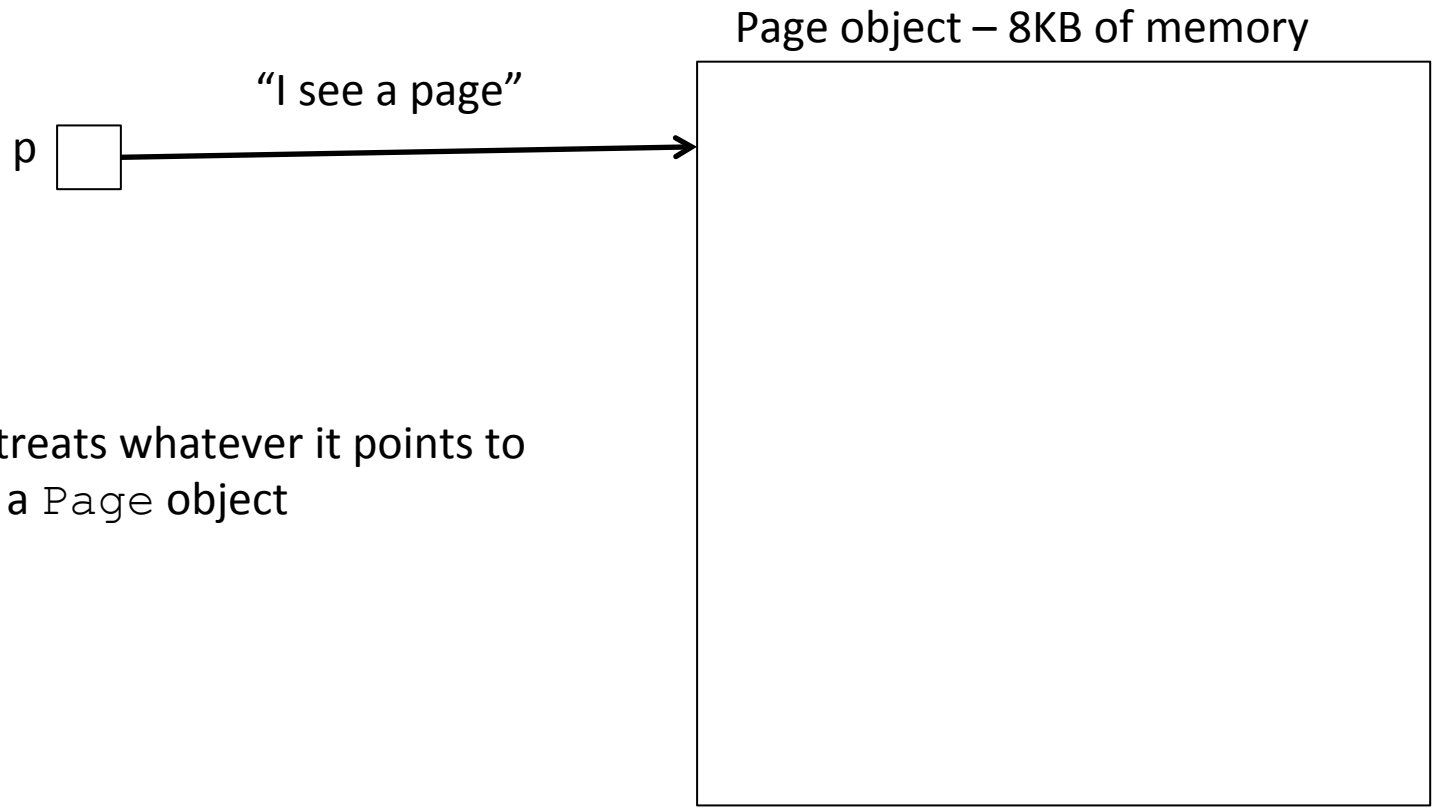
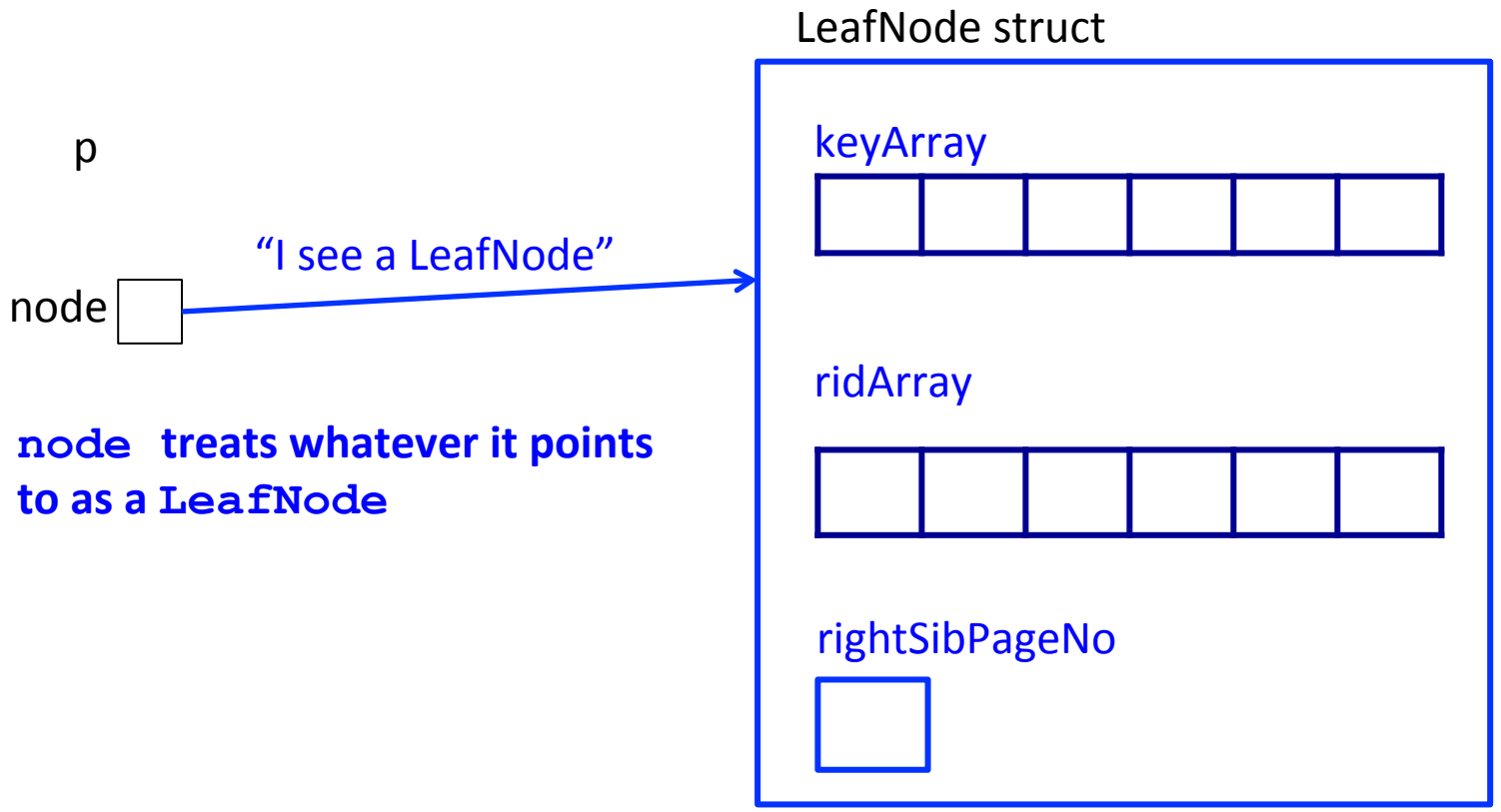
```
Page* p = bufferManager->allocatePage(...);
  //Gets a "Raw" Page from a RawFile
```

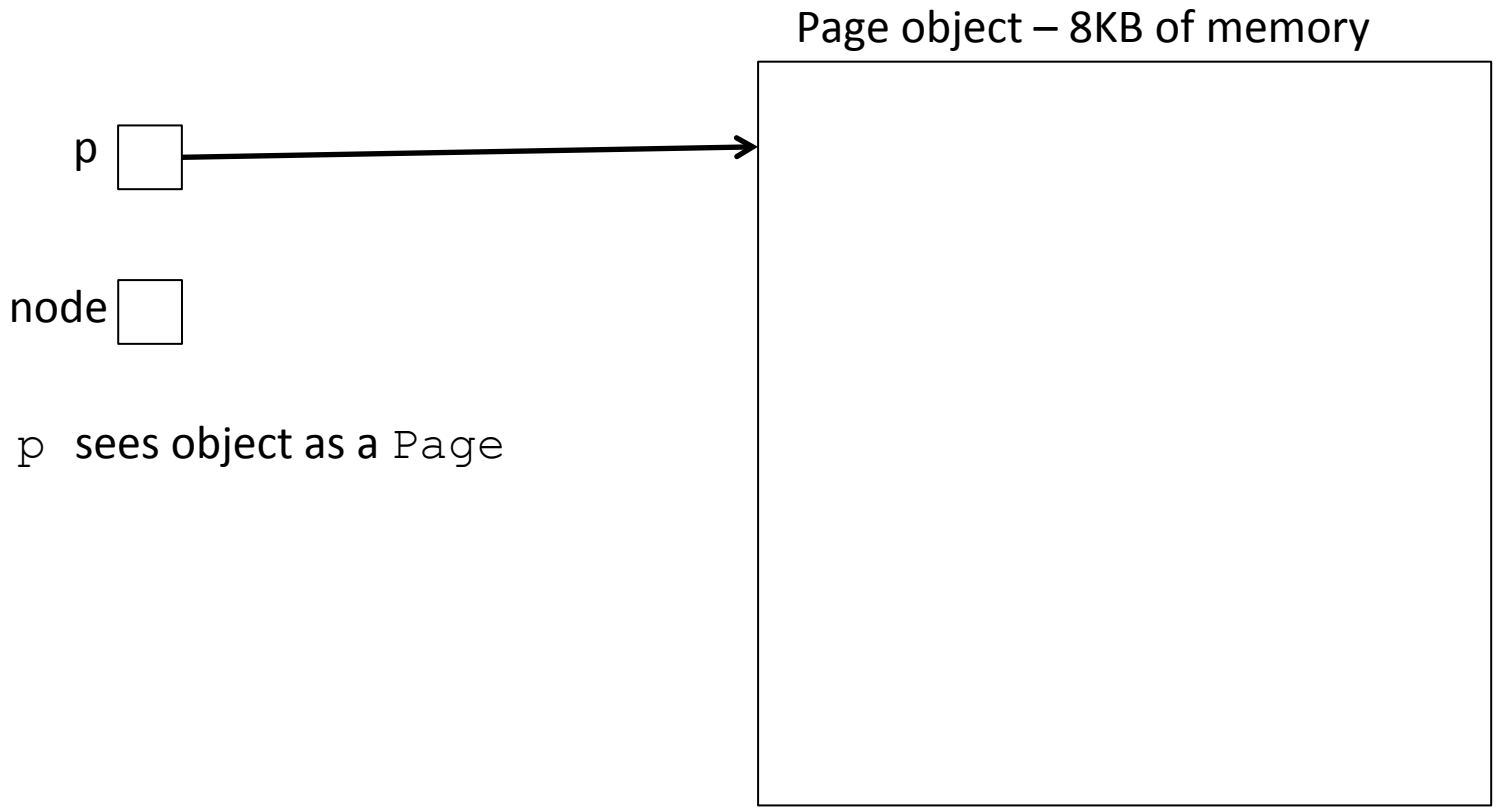


