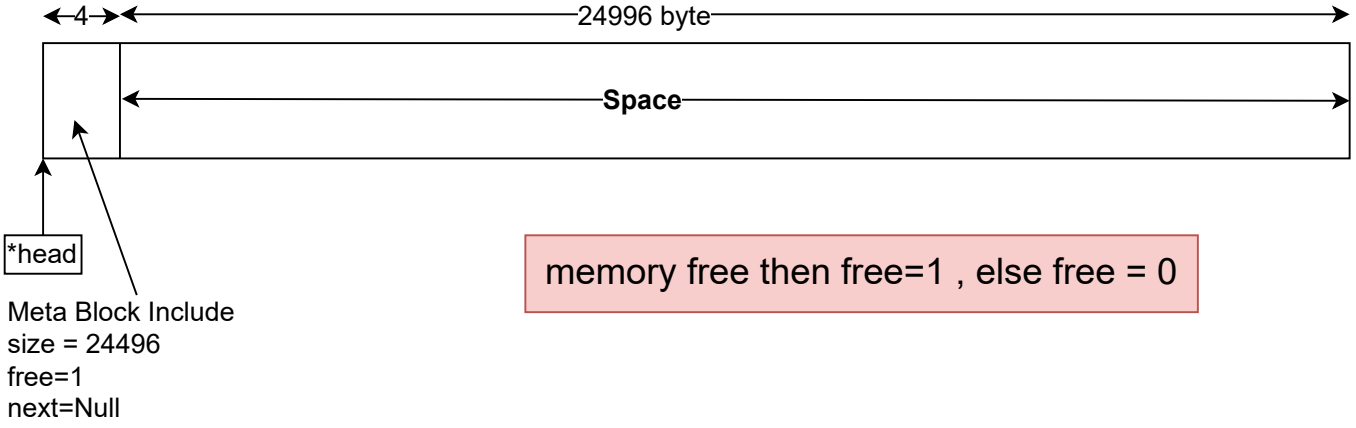
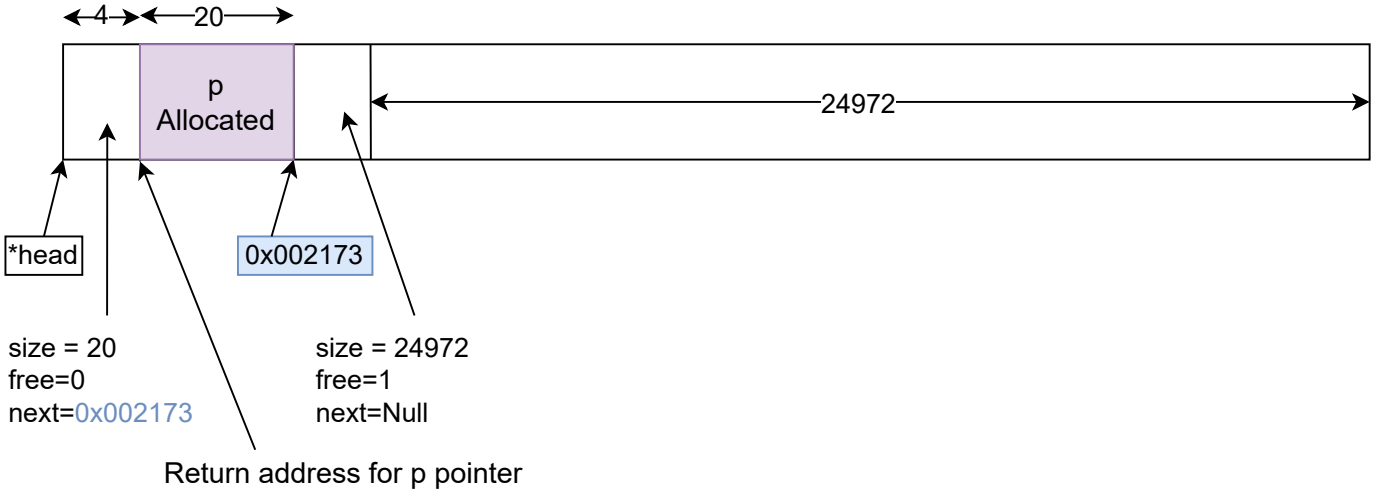
Memory Initialization



