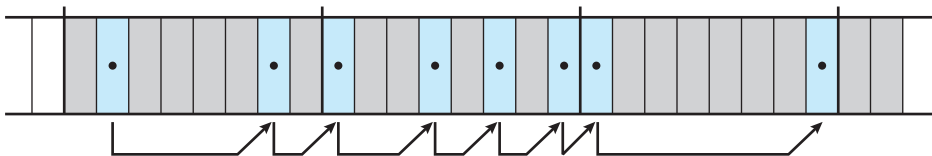
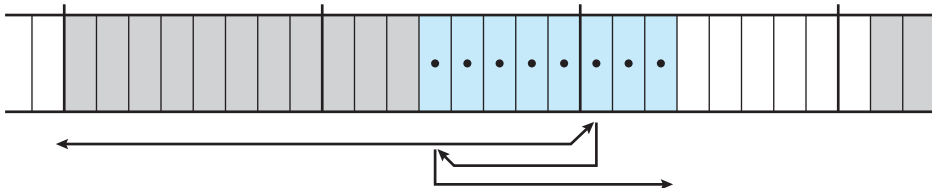


allocating scattered free blocks



allocating continuous free blocks



block in use



block selected
by allocator



free block



bitmap search

bit boundary

byte boundary