`p` treats whatever it points to as a `Page` object

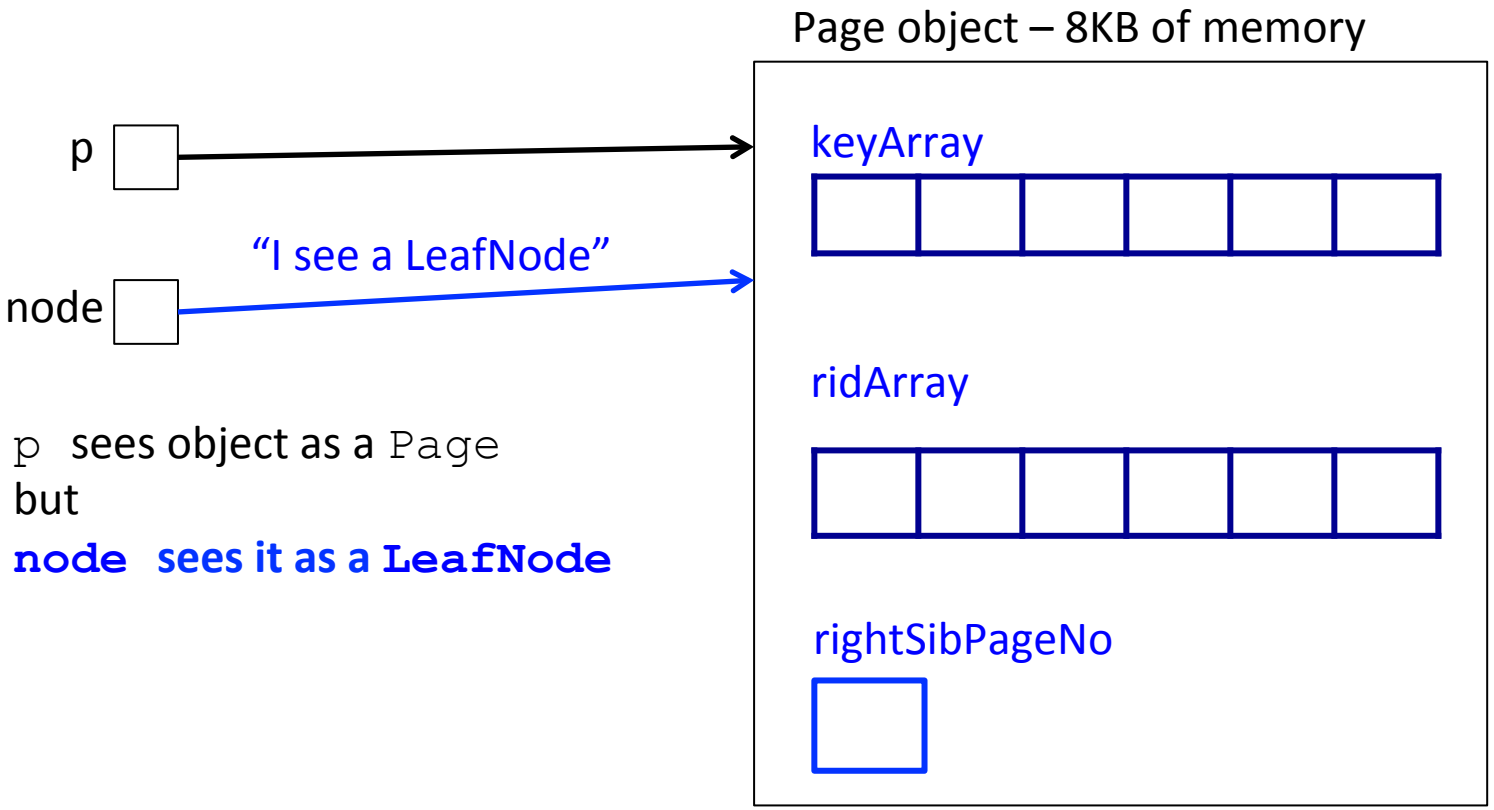
```
LeafNode* node = new LeafNode;
```



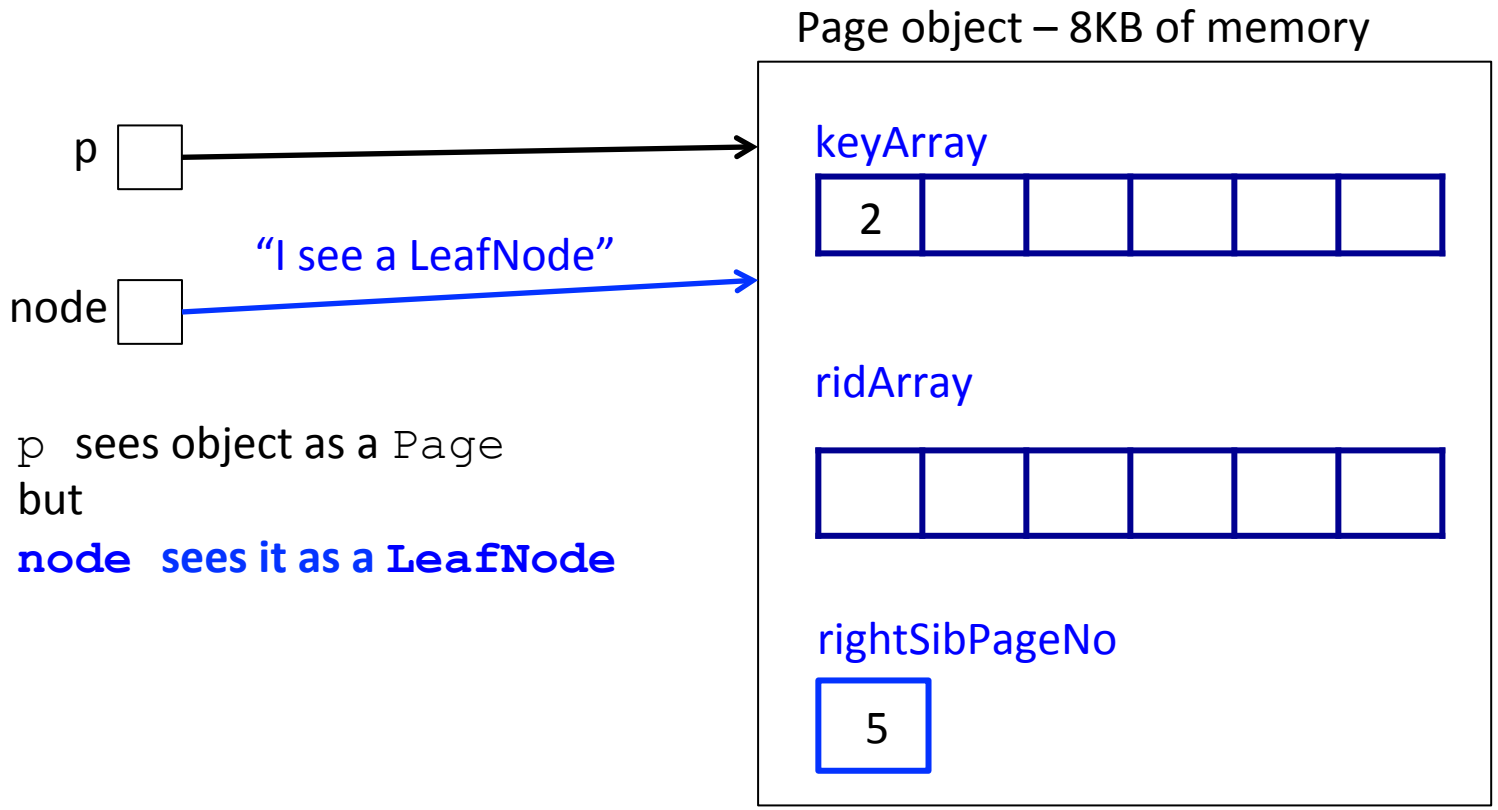
```
Page* p = bufferManager->allocatePage(...);
