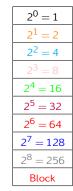


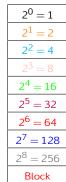
ld	Adr	Taille	Ref	





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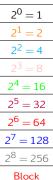
• Taille en puissance de 2 : 256 cases





ld	Adr	Taille	Ref	

- Taille en puissance de 2 : 256 cases
- Table de hachage : pour accéder aux blocs libres





ld	Adr	Taille	Ref	

- Taille en puissance de 2 : 256 cases
- Table de hachage : pour accéder aux blocs libres
- Bloc de mémoire contigu : pour stocker les données

$2^0 = 1$
$2^1 = 2$
$2^2 = 4$
$2^3 = 8$
$2^4 = 16$
$2^5 = 32$
$2^6 = 64$
$2^7 = 128$
$2^8 = 256$
Block



ld	Adr	Taille	Ref	 Stru
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- Taille en puissance de 2 : 256 cases
- Table de hachage : pour accéder aux blocs libres
- Bloc de mémoire contigu : pour stocker les données
- Table de symboles (locale): pour stocker les informations

$2^0 = 1$
$2^1 = 2$
$2^2 = 4$
$2^3 = 8$
$2^4 = 16$
$2^5 = 32$
$2^6 = 64$
$2^7 = 128$
$2^8 = 256$
Block



ld	Adr	Taille	Ref	
	1	1		

Mémoire libre: ???

Initialisation de la mémoire : $2^{2} = 4$ $2^{3} = 8$ $2^{4} = 1$ $2^{5} = 3$ $2^{6} = 6$

 $2^0 = 1$



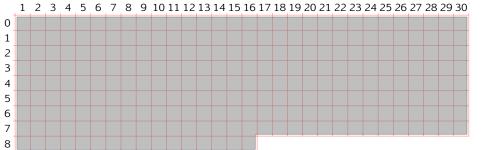
ld	Adr	Taille	Ref	

Mémoire libre: ???

Initialisation de la mémoire :

 Création du bloc mémoire de taille maximum (256)

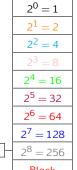


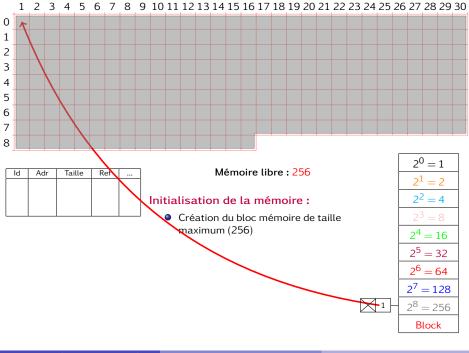


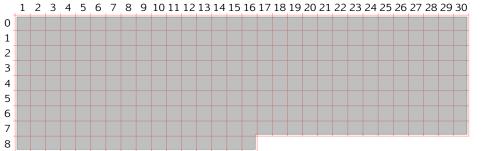
	ld	Adr	Taille	Ref	
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Initialisation de la mémoire :

 Création du bloc mémoire de taille maximum (256)

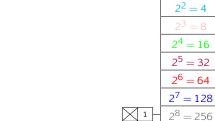






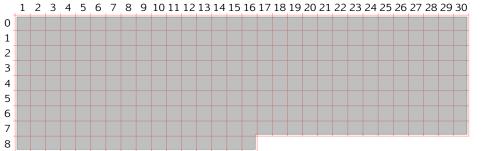
ld	Adr	Taille	Ref	

Création:

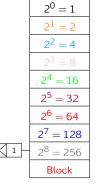


Block

 $2^0 = 1$



ld	Adr	Taille	Ref	
		l		

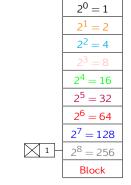


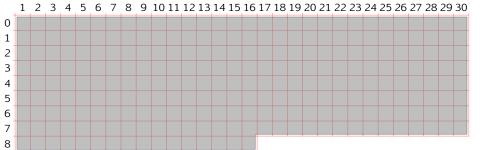


ld	Adr	Taille	Ref	

Création: instruction int t1[2]

Identifier le nombre de blocs :

