

## CSCE 410 P2-B Report

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I went through and started with creating my constructor, this was pretty difficult for me, but after talking to Dr. Da Silva, I was able to figure out how to implement the constructor. I started off by creating the if-else statement for whether or not `_info_frame_no` was equal to 0 or not. If it was not equal, this was the easy case where we simply created an array starting at the index of `_info_frame_no * frame_size`, as we can't use `new`, we simply allocate to the memory location we want this array to be stored at. For the equal case we go through and have to do the same thing, but instead starting at `_base_frame_no * frame_size`, we then also have to create the info pool, so we go through for the needed info frames and mark inaccessible, which we calculate in `needed_info_frames`. Once we have done this, we simply go through and add everything to our static variable `frames`, so we can access the pools when we are removing frames. We then implemented `remove_frames`, which was pretty simple after finally figuring out that I had to create a static array of the `ContFramePools`, so I could access the arrays inside of each pool, and their start and length. In order to remove frames, we had to go through and see if the `_first_frame_no` is inside of the array that is at `frames[i]`, so we simply checked if it was within bounds, if so we remove frames using `remove_helper`, which is simply the function from P2-A, to remove the frames inside of that array, then return so that we don't have to traverse through all of the frame pools, as we have already freed up the frames.