LeafNode* node;
```



```
Page* p = bufferManager->allocatePage(...);
LeafNode* node;
node = (LeafNode*) p;
```

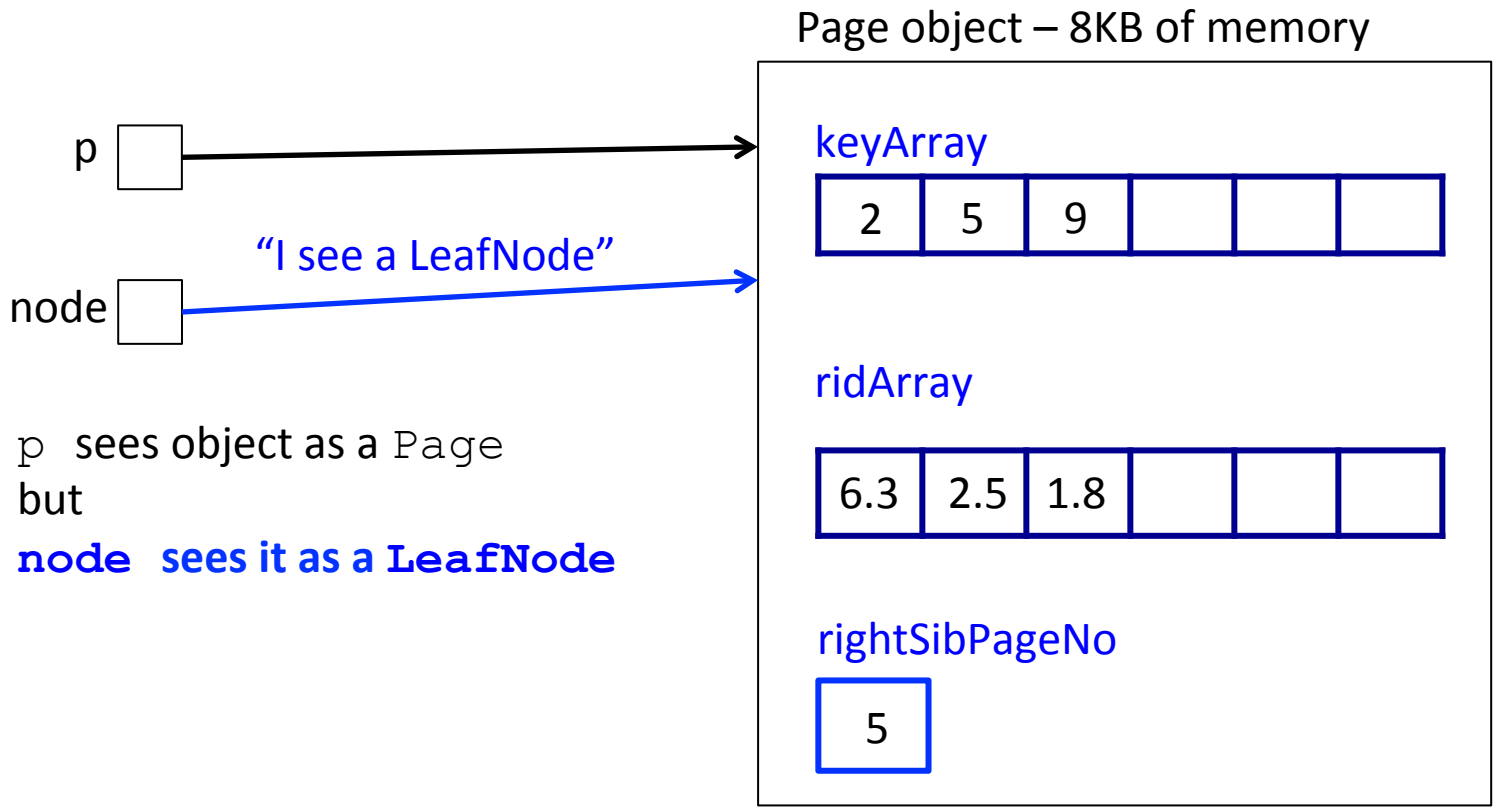


```
Page* p = bufferManager->allocatePage(...);
LeafNode* node;
