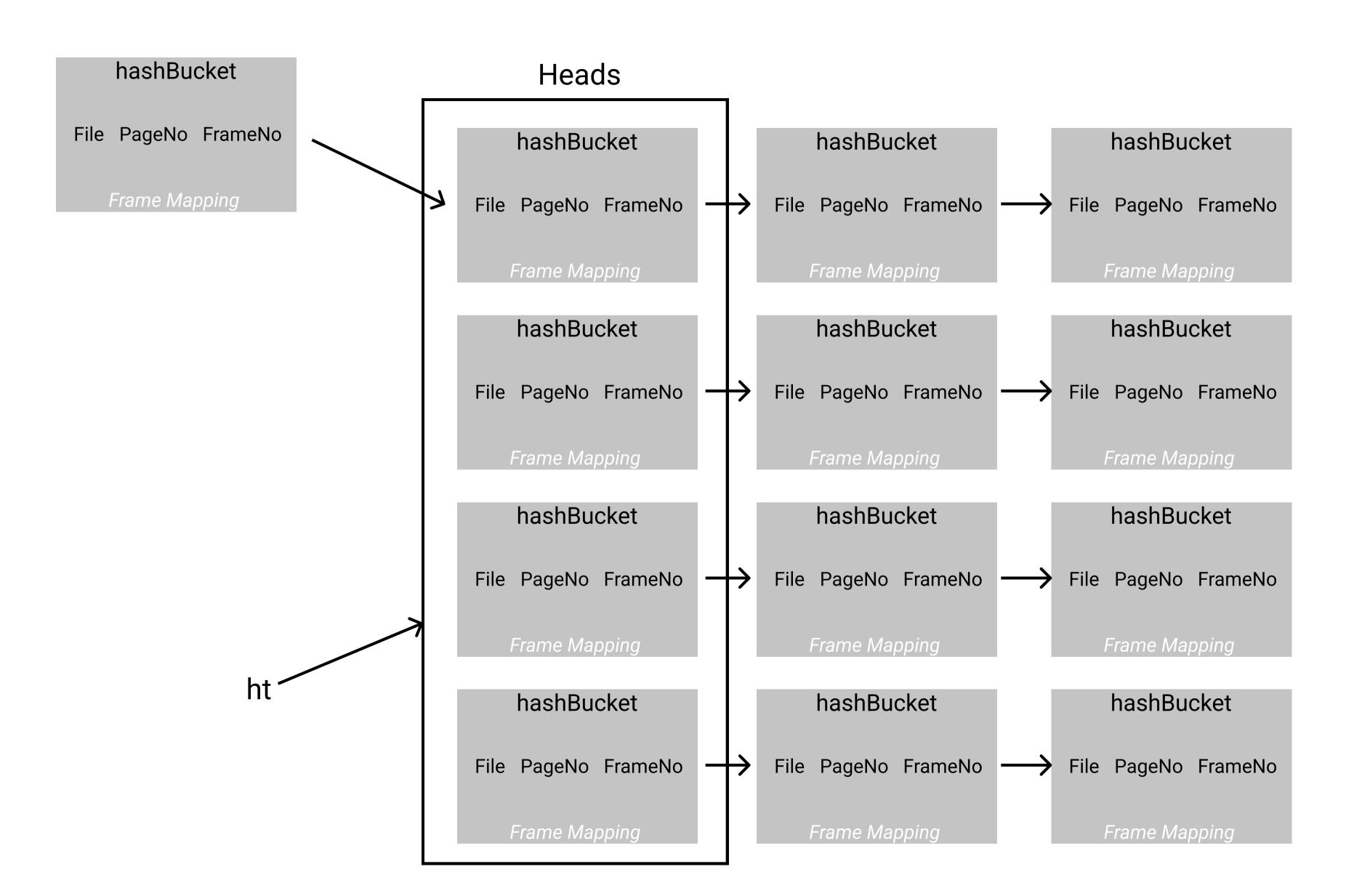
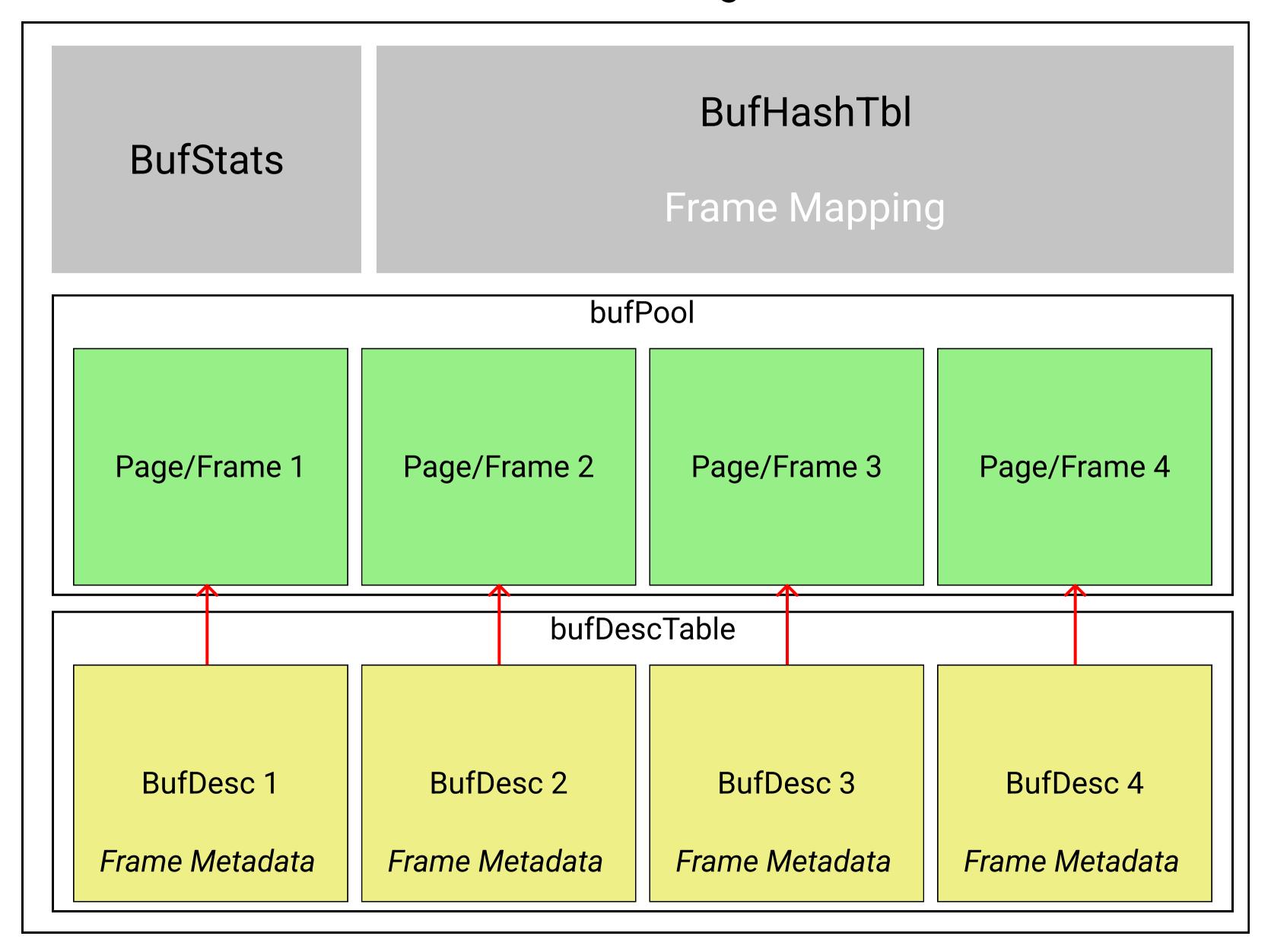
#### BufHashTbl contains frame mappings



