Process Table

- PageTable *procPageTable[N]

+void setProcPT(int pid, PageTable *pt)

+PageTable * getProcPT(int pid)

+ProcessTable()

Page Table

- PageTableEntry *entries[64]

+void setPTE(int pt, PageTableEntry *pt)

+PageTableEntry * getPTE(int page)

+PageTable()

Page Table Entry

- bool inMemory
- int frame

+int getFrame()

+bool inMemory()

+void swapToDisk(int diskFrame)

+void swapToMemory(int memFrame)

+PageTableEntry()

Memory

- PageTableEntry *frames[30]

+void setFrame(int frame, PageTableEntry *pte)

+PageTableEntry *getFrame(int frame)

+int getFreePage()

+int findSwapPage()

+int convert(int frame)

+Memory()

Disk

- Vector<PageTableEntry*> frames

+void addFrame(PageTableEntry* pte)

+void removeFrame(int pteLocation)

+Disk()