node = (LeafNode*) p;
node->keyArray[0] = 2;
node->rightSibPageNo = 5;
```



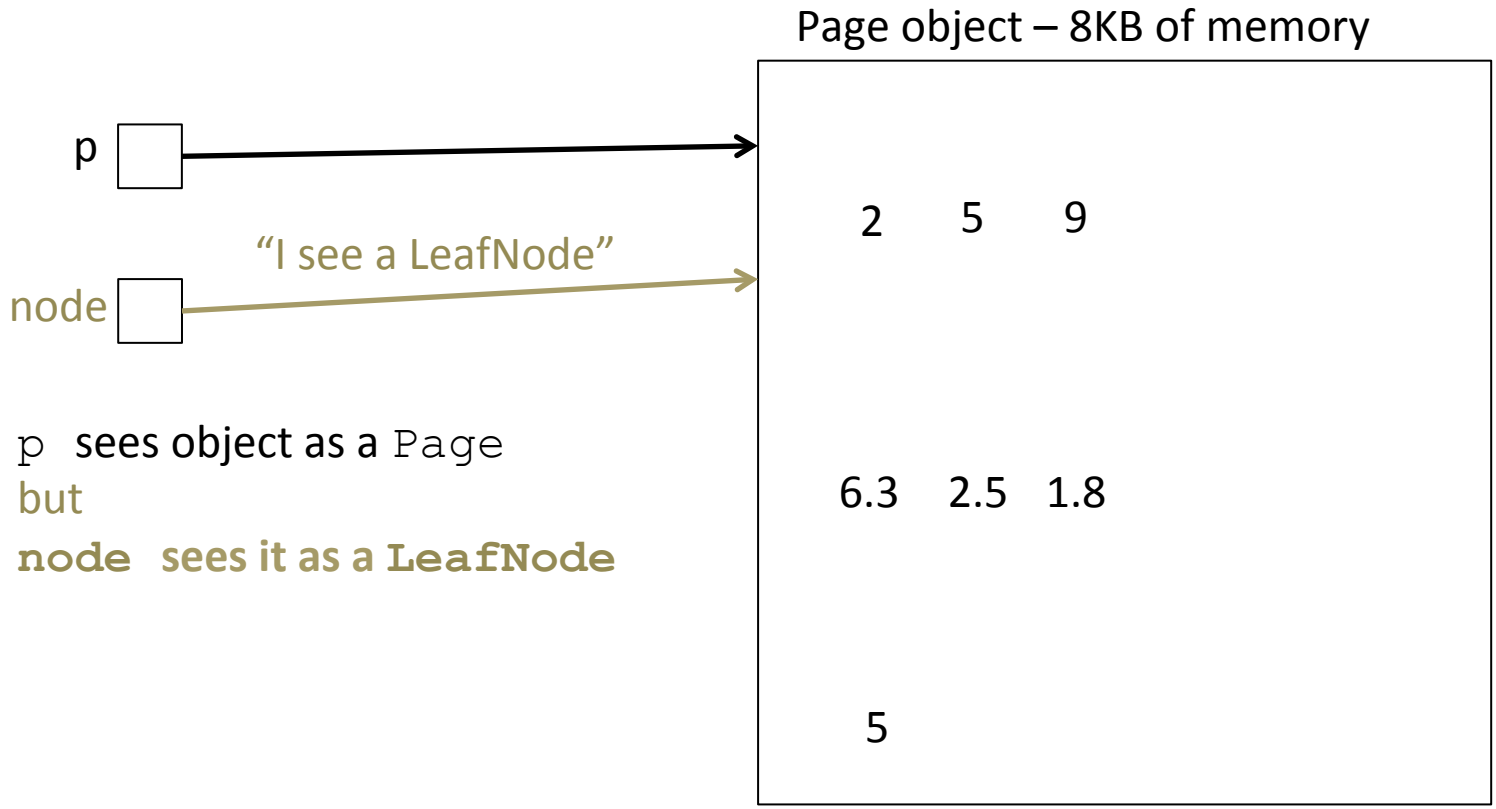
`p` sees object as a `Page`
but
`node` sees it as a `LeafNode`

```
Page* p = bufferManager->allocatePage(...);
