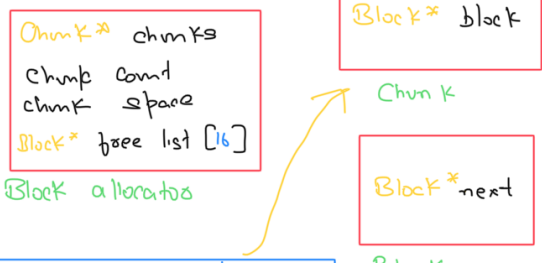
Block Allocator

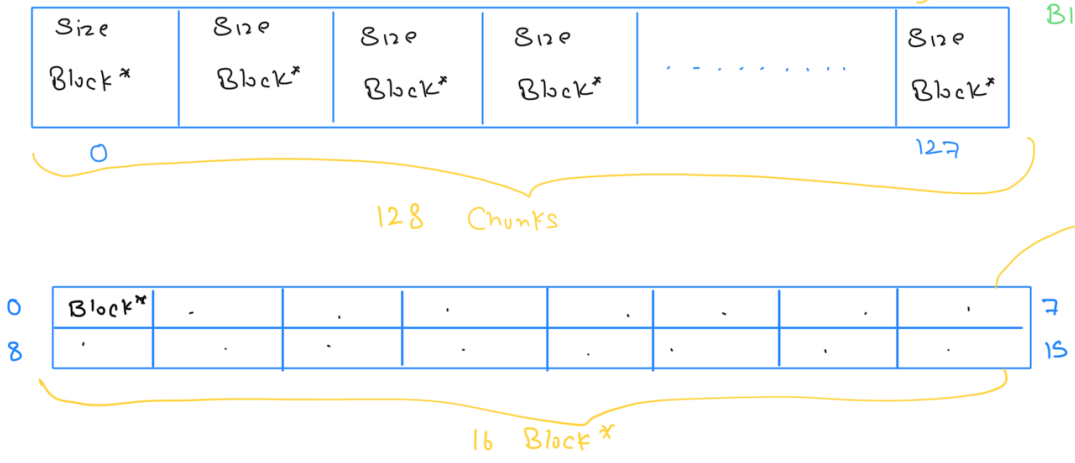
→ Constructor

Chunk space = 128

Chunk count = 0

Create Memory to store 128 chunks.





→ Allocate (Size)

If Size > 640 → Do malloc on heap return

else

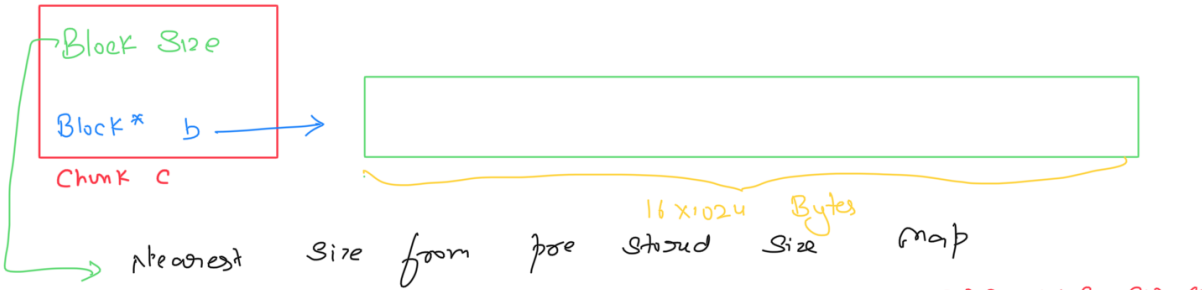
→ If Chunk Count exceed chunk space (128) # Start with 0

- → Resize chunk_space = *2 = 256
- → Create New Memory to Store 256 chunks
- → Copy old chunks into new memory (first 128)
- → free old memory

→ take Pointer of next free chunk Chunk* c = chunks → chunk c

→ allocate Memory of Block inside chunC

C→ Block = . Alloc (Chunk Size) 16 x 1024



Nearest Size from pre stored Size map

[16, 32, 64, 96, 128, 160, 192, 224, 256, 320, 448, 512, 6

Block Count => 16 x 1024 / Block Size

→ Store the Next Block address in each Block