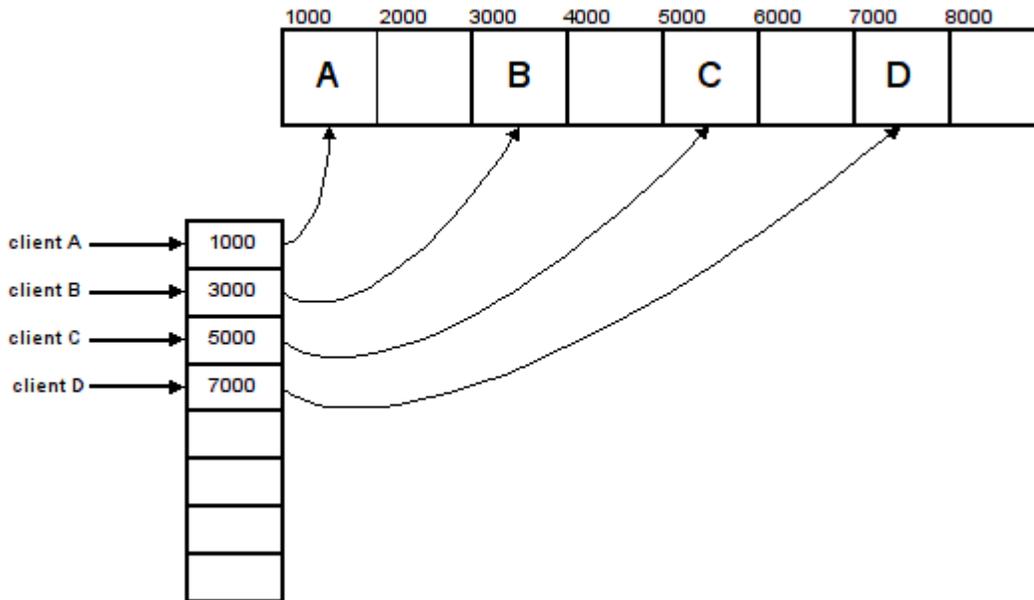
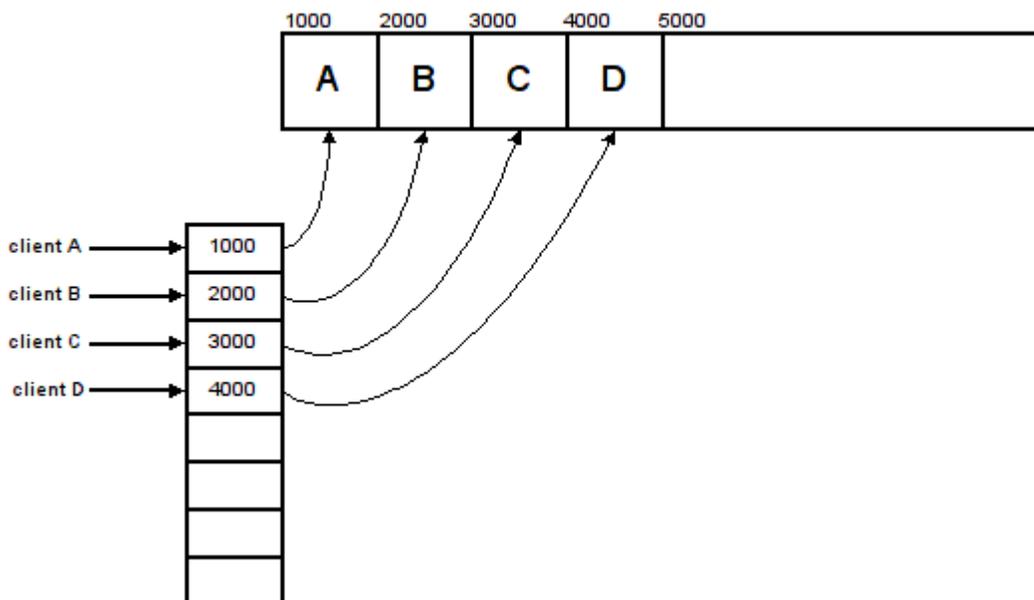


Raw pointers. You can't move the blocks of data because the client is pointing directly at them.



Handles. The client points to a pointer to the block so 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.