LeafNode* node;
node = (LeafNode*) p;
node->keyArray[0] = 2;
node->rightSibPageNo = 5;
  ...
```



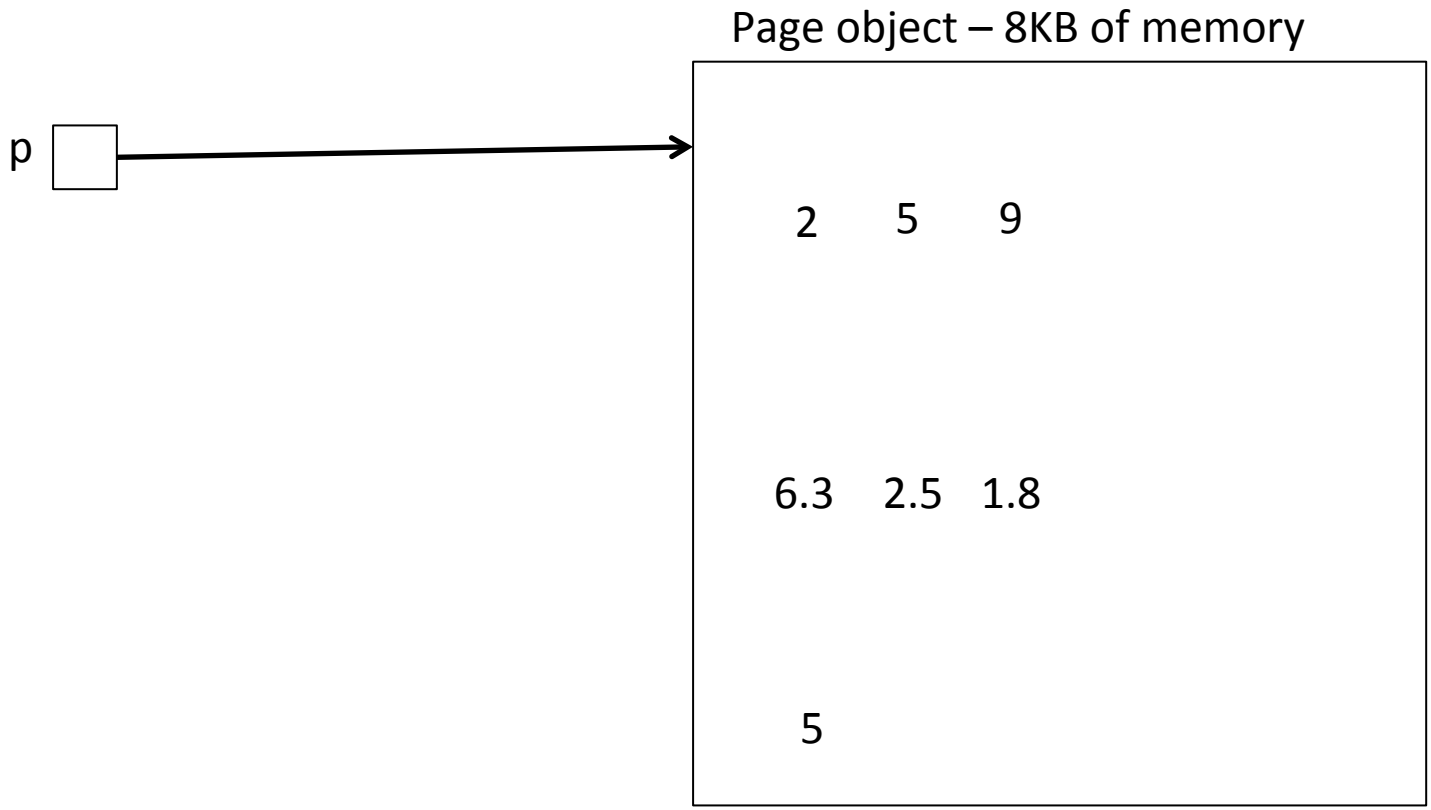
`p` sees object as a `Page`
but
`node` sees it as a `LeafNode`

