

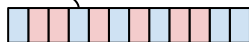
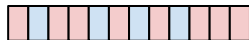
malloc()

Random Bag  
Selected

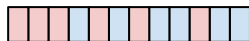
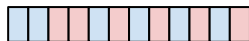
Bag List



State  
Bitmaps



Random Free Position Selected



Bags

