

CSCE 410 P2-A

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I chose to go with a byte map, as this allowed me to get this project done faster, as it is overall a lot easier. I know I could do the bit map; however, I did not want to have to deal with shifting bits and all of the nonsense that comes with manipulating bits. I then simply went through and created my constructor where I copied over our byte map, size, and starting point, then I went through and simply wrote the other functions that needed to be added. In add I made sure there was enough contiguous free space, then I made sure that I won't run into problems when freeing the memory by checking that we do not have split memory.