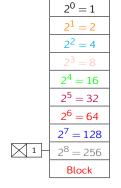


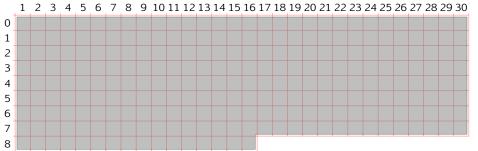




Création: instruction int t1[2]

• Identifier le nombre de blocs : 2

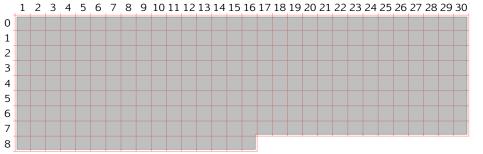




ld	Adr	Taille	Ref	

- Identifier le nombre de blocs : 2
- Rechercher bloc ≥ 2

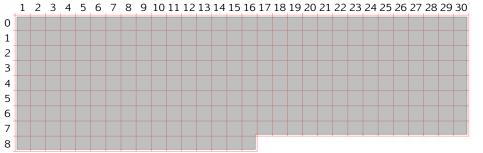




ld	Adr	Taille	Ref	

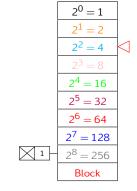
- Identifier le nombre de blocs : 2
- Rechercher bloc ≥ 2

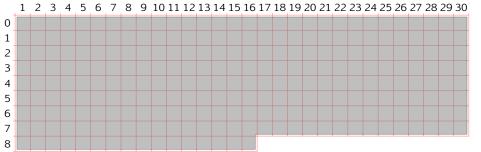




ld	Adr	Taille	Ref	

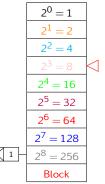
- Identifier le nombre de blocs : 2
- Rechercher bloc ≥ 2

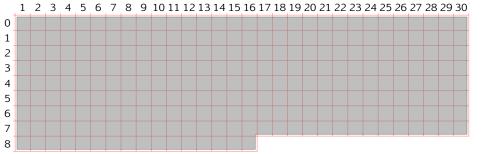




ld	Adr	Taille	Ref	

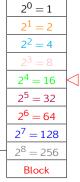
- Identifier le nombre de blocs : 2
- Rechercher bloc ≥ 2

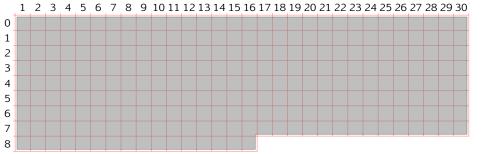




ld	Adr	Taille	Ref	
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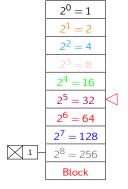
- Identifier le nombre de blocs : 2
- Rechercher bloc ≥ 2

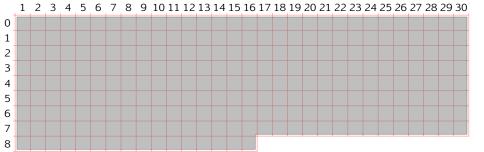




ld	Adr	Taille	Ref	

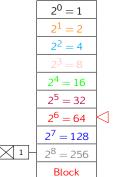
- Identifier le nombre de blocs : 2
- Rechercher bloc ≥ 2

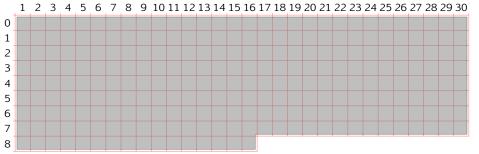




ld	Adr	Taille	Ref	
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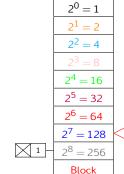
- Identifier le nombre de blocs : 2
- Rechercher bloc ≥ 2





ld	Adr	Taille	Ref	
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- Identifier le nombre de blocs : 2
- Rechercher bloc ≥ 2





ld	Adr	Taille	Ref	
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- Identifier le nombre de blocs : 2
- Rechercher bloc ≥ 2





ld	Adr	Taille	Ref	

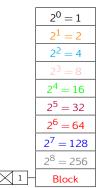
- Identifier le nombre de blocs : 2
- Rechercher bloc ≥ 2
- Découper

