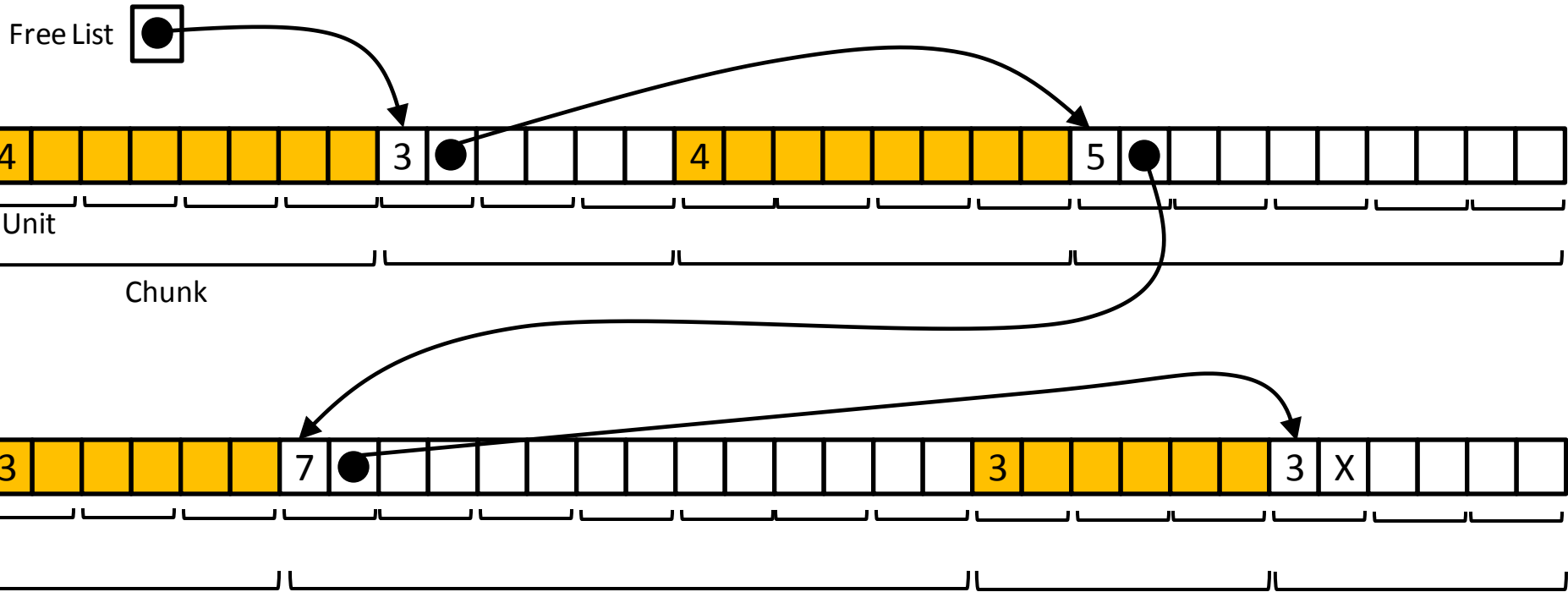


# KAIST

## EE209: Programming Structures for EE

### Heap Manager: Data Structures for Baseline Implementation



Each box consists of 4 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.