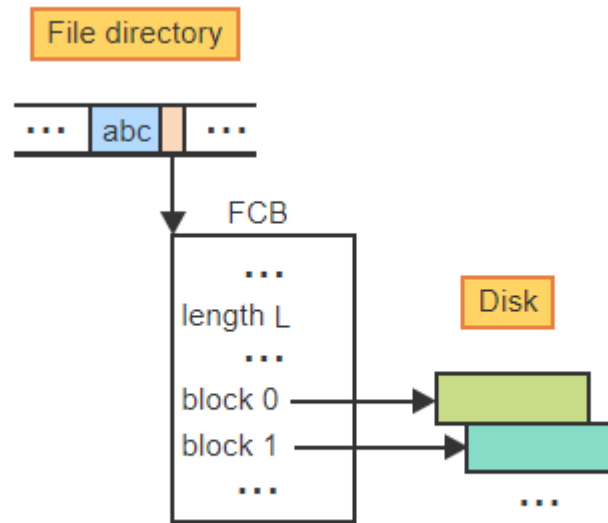




File System-2

Operations on File

- Create and Destroy



Operations on files

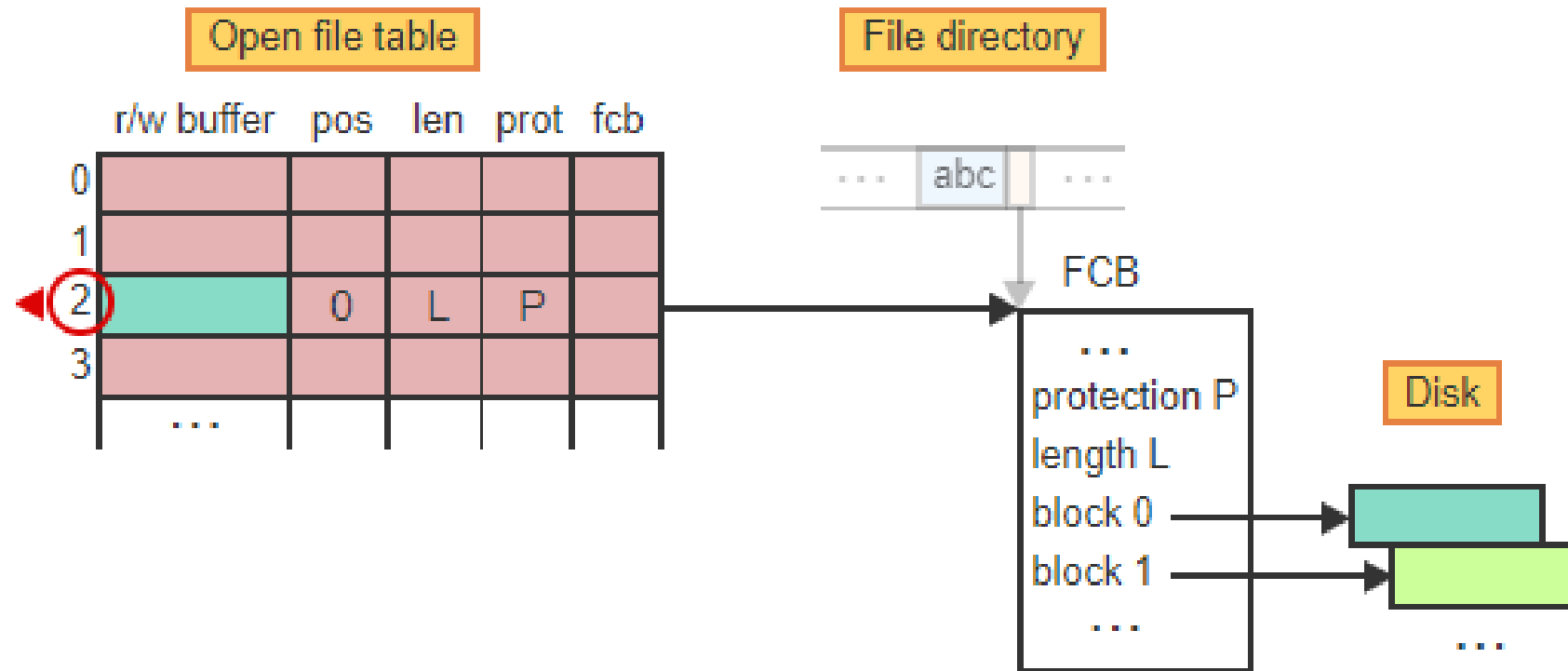
- Open a file

- The *open file table (OFT)* is a data structure that keeps track of all files currently in use to facilitate efficient access to and manipulation of the files.

