**Memory Allocation**

Many of the algorithms used for memory allocation (first/next/best/worst fit) are not ideal since they cause a lot of fragmentation in the memory, which is why I won’t be using them in my system.

I will instead be using “the Buddy System” which generally causes the least amount of fragmentation out of all the memory allocation algorithms.

**The Buddy System**

All blocks made in this system will be to the power of 2 in size.