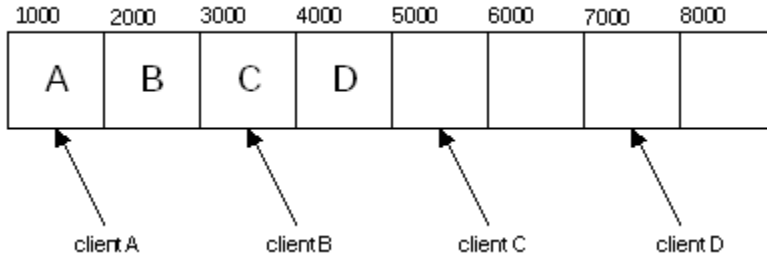
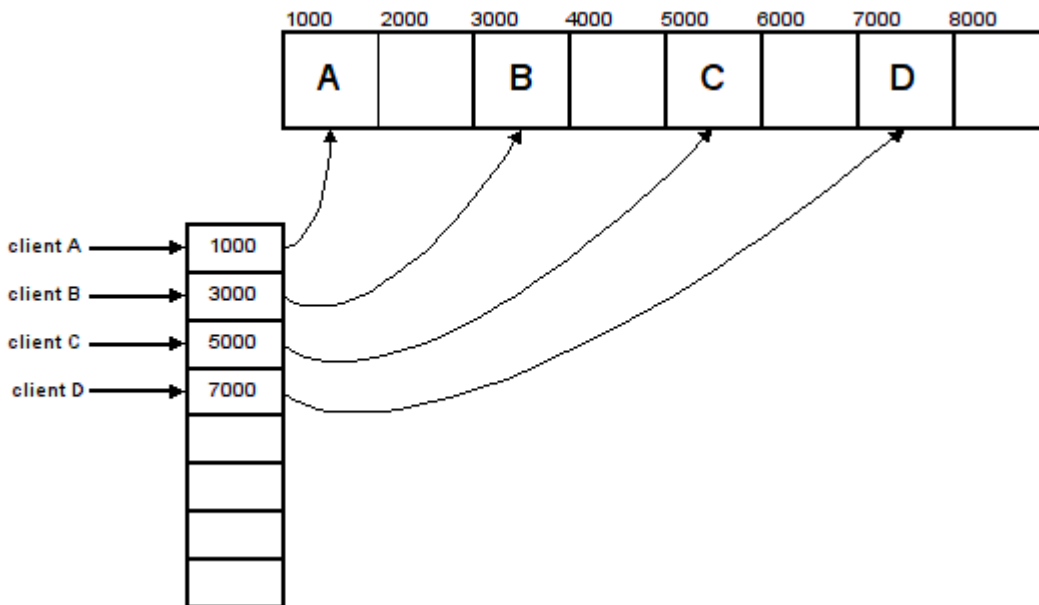


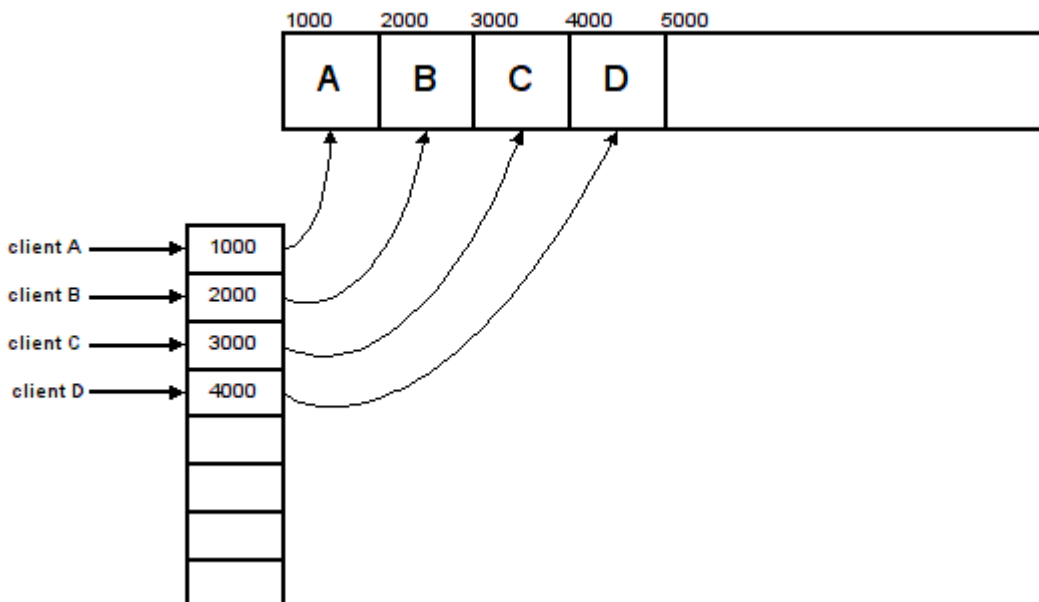
Raw pointers. You can't move the blocks of data because the client is pointing directly at them. This would lead to problems:



Using handles (pointers to pointers) The client points to a pointer to the block:



Now we can move the blocks without affecting the client's pointer.



After moving the blocks. Clients are unaffected and we have one big free block.