assume 1000 bytes of heap space

x = malloc(24)

y = malloc(40)

z = malloc(40)

w = malloc(16)

free(x) // freeing y or z would have made space for u

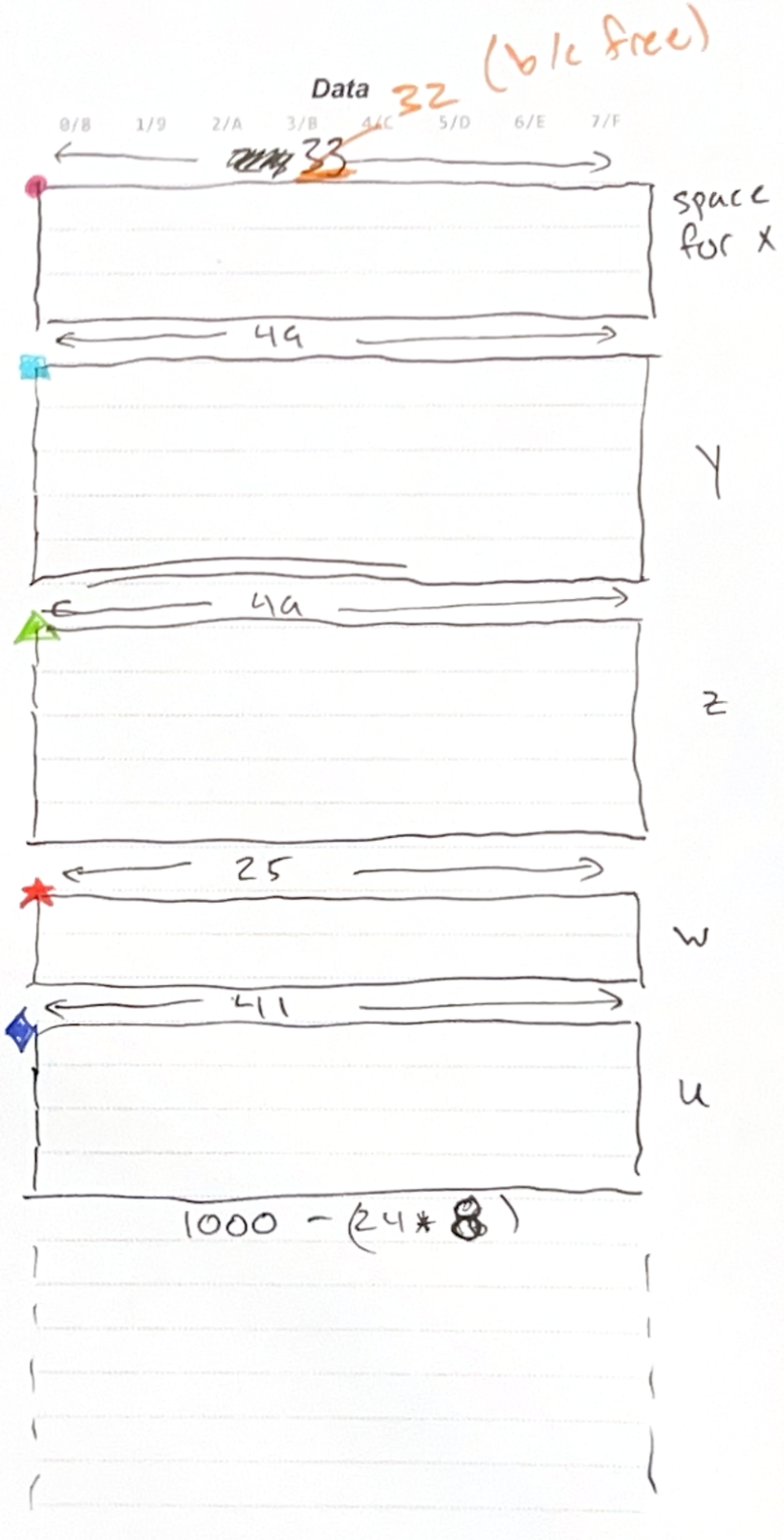
u = malloc(32) // cannot use x space

Rules for blocks:

First 8 bytes is a header

- Odd if busy/allocated
- Even if free
- Value with LSB=0 is block size
- Block size is in bytes, includes header

Lecture malloc is not PA malloc



sbrk(len)

moves "break" by len bytes and returns old break