```
Page* p = bufferManager->allocatePage(...);
LeafNode* node;
node = (LeafNode*) p;
node->keyArray[0] = 2;
node->rightSibPageNo = 5;
...
bufferManager->writePage(p);
```



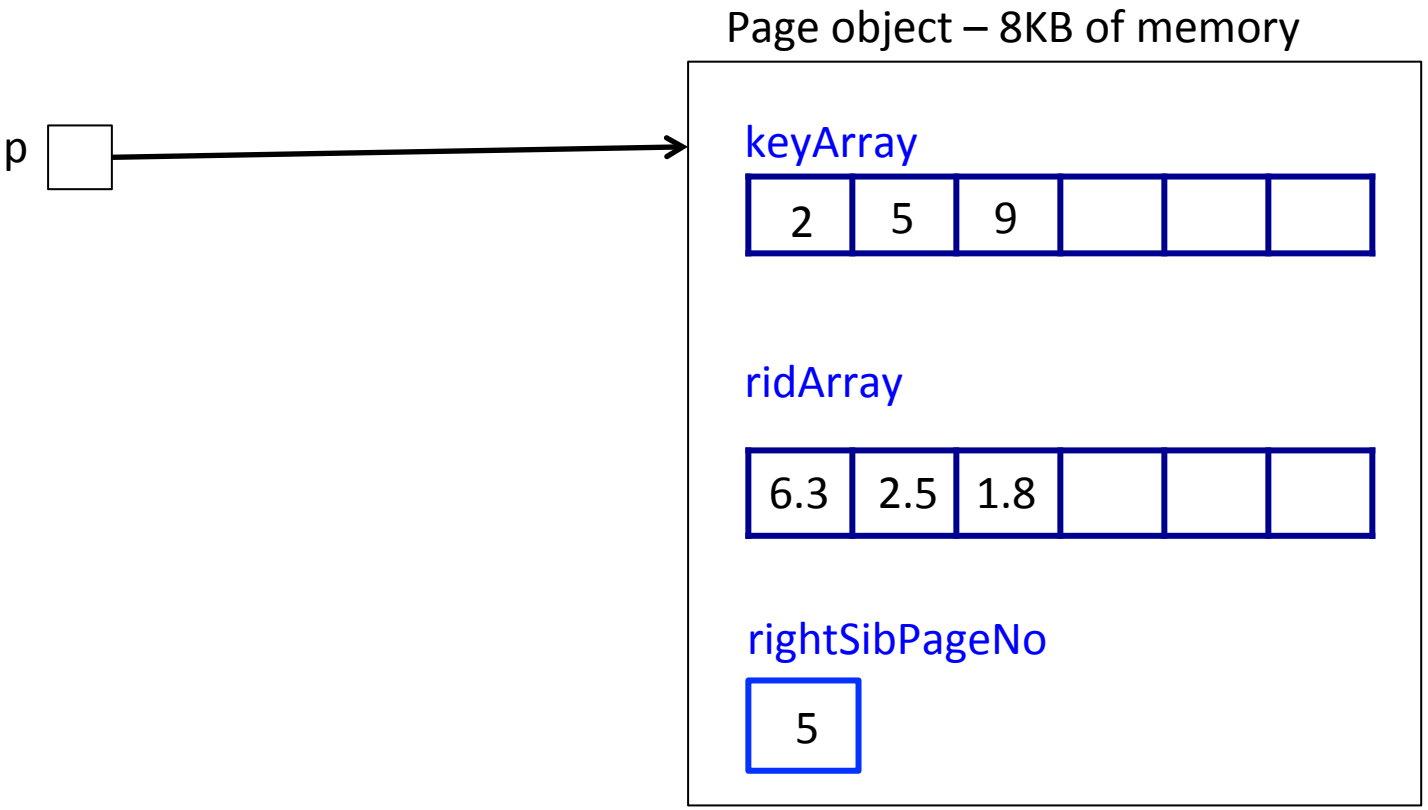