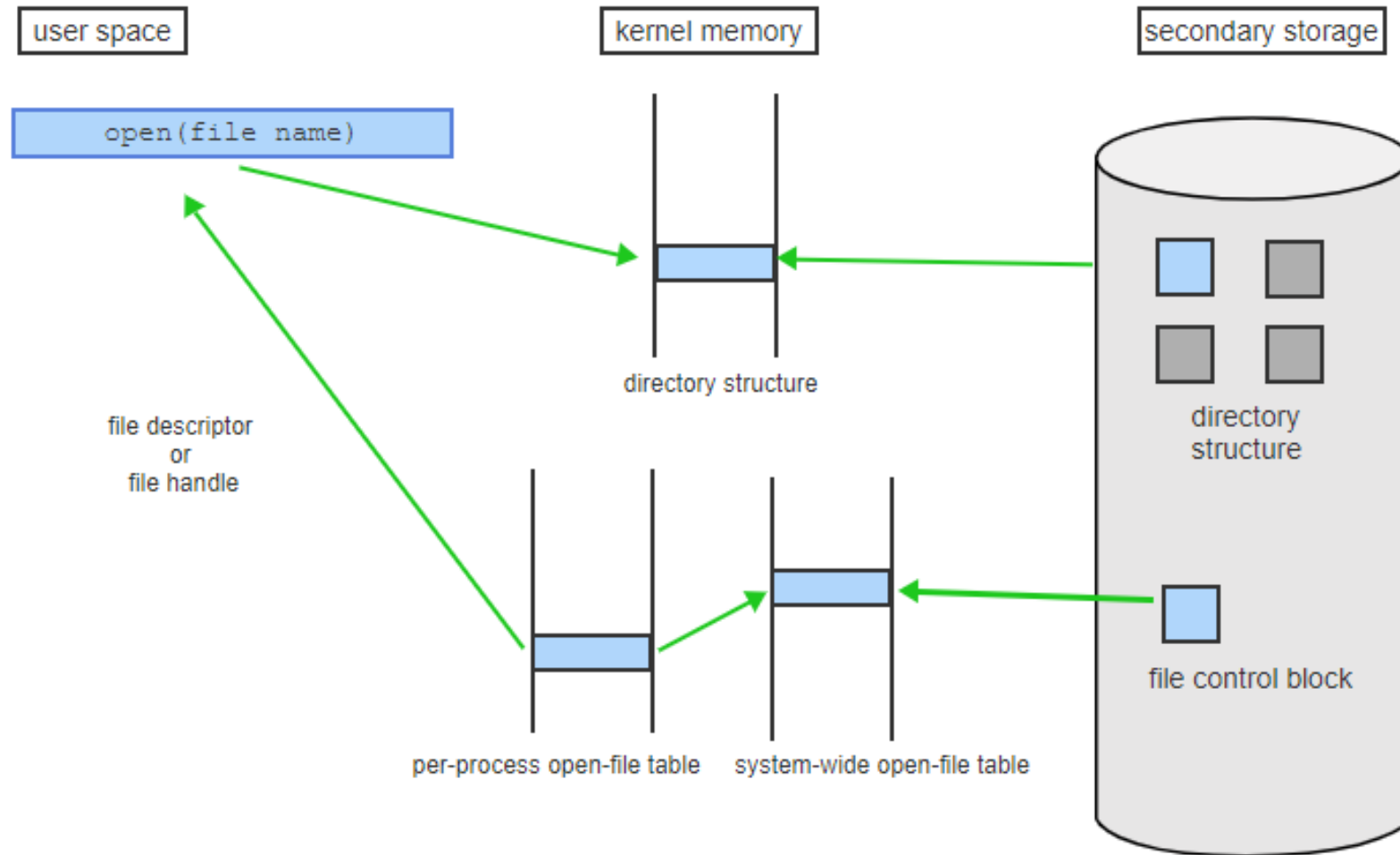
- The steps performed by the open operation include:

- Verify access permission
- Allocate a free entry in the OFT.
- Allocate read/write buffers as necessary.
- Copy relevant information from the FCB to the OFT entry (like file length and location on the disk).
- Initialize required information in the OFT entry, (initial position of a sequentially accessed file).
- Return the index of the allocated OFT entry to the calling process for subsequent access to the file.