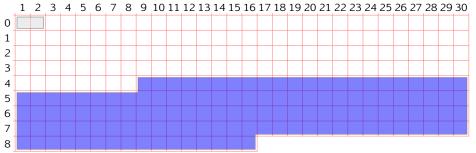
$2^0 = 1$
$2^1 = 2$
$2^2 = 4$
$2^3 = 8$
$2^4 = 16$
$2^5 = 32$
$2^6 = 64$
$2^7 = 128$
$2^8 = 256$
Block



ld	Adr	Taille	Ref	

- Identifier le nombre de blocs : 2
- Rechercher bloc ≥ 2
- Découper

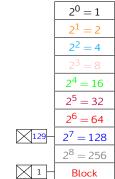


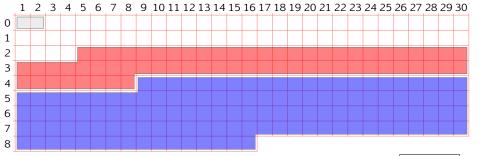


ld	Adr	Taille	Ref	

• Identifier le nombre de blocs : 2

- Rechercher bloc ≥ 2
- Découper

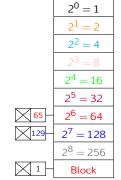


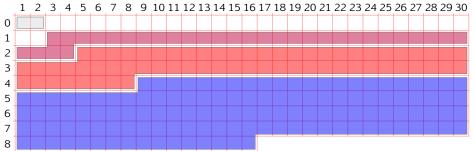


ld	Adr	Taille	Ref	

Identifier le nombre de blocs : 2

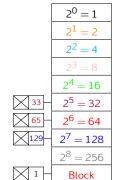
- Rechercher bloc ≥ 2
- Découper

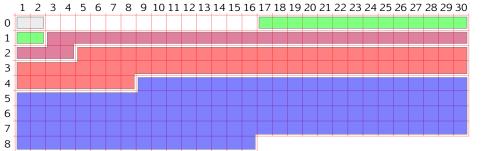






- Identifier le nombre de blocs : 2
- Rechercher bloc ≥ 2
- Découper

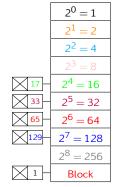


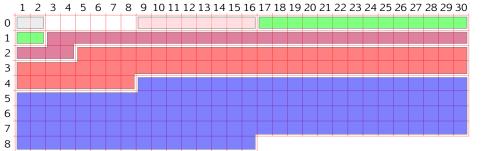


ld	Adr	Taille	Ref	

Identifier le nombre de blocs : 2

- Rechercher bloc ≥ 2
- Découper



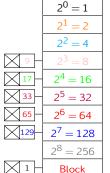


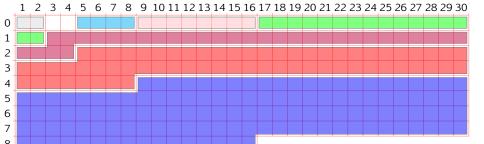
	ld	Adr	Taille	Ref	
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Création : instruction int t1[2]

• Identifier le nombre de blocs : 2

- Pacharchar bloc > 3
- Rechercher bloc ≥ 2
- Découper



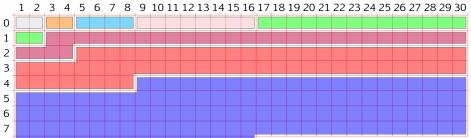


ld	Adr	Taille	Ref	

• Identifier le nombre de blocs : 2

- Rechercher bloc ≥ 2
- Découper





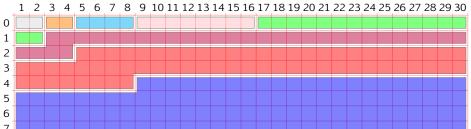
ld	Adr	Taille	Ref	

Création : instruction int t1[2]

• Identifier le nombre de blocs : 2

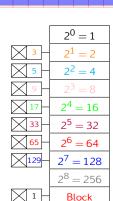
- Rechercher bloc ≥ 2
- Découper

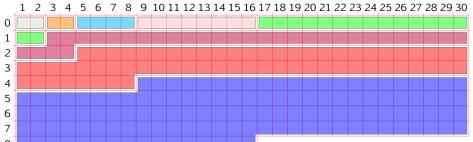




ld	Adr	Taille	Ref	

- Identifier le nombre de blocs : 2
- Rechercher bloc ≥ 2
- Découper
- Référencer



