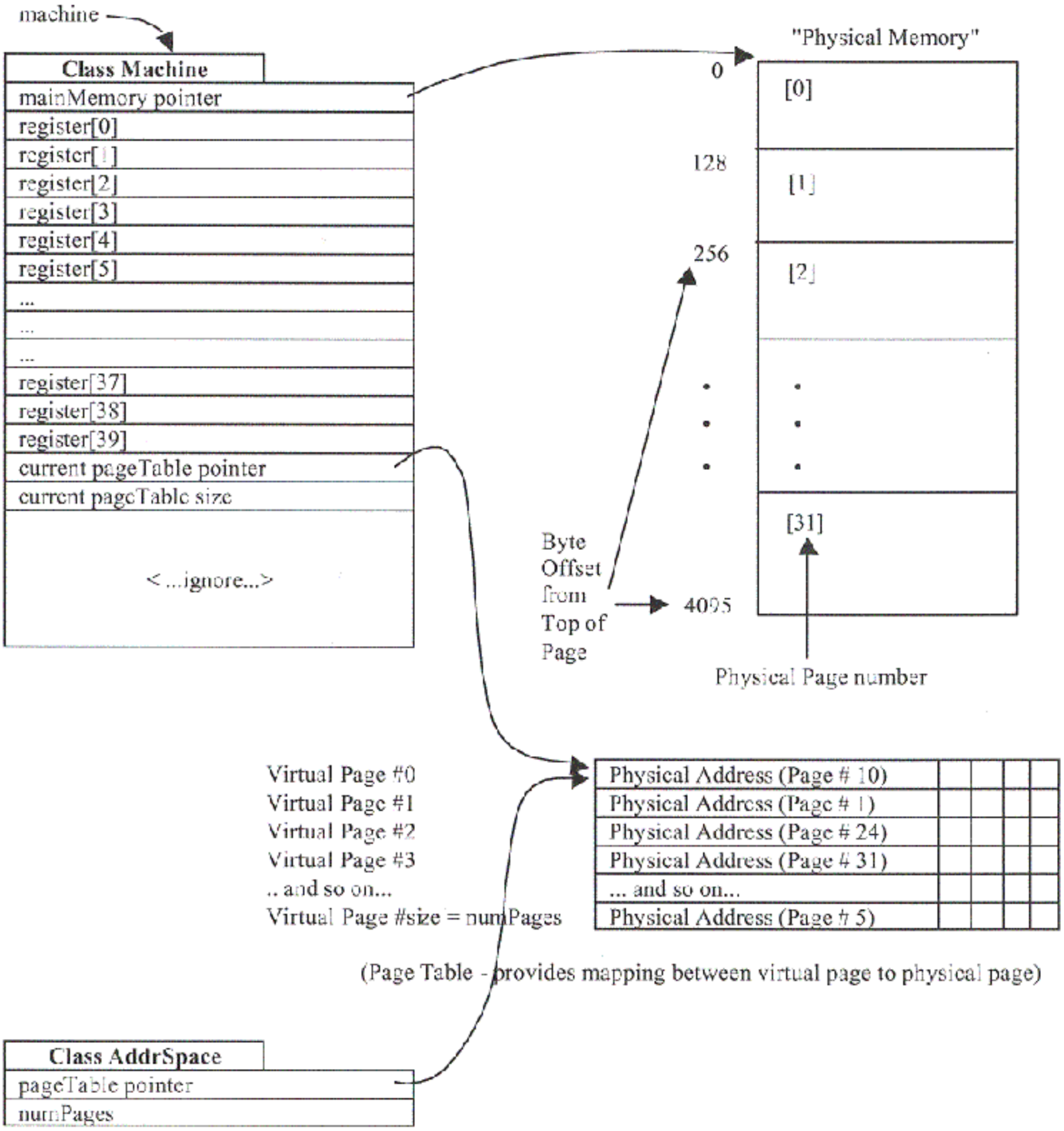
machine
Class Machine
mainMemory pointer
register[0]
register[1]
register[2]
register[3]
register[4]
register[5]
...
...
...
register[37]
register[38]
register[39]
current pageTable pointer
current pageTable size
< ...ignore...>
"Physical Memory"
0
128
256
4095
[0]
[1]
[2]
[31]
Byte Offset from Top of Page
Physical Page number
Virtual Page #0
Virtual Page #1
Virtual Page #2
Virtual Page #3
.. and so on...
Virtual Page #size = numPages
Physical Address (Page # 10)
Physical Address (Page # 1)
Physical Address (Page # 24)
Physical Address (Page # 31)
... and so on...
Physical Address (Page # 5)
(Page Table - provides mapping between virtual page to physical page)
Class AddrSpace
pageTable pointer
numPages