#### **Buffer Manager**

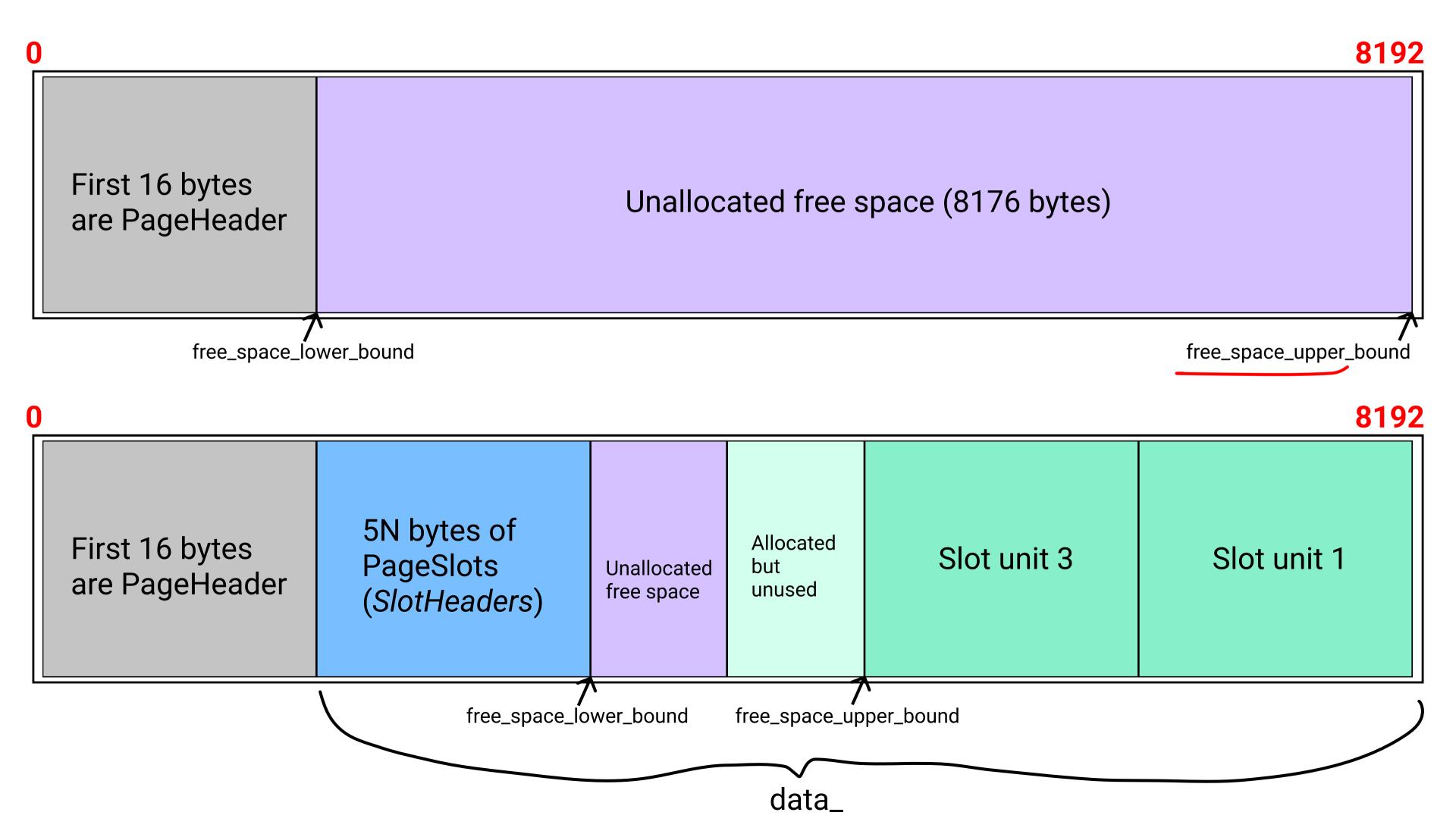


# Page (both 1-index)

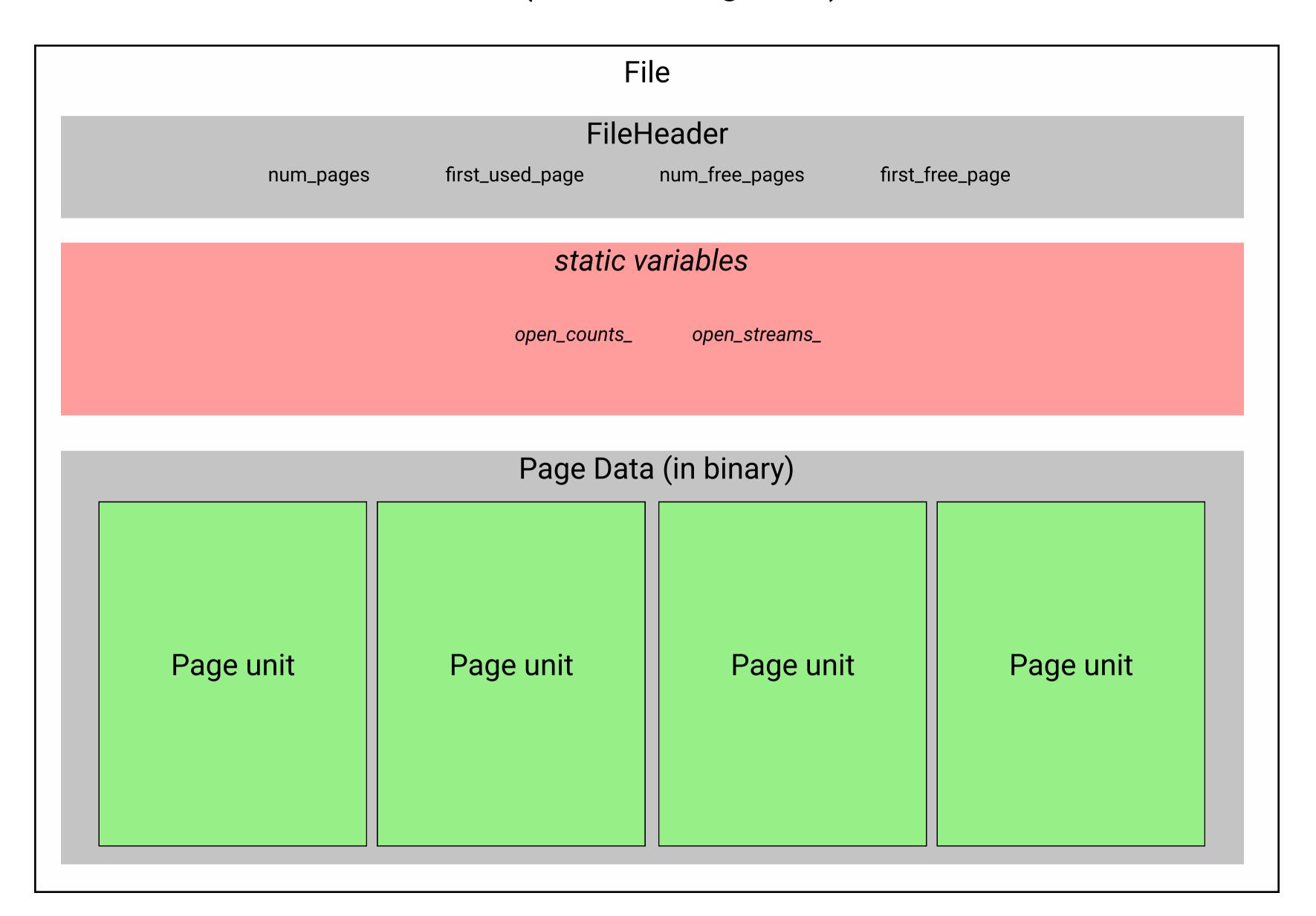
Page/Frame						
	PageHeader					
	free_space_lower_bound free_space_upper_bo	ound num_slots num_free_slots current_page_number next_page_number				
	Record Data (data_) (in binary)					
	PageSlots( <i>SlotHeaders</i> )	Slots				

### Binary View of Page (unit)

A fixed-size array of bytes for a Page A variable-size array of bytes for a Slot



## File (stream singleton)



#### Binary View of File

A huge array of bytes

First 16 bytes are FileHeader	Page unit 1	Page unit 2	Page unit 3	Page unit 4
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