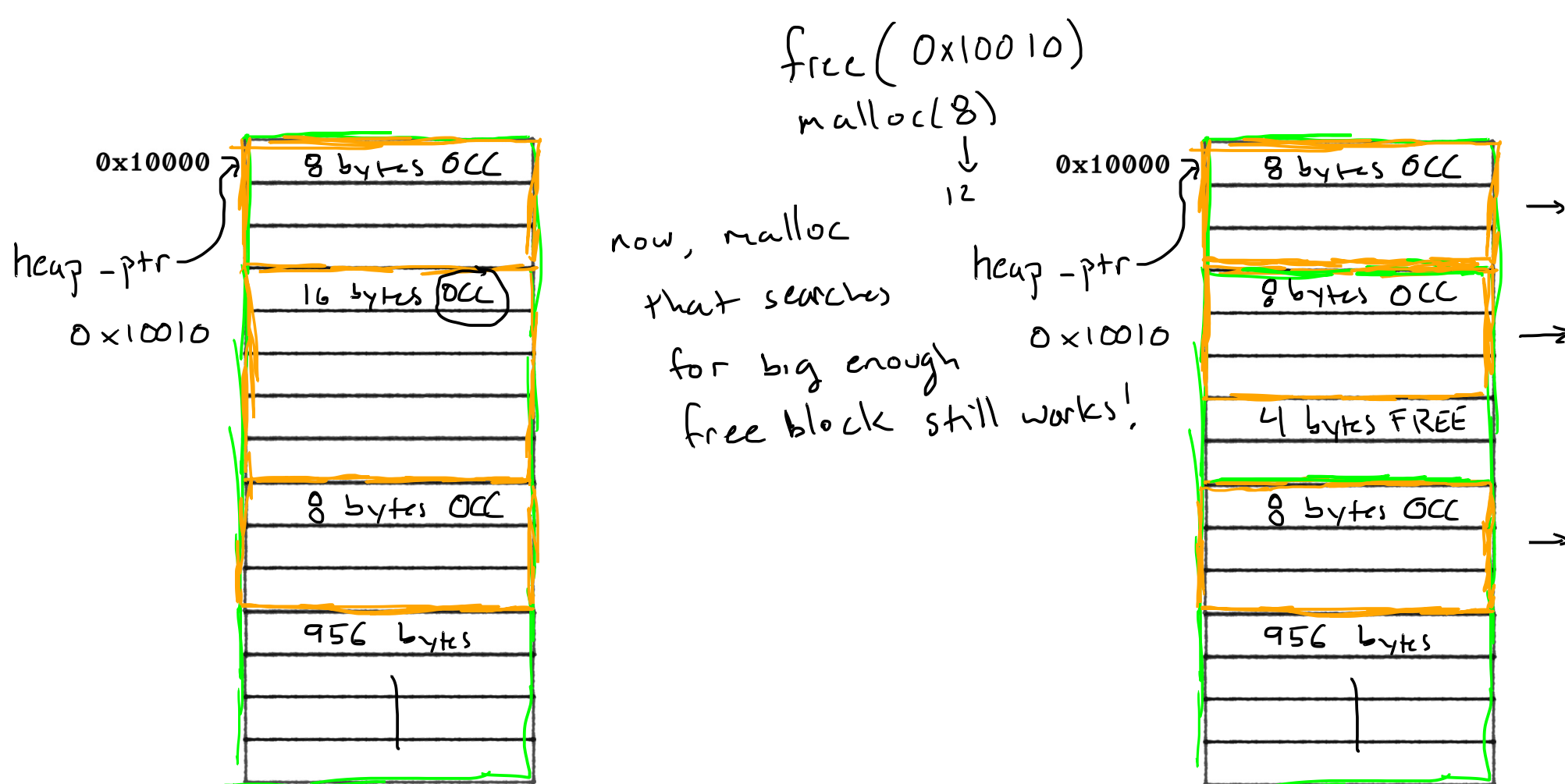
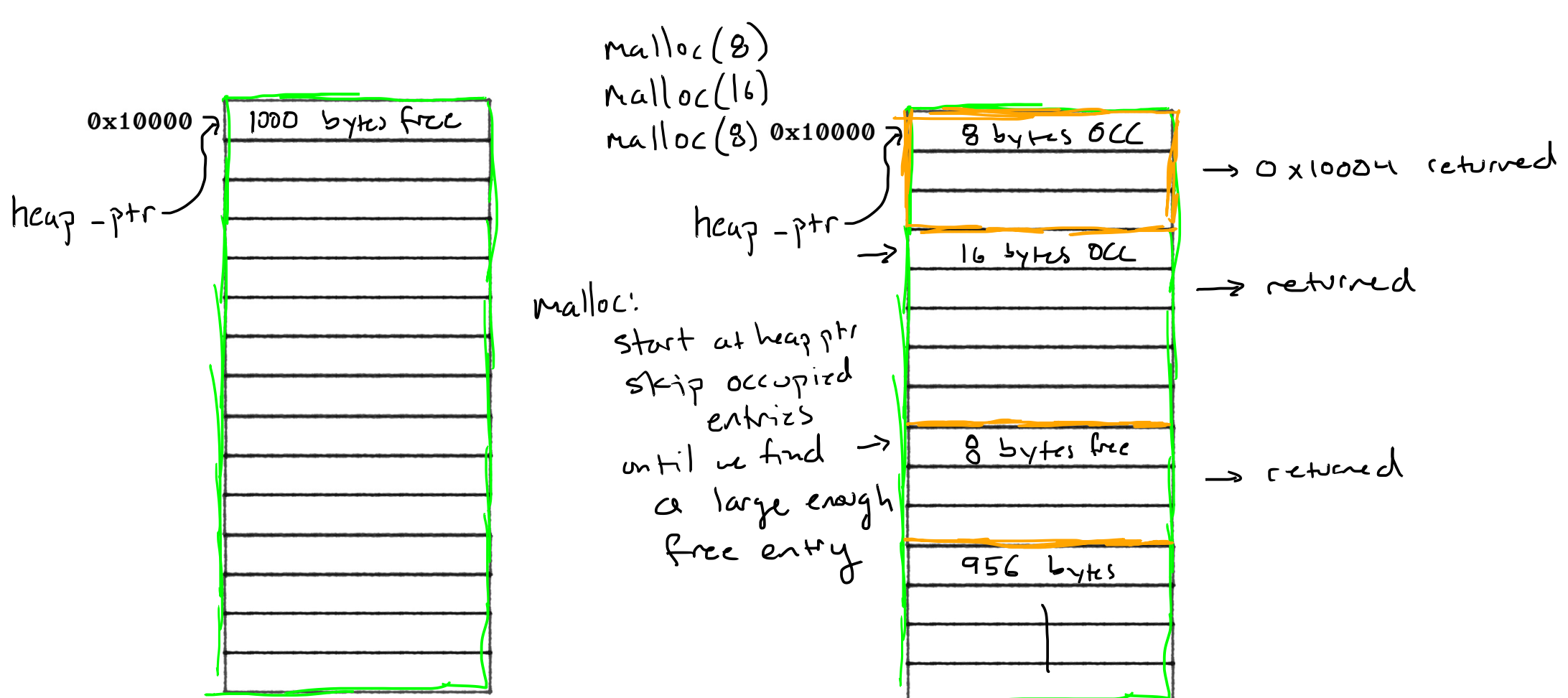
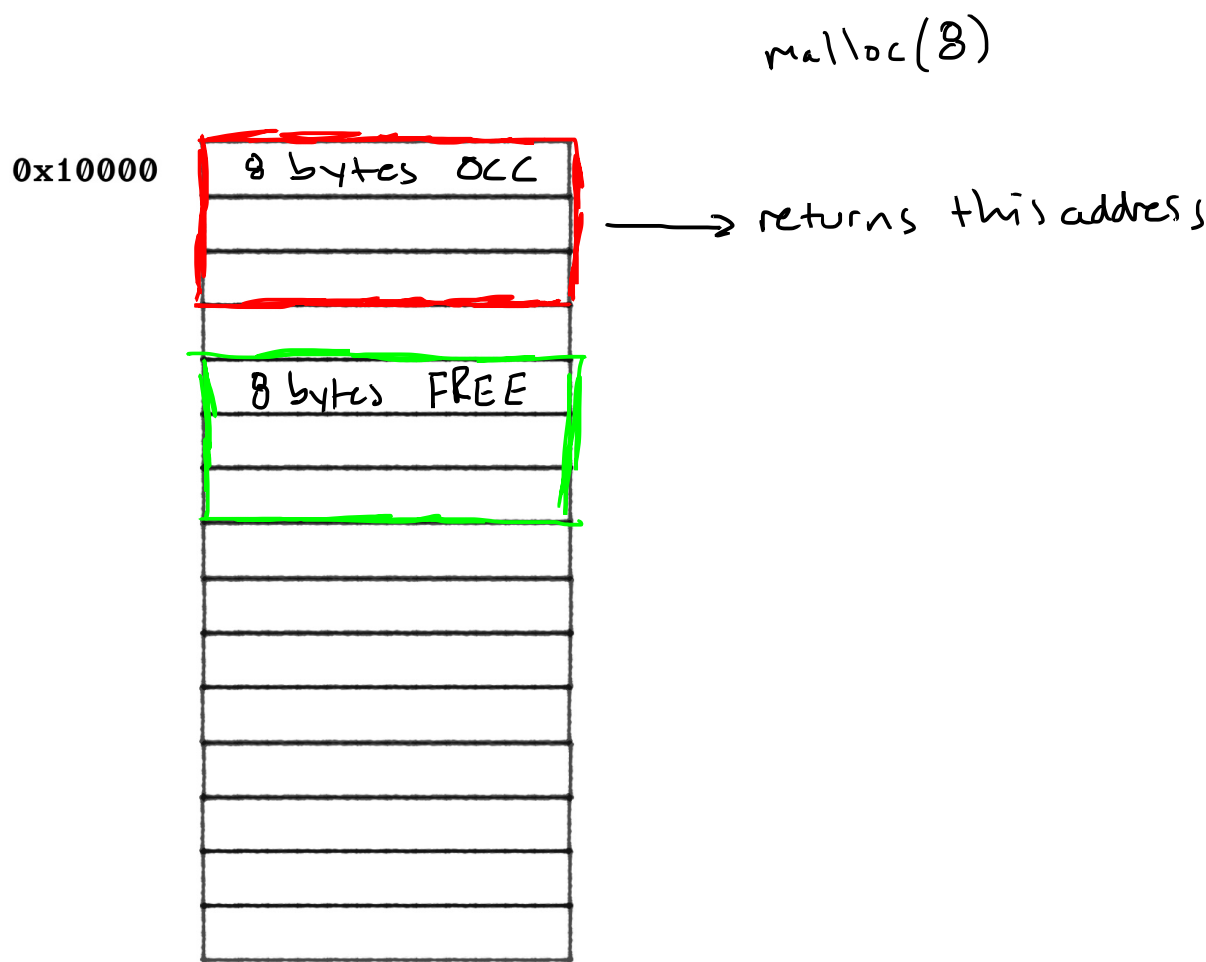
