*Task 2*

BasicBufferMgr.java

* Added instance variable bufferPoolMap
* Added int variable numBuffers
* Changed default constructor to initialize/instantiate new variables
* Refactored flush(), pin(), unpin(), pinNew(), methods to use map instead of array.
* Refactored chooseUnpinnedBuffer() to use map along with array
* Refactored findExistingBuffer() by returning the Buffer based on the Block and removing the need to incremental search through an array of buffers.
* Implemented the printBufferPoolDetails() method