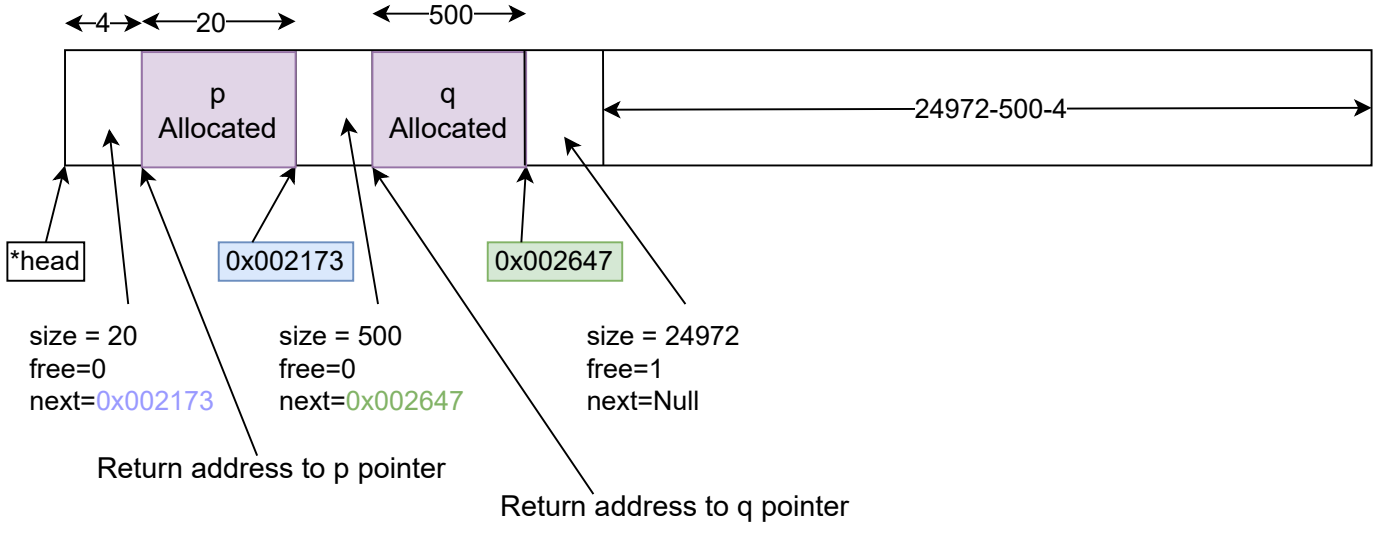
memory free then free=1 , else free = 0

Dynamically memory allocation

int *p = (void *)MyMalloc(sizeof(int)*5) = 4*5 byte

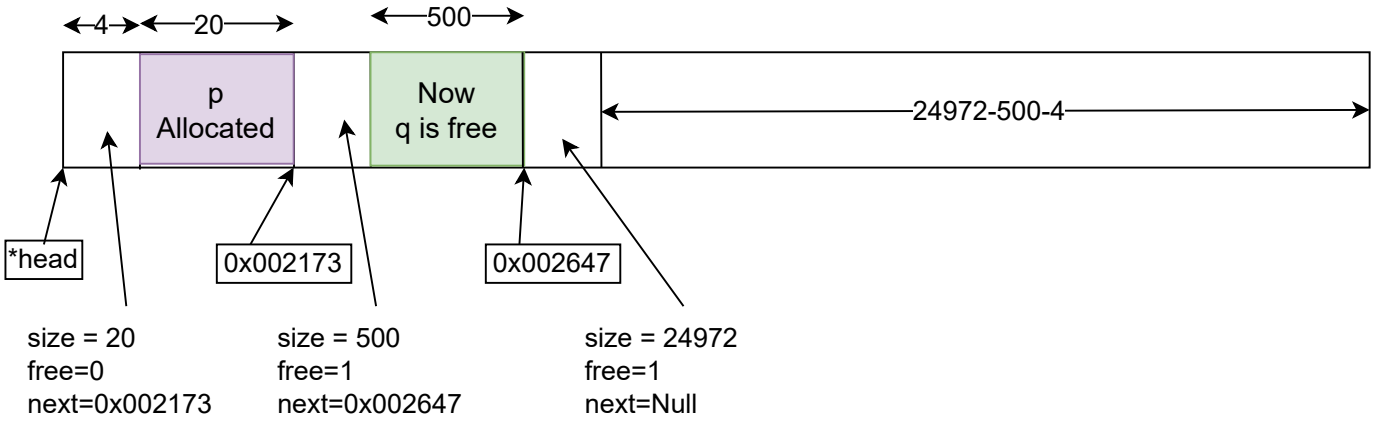


char *q = (void *)MyMalloc(sizeof(char)*500) = 1*500 byte



