

PC

0	H
1	load M
2	J
3	M

logical memory  
for user 1

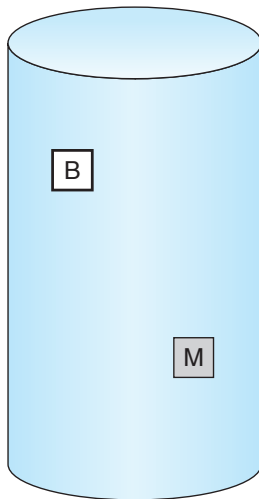
frame

valid-invalid  
bit

3	v
4	v
5	v
	i

page table  
for user 1

0	monitor
1	
2	D
3	H
4	load M
5	J
6	A
7	E

physical  
memory

0	A
1	B
2	D
3	E

logical memory  
for user 2

frame

valid-invalid  
bit

6	v
	i
2	v
7	v

page table  
for user 2