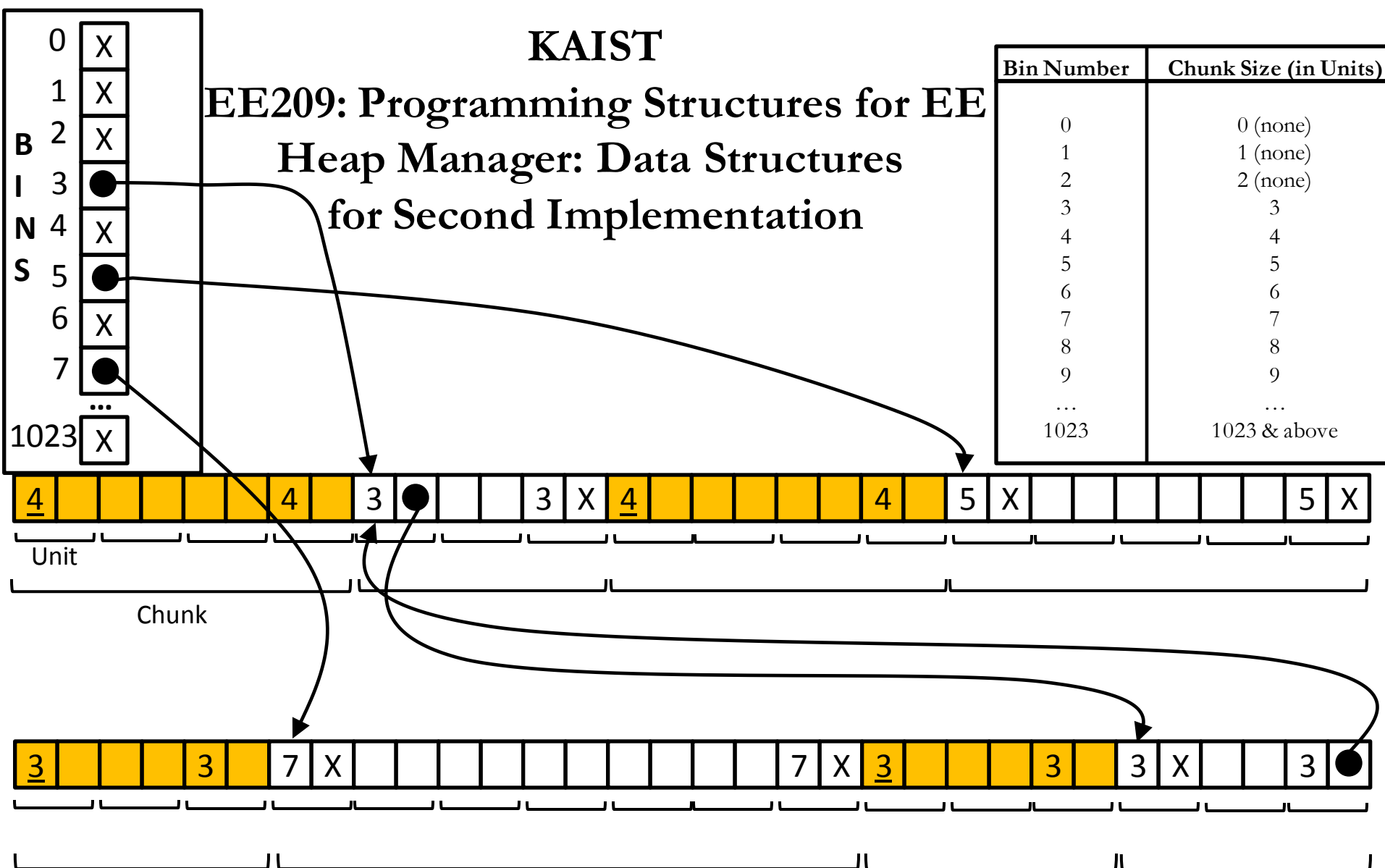


EE209: Programming Structures for EE
 Heap Manager: Data Structures
 for Second Implementation

Bin Number	Chunk Size (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 & 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.
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 '_' means INUSE; absence of '_' means FREE.