

MemoryManager::getNewMemory

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graph LR; A[MemoryManager::getNewMemory] --> B[MemoryManager::expandMemoryItems]; A --> C[MemoryManager::findFreeMemory]; A --> D[MemoryItem::setState]; A --> E[MemoryItem::getAddress]; A --> F[MemoryItem::getState]; C --> E; C --> F;
```

The diagram illustrates the dependencies of the `MemoryManager::getNewMemory` function. It is represented as a central node on the left, with five arrows pointing to other nodes on the right. These nodes are arranged in a hierarchical or sequential manner from top to bottom: `MemoryManager::expandMemoryItems`, `MemoryManager::findFreeMemory`, `MemoryItem::setState`, `MemoryItem::getAddress`, and `MemoryItem::getState`. The `MemoryManager::findFreeMemory` node further has two arrows pointing to `MemoryItem::getAddress` and `MemoryItem::getState`.

MemoryManager::expandMemoryItems

MemoryItem::getAddress

MemoryManager::findFreeMemory

MemoryItem::getState

MemoryItem::setState