A. Creating block structures
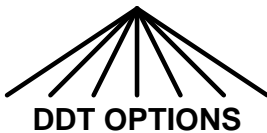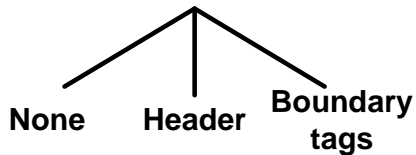
1 Block structure
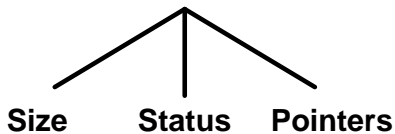DDT OPTIONS

2 Block sizes
One — Many
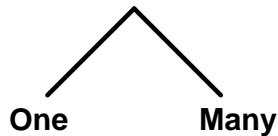
3 Block tags
None — Header — Boundary tags

4 Block recorded info
Size — Status — Pointers

5 Flexible block size manager
Split — Coalesce — Ask for more memory
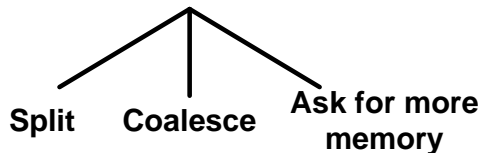
B. Pool division based on criterion

1 Size
One pool per size — Single pool

2 Pool structure
DDT OPTIONS