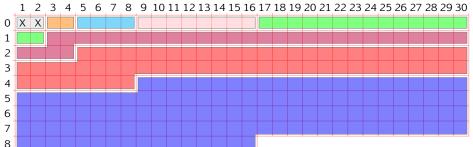


ld	Adr	Taille	Ref	
1	1	2	1	t1

• Identifier le nombre de blocs : 2

- Rechercher bloc ≥ 2
- Découper
- Référencer



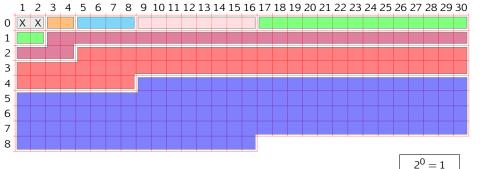


Г	ld	Adr	Taille	Ref	
	1	1	2	1	t1

• Identifier le nombre de blocs : 2

- Rechercher bloc ≥ 2
- Découper
- Référencer





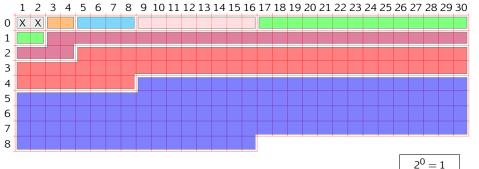
Création:

ld	Adr	Taille	Ref	
1	1	2	1	t1

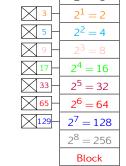
Mémoire libre: 254

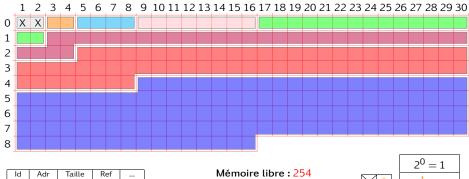


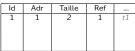
Block



ld	Adr	Taille	Ref	
1	1	2	1	t1



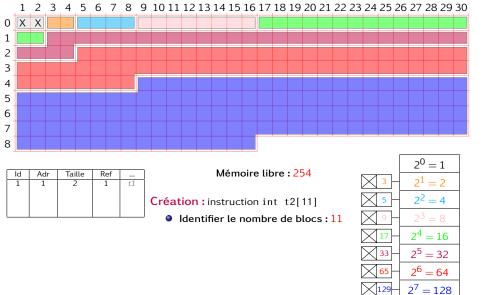


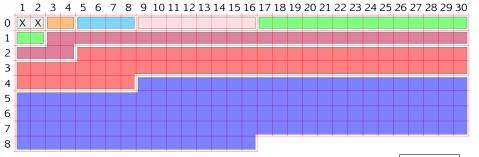


• Identifier le nombre de blocs :



Block





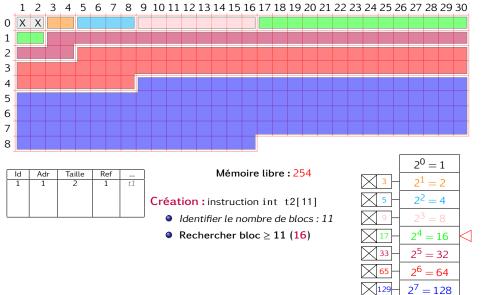
	ld	Adr	Taille	Ref	
	1	1	2	1	t1
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ı					

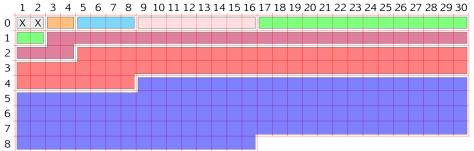
Identifier le nombre de blocs : 11

Mémoire libre: 254

• Rechercher bloc $\geq 11 (16)$







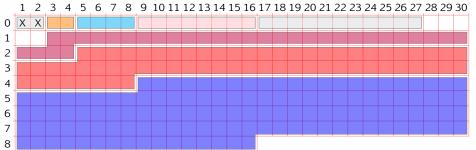
ld	Adr	Taille	Ref	
1	1	2	1	t1

Identifier le nombre de blocs : 11

Mémoire libre: 243

- Rechercher bloc ≥ 11 (16)
- Découper



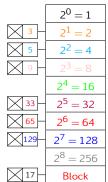


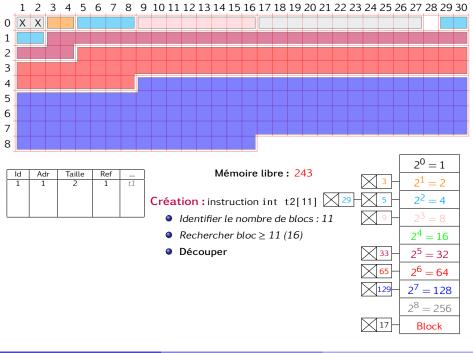
	ld	Adr	Taille	Ref	
ĺ	1	1	2	1	t1
ĺ					ĺ