`p` sees object as a `Page`
but
`node` sees it as a `LeafNode`

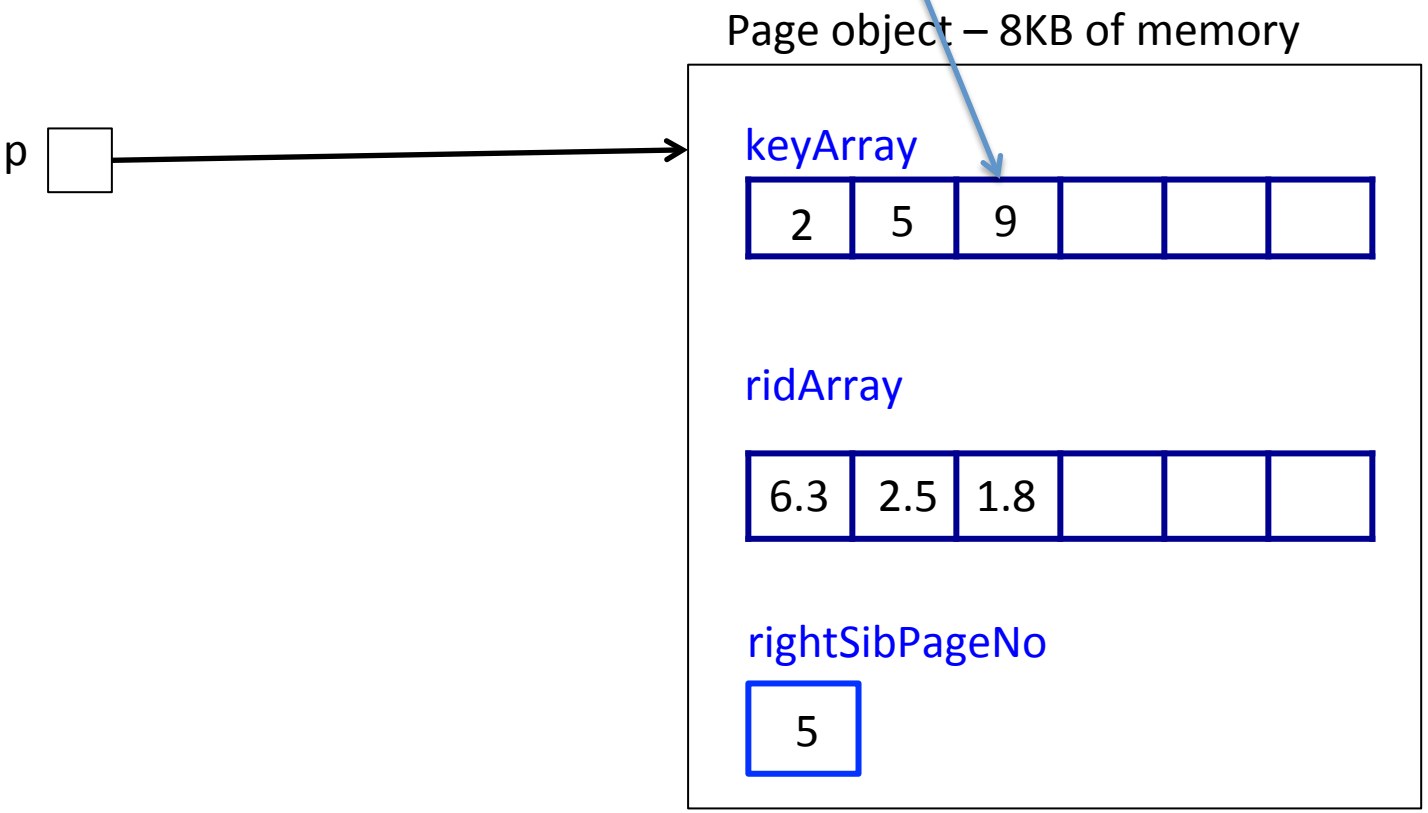
```
Page* p = bufferManager->readPage(...);
return ((LeafNode*)p)->keyArray[2];
```



```
Page* p = bufferManager->readPage(...);
return ((LeafNode*)p)->keyArray[2];
```

Look at is if it were a leaf node



```
Page* p = bufferManager->readPage(...);
return ((LeafNode*)p)->keyArray[2];
```

Look at is if it were a leaf node