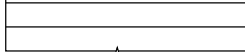


MMU::Directory



Address_Space

+ Address_Space(Self s)
+ attach(Segment & s) : Log_Addr
+ attach(Segment & s,Log_Addr addr) :
 Log_Addr
+ detach(Segment & s) : Log_Addr
+ activate() : void
+ physical(Log_Addr addr) : Phy_Addr

MMU::Chunk



Segment

+ Segment(uint bytes,uint color = 0,
 Flags F = MMU::Flags::APP)
+ size() : uint
+ phy_address() : Phy_Addr
+ resize(int amount) : int

