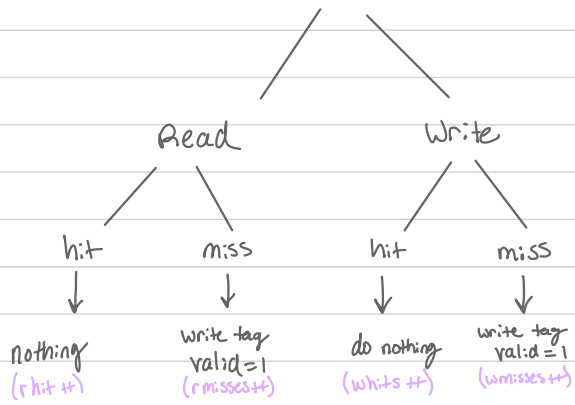
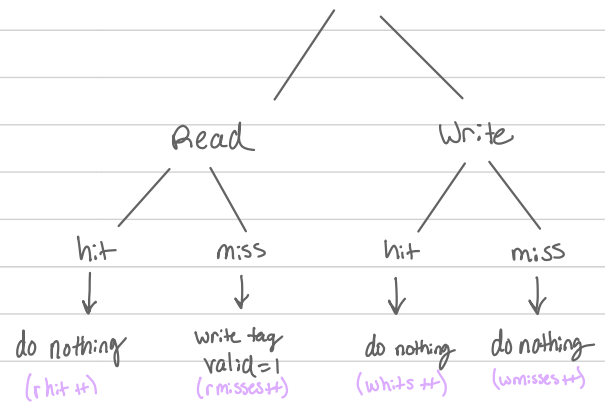


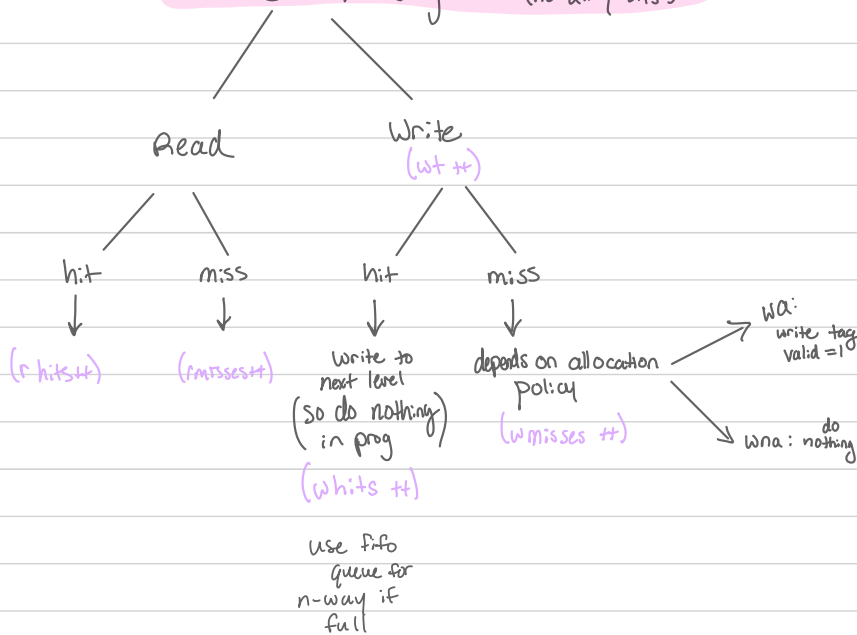
Write - allocate



Write no-allocate



write through (no dirty bits)



write back

