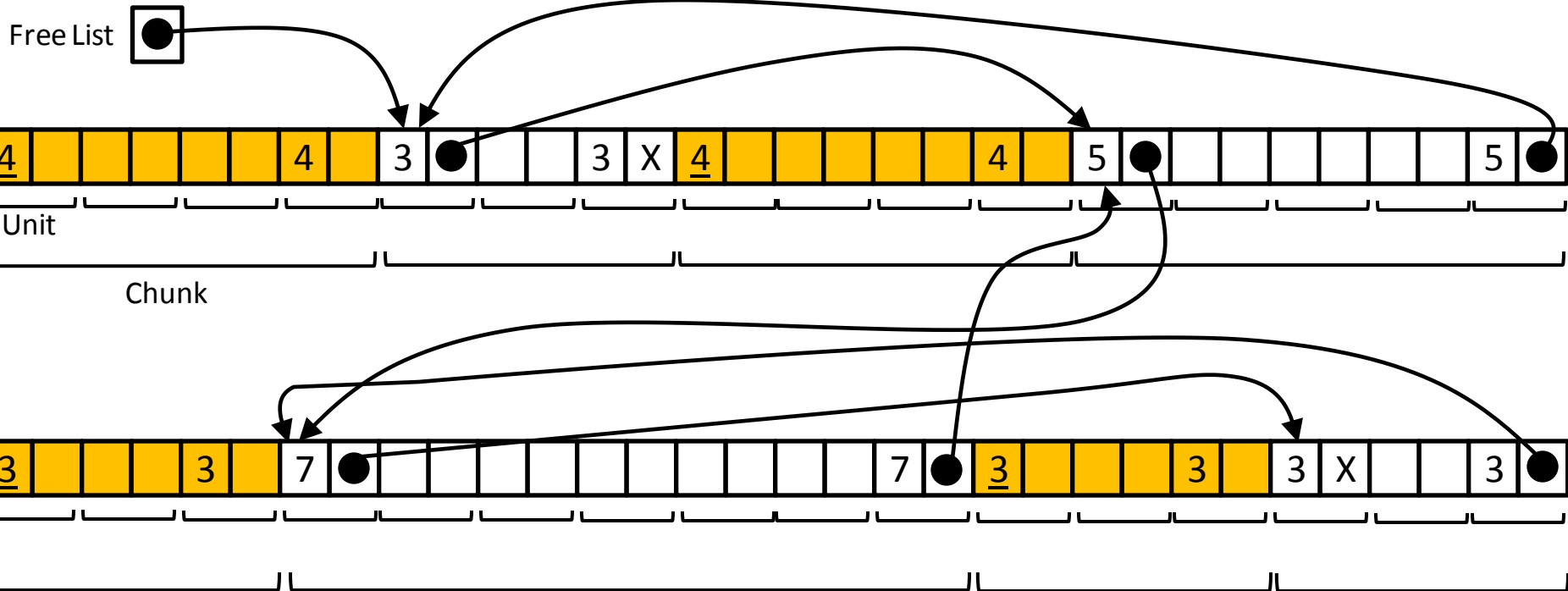


## EE209: Programming Structures for EE

### Heap Manager: Data Structures for First 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 the Free List.

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

The Chunks in the Free List are in no particular order.

'\_' means INUSE; absence of '\_' means FREE.