

Homework #2: my_malloc and my_free (100)Submit *only* **my_malloc.c**

Your job is to write a *simplified* version of **malloc()** and **free()** in **C**. Specifically, you must implement **my_malloc(...)** and **my_free(...)** using the provided header file (i.e., *my_malloc.h*). In particular, you must utilize the provided **struct** (i.e., *free_list_node*) and implement three functions:

```
void *my_malloc( int size );
void *my_free( void *ptr );
void print_free_list();
```



Your implementation of *my_malloc* **must**:

- print each step to ***stderr*** (e.g., scanning free list, calling *sbrk()*, etc.)
- use the “**first fit**” paradigm
- guard against negative sizes
- guard against sizes greater than **SIZE** (in header)
- return a pointer to new memory (return **NULL** on error)
- **NOT** call the built-in *malloc()* function

Your implementation of *my_free* **must**:

- print each step to ***stderr***
- append the deallocated space to the **end** of the free list
- **NOT** call the built-in *free()* function

print_free_list() function must show details (i.e., address, size, address of next node) of the current free list.

 **NOTE:** I will test your code (*my_malloc.c*) with the ORIGINAL header file (*my_malloc.h*) and my own *main.c* => In other words, **DO NOT** modify the provided *my_malloc.h* file or submit code with a *main()* function. Your code must compile and run using the **gcc** compiler (not *g++*). 

HINTS:

- *sbrk(...)*
- *sizeof(free_list_node)*
- *int *x = (int *) my_malloc(10 * sizeof(int));*
- pointer magic and casting
- draw lots of pictures
- plan, plan, plan before you code
- think of edge cases
- write your own *main.c* to test (but do not submit it)
- *0x%x* placeholder for *fprintf(...)*

EXAMPLE (NOTE: sbrk(...) called with size **2048**)

=> after allocating an array of 100 doubles, why am I left with **1216** bytes on the free list?

UNIX> ./a.out

main: printing free list:

```
=====FREE LIST=====
NODE # | ADDRESS | SIZE | NEXT
=====
```

main: allocating array of 100 doubles

my_malloc: called with size = 800

my_malloc: allocating new free list

my_malloc: scanning free list...found space in free list.

main: printing free list:

```
=====FREE LIST=====
NODE # | ADDRESS | SIZE | NEXT
0 | 0x 841330 | 1216 | 0x 0
=====
```

main: allocating array of 100 integers

my_malloc: called with size = 400

my_malloc: scanning free list...found space in free list.

main: printing free list:

```
=====FREE LIST=====
NODE # | ADDRESS | SIZE | NEXT
0 | 0x 8414d0 | 800 | 0x 0
=====
```

main: allocating array of 1000 chars

my_malloc: called with size = 1000

my_malloc: scanning free list...no space in free list.

my_malloc: calling sbrk() to expand heap...

my_malloc: scanning free list...found space in free list.

main: printing free list:

```
=====FREE LIST=====
NODE # | ADDRESS | SIZE | NEXT
0 | 0x 8414d0 | 800 | 0x 841bf8
1 | 0x 841bf8 | 1016 | 0x 0
=====
```

main: freeing chars

my_free: called with 0x 841810, size = 1000

my_free: next = 0x 0

main: printing free list:

```
=====FREE LIST=====
NODE # | ADDRESS | SIZE | NEXT
0 | 0x 8414d0 | 800 | 0x 841bf8
1 | 0x 841bf8 | 1016 | 0x 841800
2 | 0x 841800 | 1000 | 0x 0
=====
```

main: freeing ints

my_free: called with 0x 841340, size = 400

my_free: next = 0x 0

main: printing free list:

```
=====FREE LIST=====
NODE # | ADDRESS | SIZE | NEXT
0 | 0x 8414d0 | 800 | 0x 841bf8
1 | 0x 841bf8 | 1016 | 0x 841800
2 | 0x 841800 | 1000 | 0x 841330
3 | 0x 841330 | 400 | 0x 0
=====
```

```
=====
main: freeing doubles
```

```
my_free: called with 0x 841010, size =      800
```

```
my_free: next = 0x      0
```

```
main: printing free list:
```

```
=====FREE LIST=====
```

NODE #	ADDRESS	SIZE	NEXT
0	0x 8414d0	800	0x 841bf8
1	0x 841bf8	1016	0x 841800
2	0x 841800	1000	0x 841330
3	0x 841330	400	0x 841000
4	0x 841000	800	0x 0

```
=====
UNIX>
```