

2. Implementation

```
ptr = malloc(20);
```

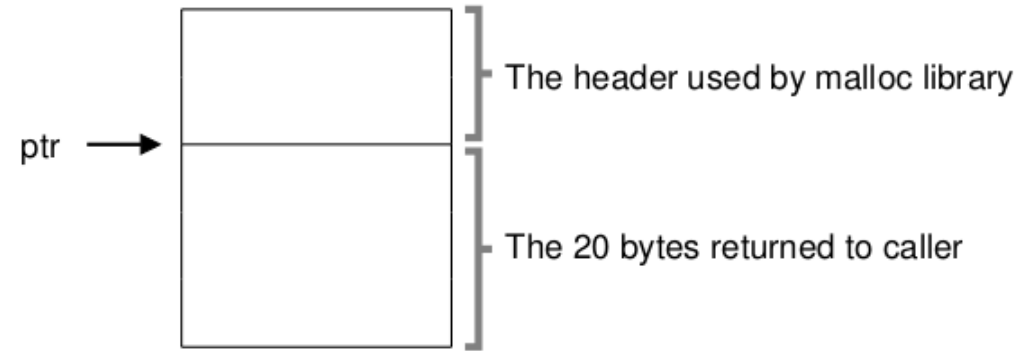


Figure 17.1: An Allocated Region Plus Header

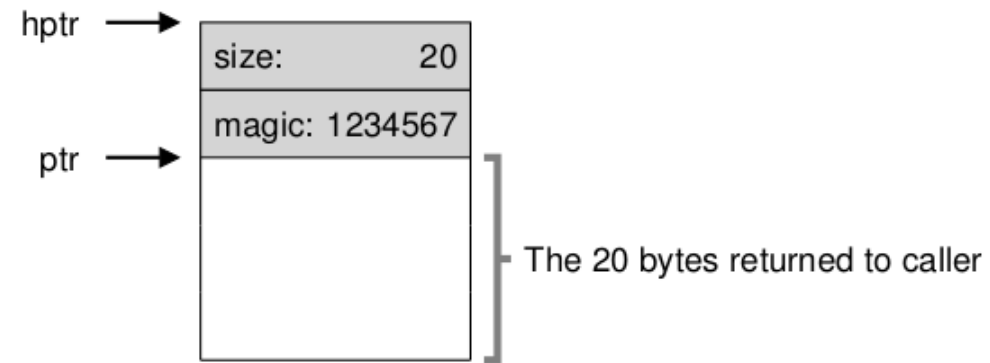


Figure 17.2: Specific Contents Of The Header

```
typedef struct { int size; int magic; } header_t;
```

```
void free(void *ptr) { header_t *hptr = (header_t *) ptr - 1; ... }
```