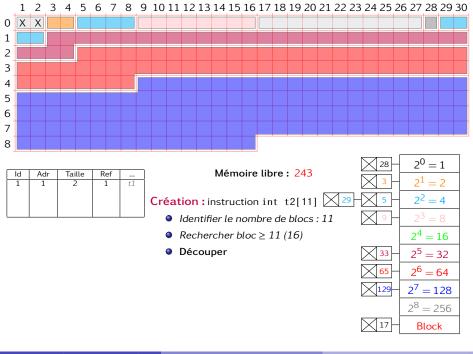
Identifier le nombre de blocs : 11

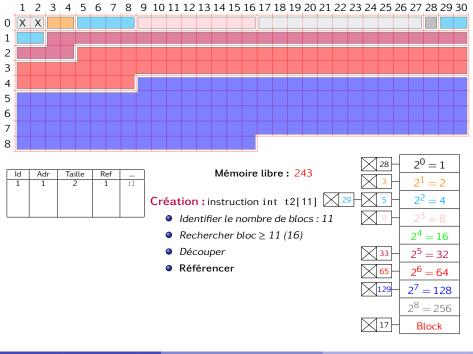
Mémoire libre: 243

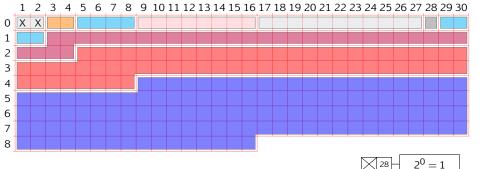
- Rechercher bloc ≥ 11 (16)
- Découper











ld	Adr	Taille	Ref	
1	1	2	1	t1
2	17	11	1	t2

Mémoire libre: 243

 $2^1 = 2$

 $2^2 = 4$

Identifier le nombre de blocs : 11 Rechercher bloc ≥ 11 (16)

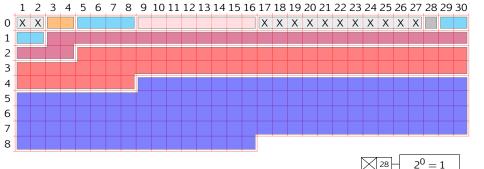
 $2^4 = 16$

Découper Référencer

 $2^5 = 32$

 $2^6 = 64$

 $2^7 = 128$



ld	Adr	Taille	Ref	
1	1	2	1	t1
2	17	11	1	t2

 $2^1 = 2$ $2^2 = 4$

Création: instruction int t2[11] Identifier le nombre de blocs : 11

Mémoire libre: 243

Rechercher bloc ≥ 11 (16)

 $2^4 = 16$

Découper

 $2^5 = 32$

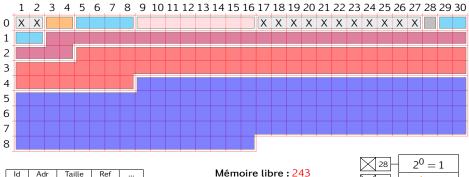
Référencer

 $2^6 = 64$

 $2^7 = 128$

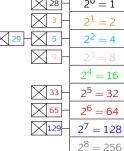
 $2^8 = 256$

Block

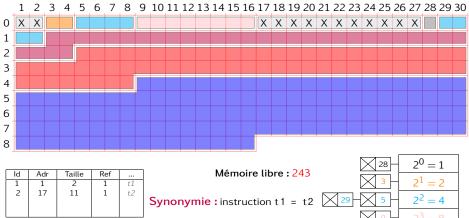


ld	Adr	Taille	Ref	
1	1	2	1	t1
2	17	11	1	t2
İ			İ	İ

Synonymie:

