

W14-on site assignment

- Follow the assignment of week 13 again
- Let the queue size to be robust
- Only two malloc are allowed

```
C space.h ×
C space.h > memory_info
1  #ifndef __SPACE__
2  #define __SPACE__
3
4  #include "main.h"
5
6  #define NUM_BYTE_BUF      23
7  #define UNIT_ELEMENT_SIZE  32
```

```
C space.c ×
C space.c > ...
1  #include "space.h"
2
3  unsigned char buffer[UNIT_ELEMENT_SIZE*NUM_BYTE_BUF];
4
```

You can only use **our_malloc** to allocate for tQueueNode data structure

The data type represent needed size

```
5  typedef struct queue_node {
6      int id;
7      int score;
8      int location;
9      int data_type;
10     struct queue_node *next;
11     struct queue_node *prev;
12 }tQueueNode;
13
14 typedef struct {
15     tQueueNode *queue_front;
16     tQueueNode *queue_rear;
17     int queue_count;
18 }tQueue;
```

- Design your program flow by yourselves
- You should also submit a PDF to briefly describe the designed program flow
- You can use another malloc to allocate memory for the mask.