



Init

Address_Space

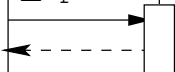
Segment

Heap

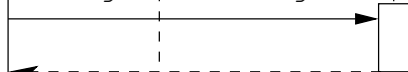
loop

[for each color]

Address_Space *as = new Address_Space(SELF)



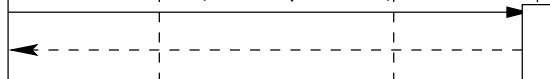
Segment *seg = new Segment(size,color,flags)



Log_Addr *addr = as->attach(*seg)



free(addr,size)



set_color(color)

