User applications
with virtual pages

Physical
frames
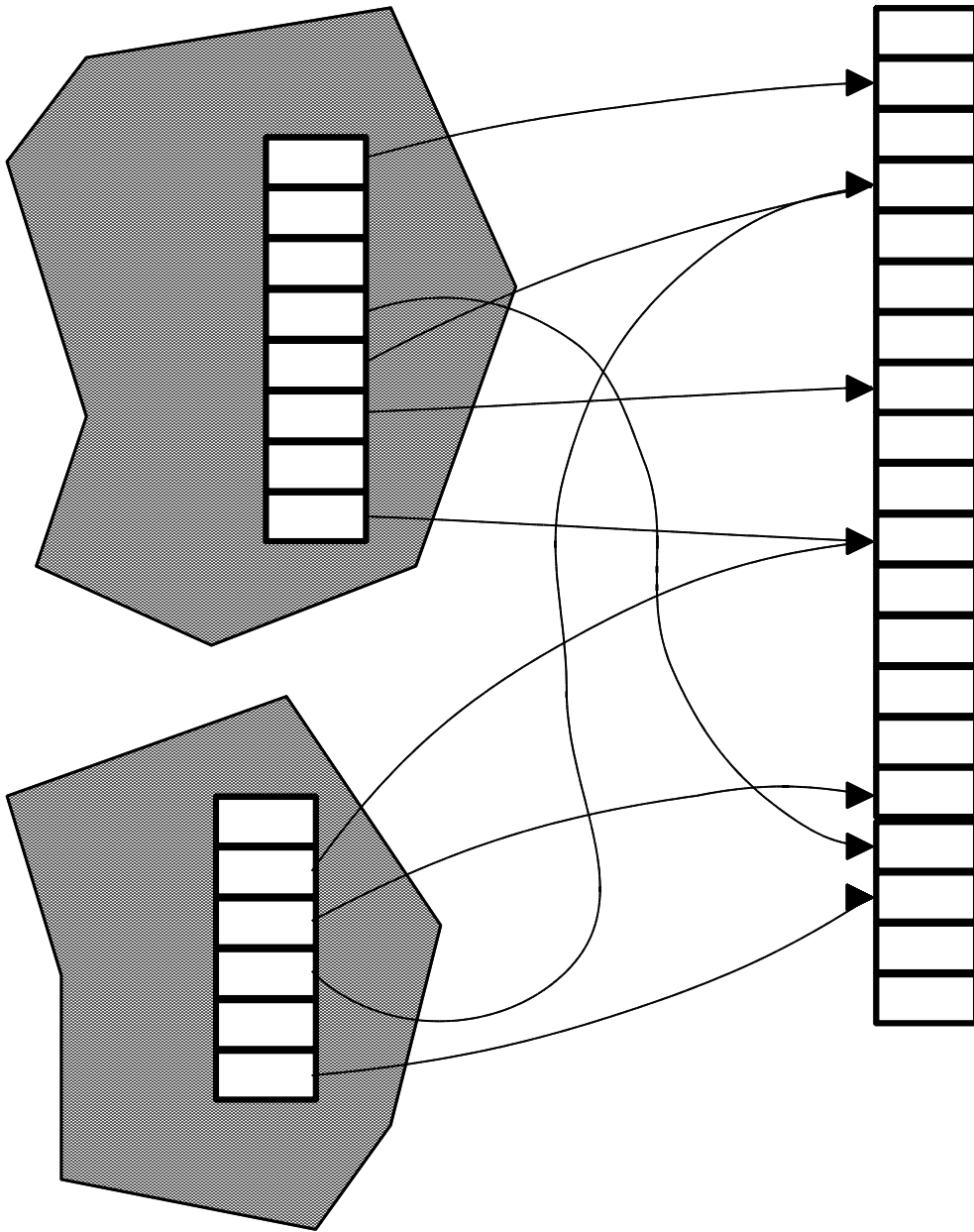
Figure 3. Virtual Memory