

- 
- Notes on 02-21-18
  - begin: Ch-8, slide 8.35
- 

## Frames and pages

---

page table look at the first six bits, it'll tell you the page number

Logical addresses are page + offset, physical addresses you replace the page number with the frame number

frame addresses A 0000000

B 0000001

C 0000010

D 0000011

You don't have to order free frames

Page Table 22 bits (instead of 6 bits) + 10 offset