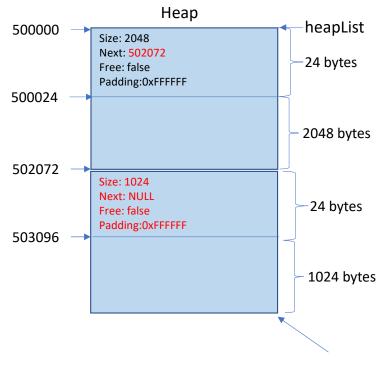
Code Heap heapList 500000 Size: 2048 Next: NULL 24 bytes Free: false unsigned char * ptr1 = NULL; Padding:0xFFFFFF 500024 unsigned char * ptr2 = NULL; unsigned char * ptr3 = NULL; - 2048 bytes unsigned char * ptr4 = NULL; 502072 ptr1 = malloc(2048)Created by growHeap() User requests 2048 bytes. We allocate 2048 + sizeof(struct_block)

Variable	Value
ptr1	500024
ptr2	NULL
ptr3	NULL
ptr4	NULL

Note: Starting address of 500000 is just notional

```
unsigned char * ptr1 = NULL;
unsigned char * ptr2 = NULL;
unsigned char * ptr3 = NULL;
unsigned char * ptr4 = NULL;
ptr1 = malloc( 2048 )
ptr2 = malloc( 1024 )
```

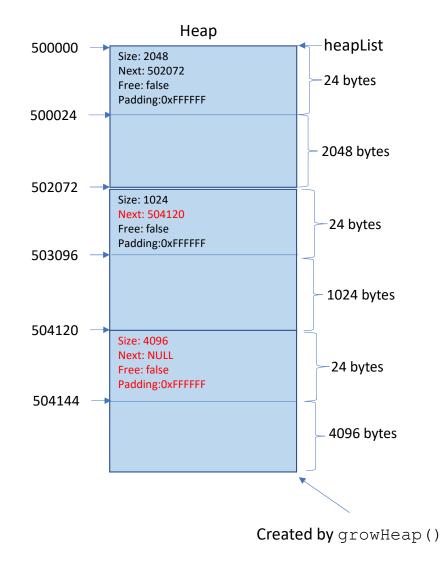
Variable	Value
ptr1	500024
ptr2	503096
ptr3	NULL
ptr4	NULL



Created by growHeap()

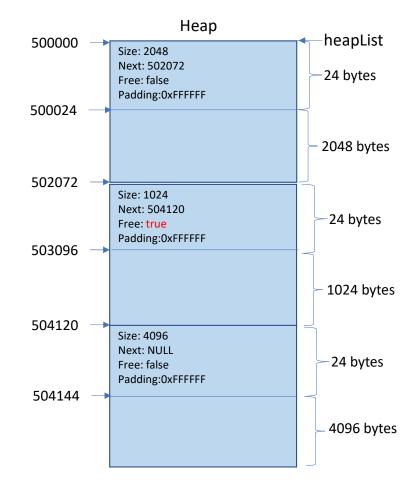
```
unsigned char * ptr1 = NULL;
unsigned char * ptr2 = NULL;
unsigned char * ptr3 = NULL;
unsigned char * ptr4 = NULL;
ptr1 = malloc( 2048 )
ptr2 = malloc( 1024 )
ptr3 = malloc( 4096 )
```

Variable	Value
ptr1	500024
ptr2	503096
ptr3	504144
ptr4	NULL



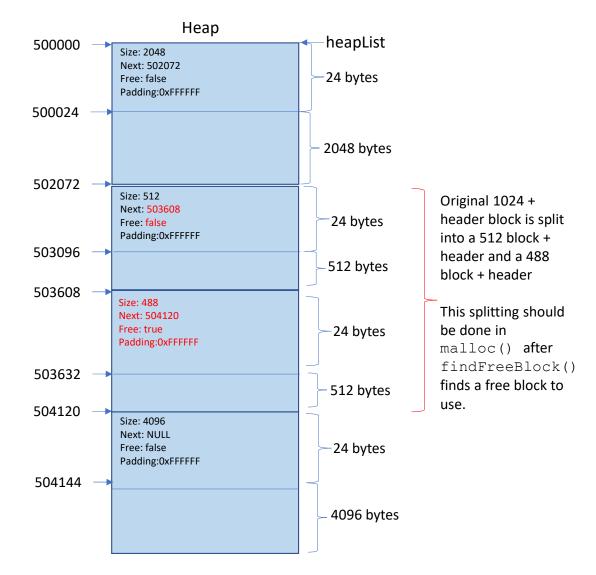
```
unsigned char * ptr1 = NULL;
unsigned char * ptr2 = NULL;
unsigned char * ptr3 = NULL;
unsigned char * ptr4 = NULL;
ptr1 = malloc( 2048 )
ptr2 = malloc( 1024 )
ptr3 = malloc( 4096 )
free( ptr2 )
```

Variable	Value
ptr1	500024
ptr2	NULL
ptr3	504144
ptr4	NULL



```
unsigned char * ptr1 = NULL;
unsigned char * ptr2 = NULL;
unsigned char * ptr3 = NULL;
unsigned char * ptr4 = NULL;
ptr1 = malloc( 2048 )
ptr2 = malloc( 1024 )
ptr3 = malloc( 4096 )
free( ptr2 )
ptr4 = malloc( 512 )
```

Variable	Value
ptr1	500024
ptr2	NULL
ptr3	504144
ptr4	502072



```
unsigned char * ptr1 = NULL;
unsigned char * ptr2 = NULL;
unsigned char * ptr3 = NULL;
unsigned char * ptr4 = NULL;
ptr1 = malloc( 2048 )
ptr2 = malloc( 1024 )
ptr3 = malloc( 4096 )
free( ptr2 )
ptr4 = malloc( 512 )
free( ptr4 )
```

Variable	Value
ptr1	500024
ptr2	NULL
ptr3	504144
ptr4	NULL

