## CSSE 332 -- OPERATING SYSTEMS

## Heap Manager I

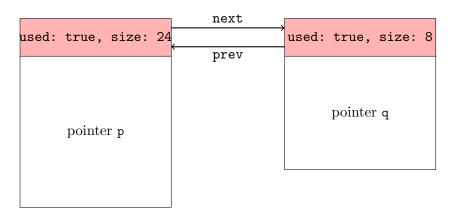
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(c)	(5 points) This part continues right after part b. Draw you freelist after a user makes a call to rhmalloc(28). In other words, our user has made two calls to rhmalloc, one for 16 bytes and another for 28 bytes.		
(d)	(5 points) Assume now (after part c) that the user calls rhmalloc(185), would the function call be successful? Explain why or why not.		
(e)	(5 points) The user now is done with the first pointer they requested (the one from part		
(e)	b) and they call rhfree to free it. Draw the status of your freelist after rhfree executes.		
(f)	(5 points) Assume that the user now also frees the pointer allocated in part c, i.e., the user has free'd all requested memory and everything should be free again.  If not coalescing was implemented in rhfree, would a new call to rhmalloc(185) be successful? Why or why not? You might find it useful to draw the state of your freelist at		
	this stage.		

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(g) (5 points) In the lecture, we discussed a condition under which a free block could not be split in two, and thus we ended up wasting some bytes over the amount that the user has requested. In the box below, write down a generic condition under which a free block of memory can be split in two.

Question 3. Consider the following freelist snapshot:



Assume now that the user issues the following calls:

```
1 rhfree(q);
2 rhfree(p);
```

(a) (5 points) Describe how the blocks will be free'd and then coalesced. Draw the status of the freelist after each call. Make sure to label the content of the metadata structures in each block available.

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(b) (5 points) Write a **pseudocde** that captures the steps necessary to merge two blocks in the freelist. Make sure to account for the following:

- 1. Adjust the next pointer in each block as well as their neighbors.
- 2. Adjust the prev pointer in each block as well as their neighbors.
- 3. Adjust the size of the created blocks.

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