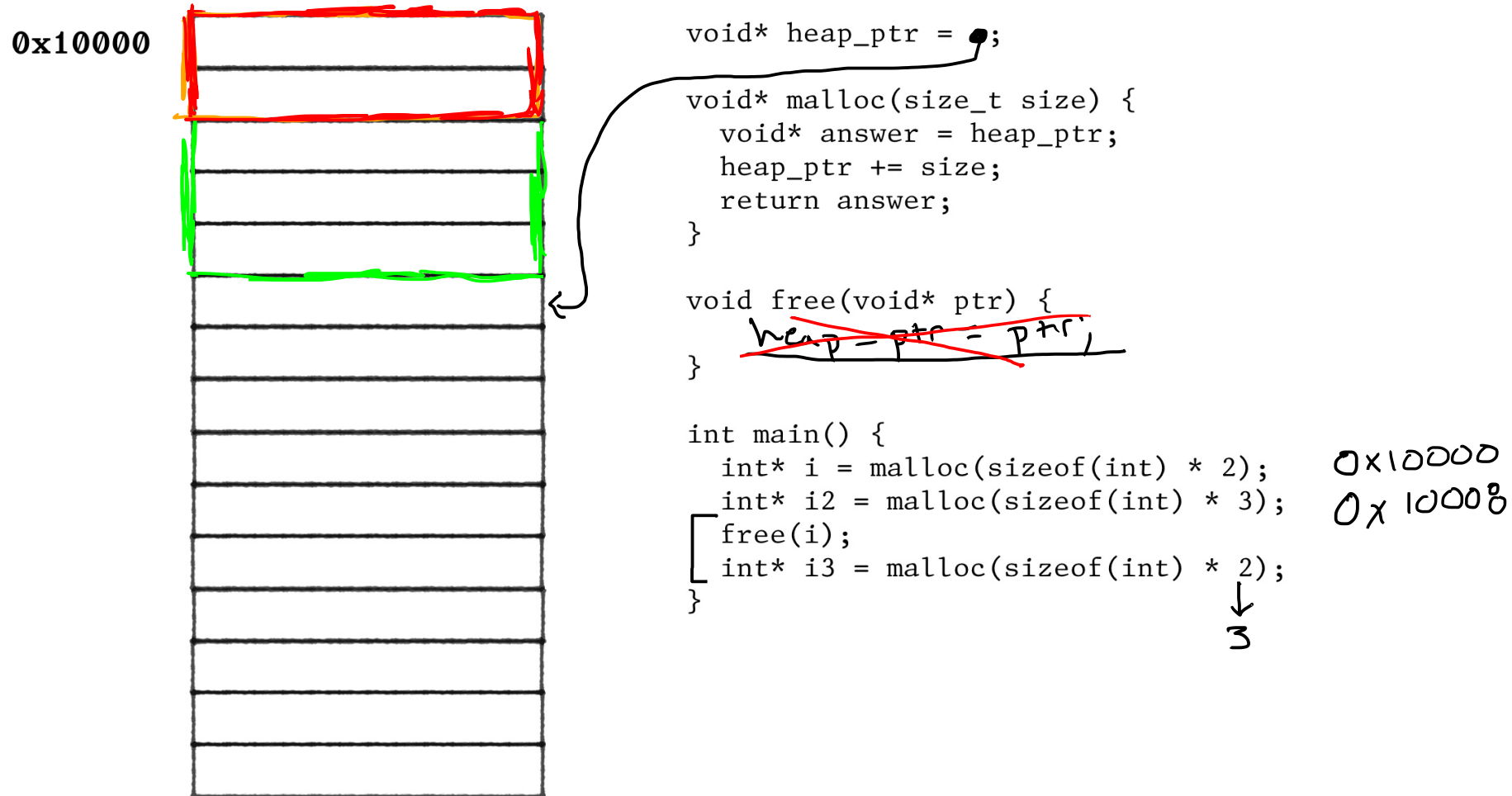
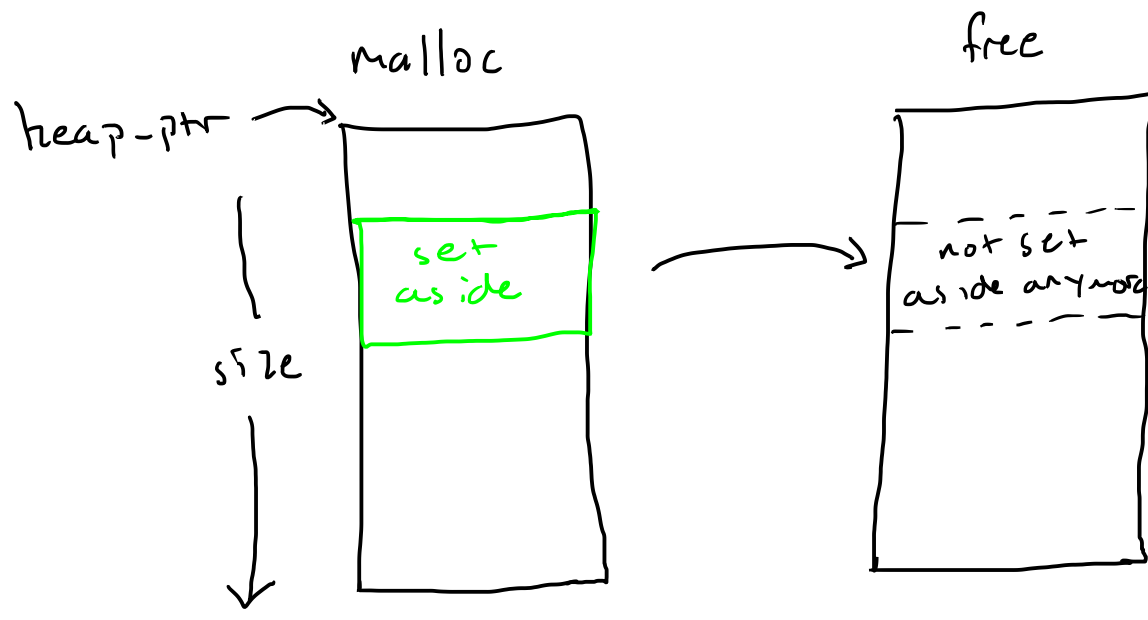


void* - pointer to something TBD

void* malloc(size_t size);
void free(void* ptr);

size_t - basically an int (on our 32-bit systems)



Worst-case time complexity of malloc?

$O(C)$

A: # of free entries
B: # of occ
C: # total