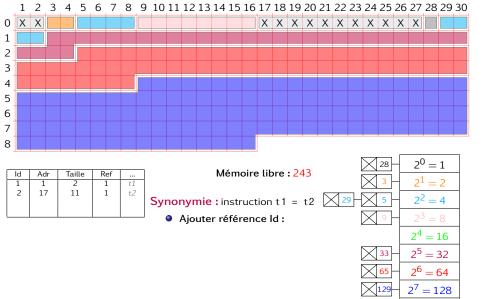


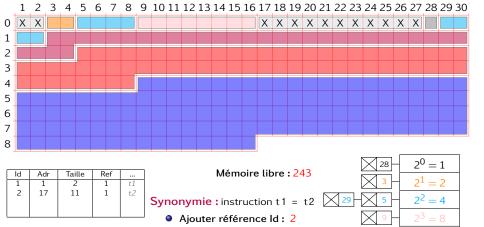
Block



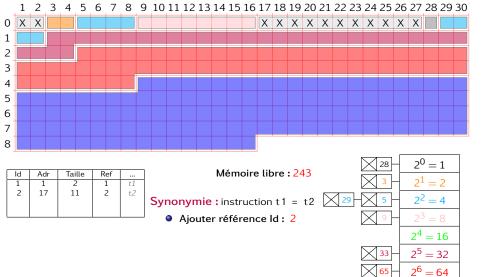


 $2^4 = 16$ $2^5 = 32$ $2^6 = 64$ $2^7 = 128$ $2^8 = 256$ Block

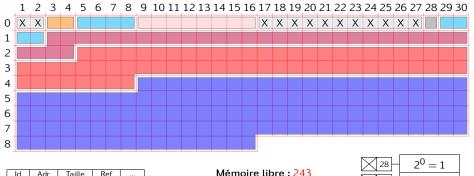




 $2^{4} = 16$ $2^{5} = 32$ $2^{6} = 64$ $2^{7} = 128$ $2^{8} = 256$ Block



 $2^7 = 128$ $2^8 = 256$ Block





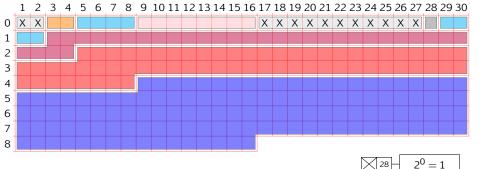
Synonymie: instruction t1 = t2

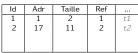
- Ajouter référence ld : 2





- - $2^4 = 16$
 - $2^5 = 32$
- $2^6 = 64$
- $2^7 = 128$
 - $2^8 = 256$ Block





Mémoire libre: 243

Synonymie: instruction t1 = t2

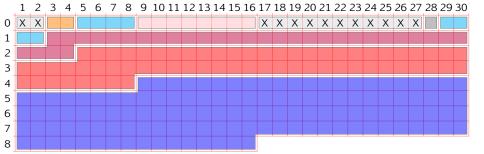
- Ajouter référence ld : 2
- Libérer blocs ld : 1

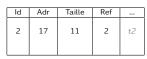




$$2^7 = 128$$

$$2^8 = 256$$

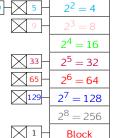




Mémoire libre: 245

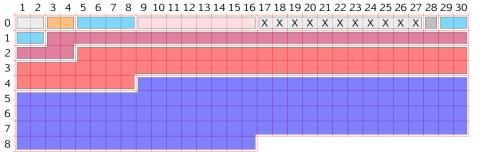
Synonymie: instruction t1 = t2

- Ajouter référence ld : 2
- Libérer blocs ld: 1



 $2^0 = 1$

 $2^1 = 2$





Synonymie: instruction t1 = t2

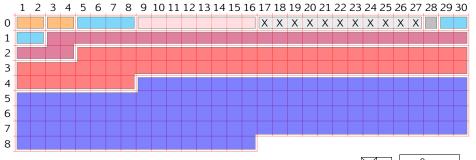
Mémoire libre: 245

- Ajouter référence ld : 2
- Libérer block ld: 1
- Reconstruire mémoire



 $2^0 = 1$

- $2^4 = 16$
- $2^5 = 32$
- $2^6 = 64$
- $2^7 = 128$
- $2^8 = 256$ **Block**



ld	Adr	Taille	Ref	
2	17	11	2	t2

Mémoire libre: 245

Synonymie: instruction t1 = t2

- Ajouter référence ld : 2
- Libérer block ld: 1
- Reconstruire mémoire







- $2^4 = 16$
- $2^5 = 32$
- $2^6 = 64$
- $2^7 = 128$
- $2^8 = 256$
 - **Block**