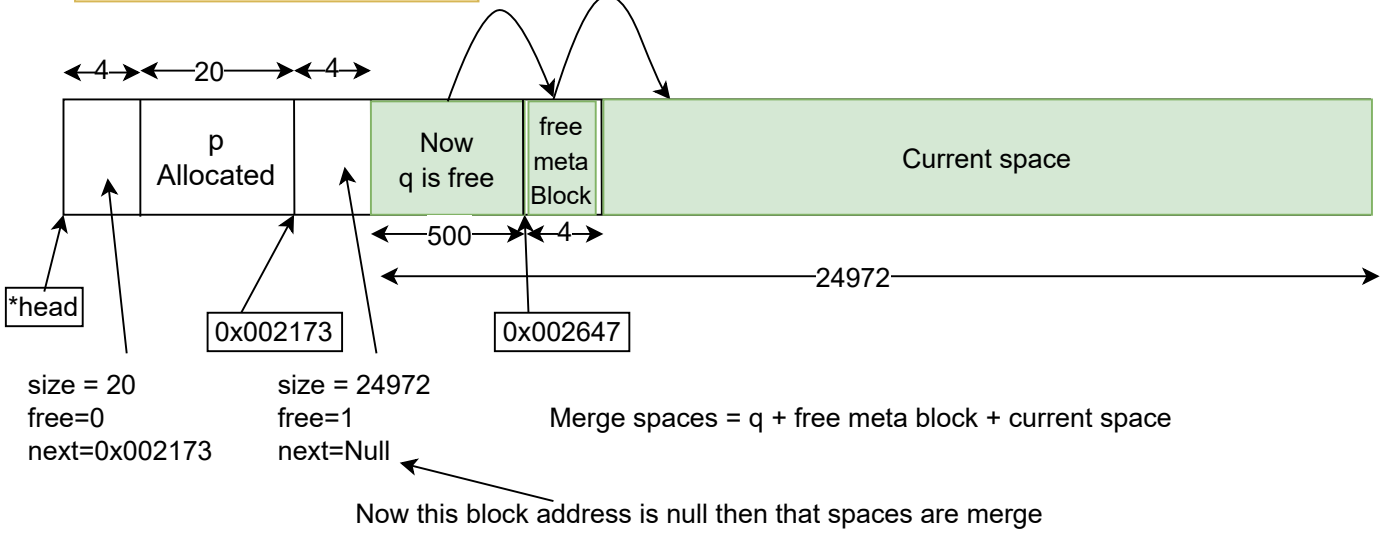
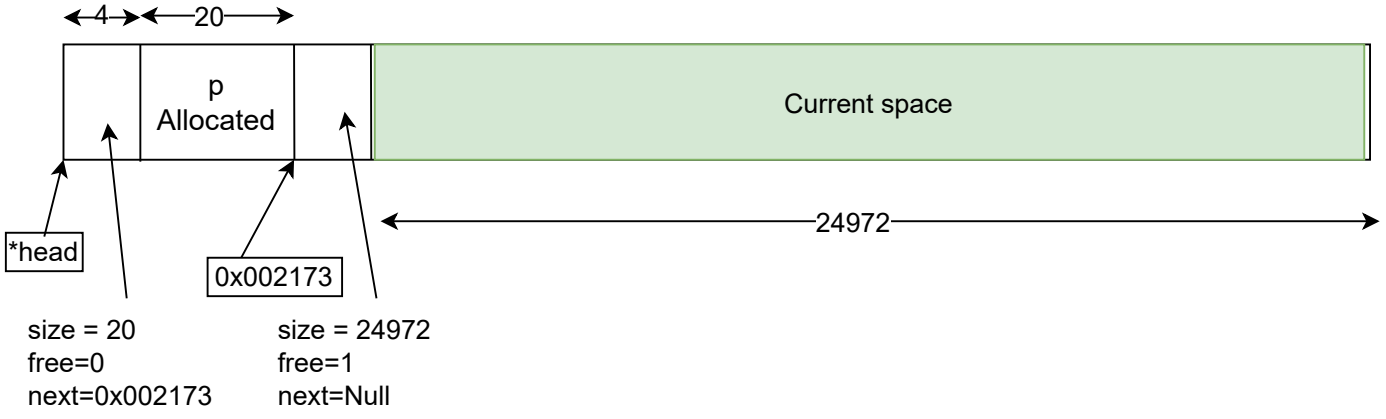
Free Allocated memory

MyFree(q)



Merge Free memory s

Current and next memory are free then that memory's are merging



After Merging Free memory s