Open a File



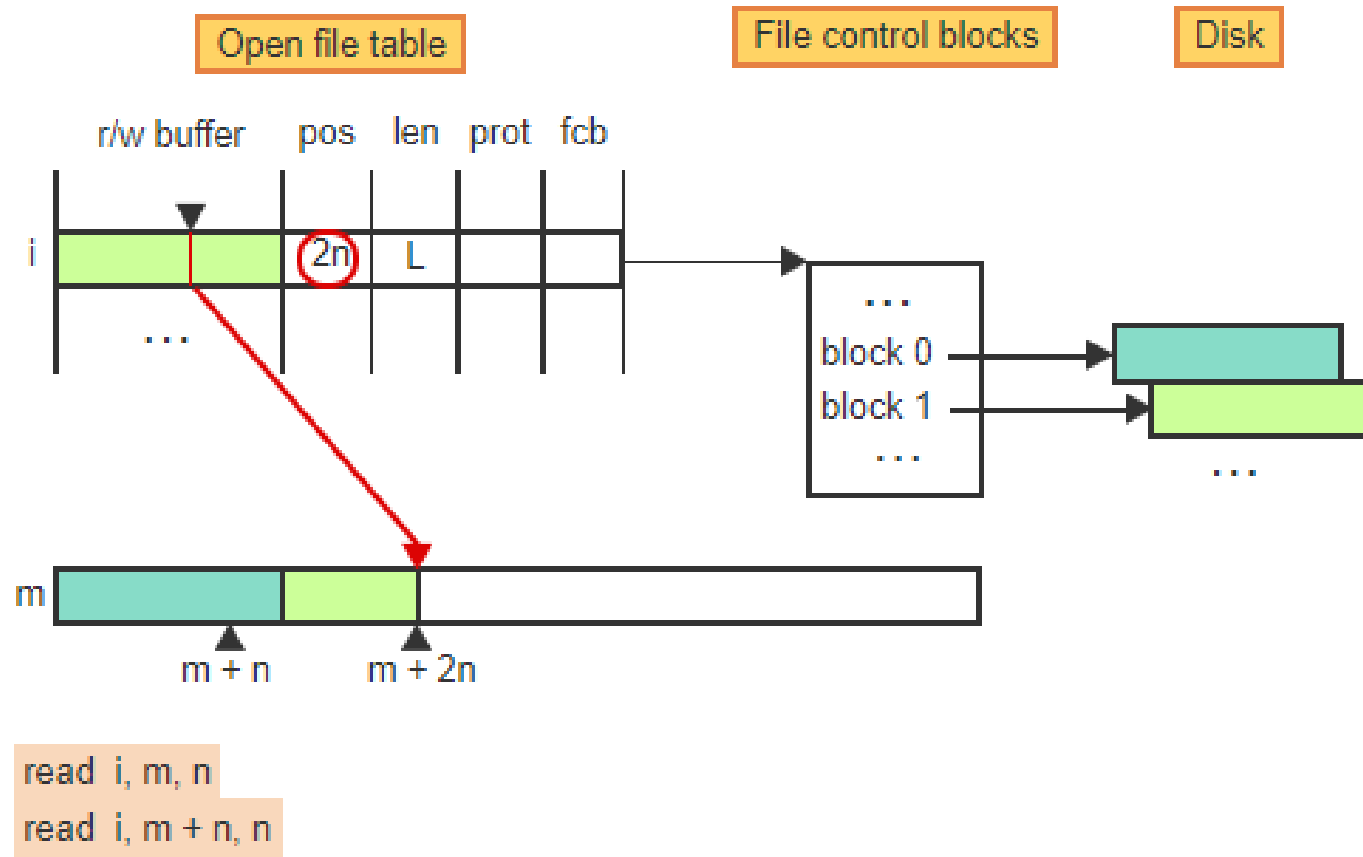
File Open



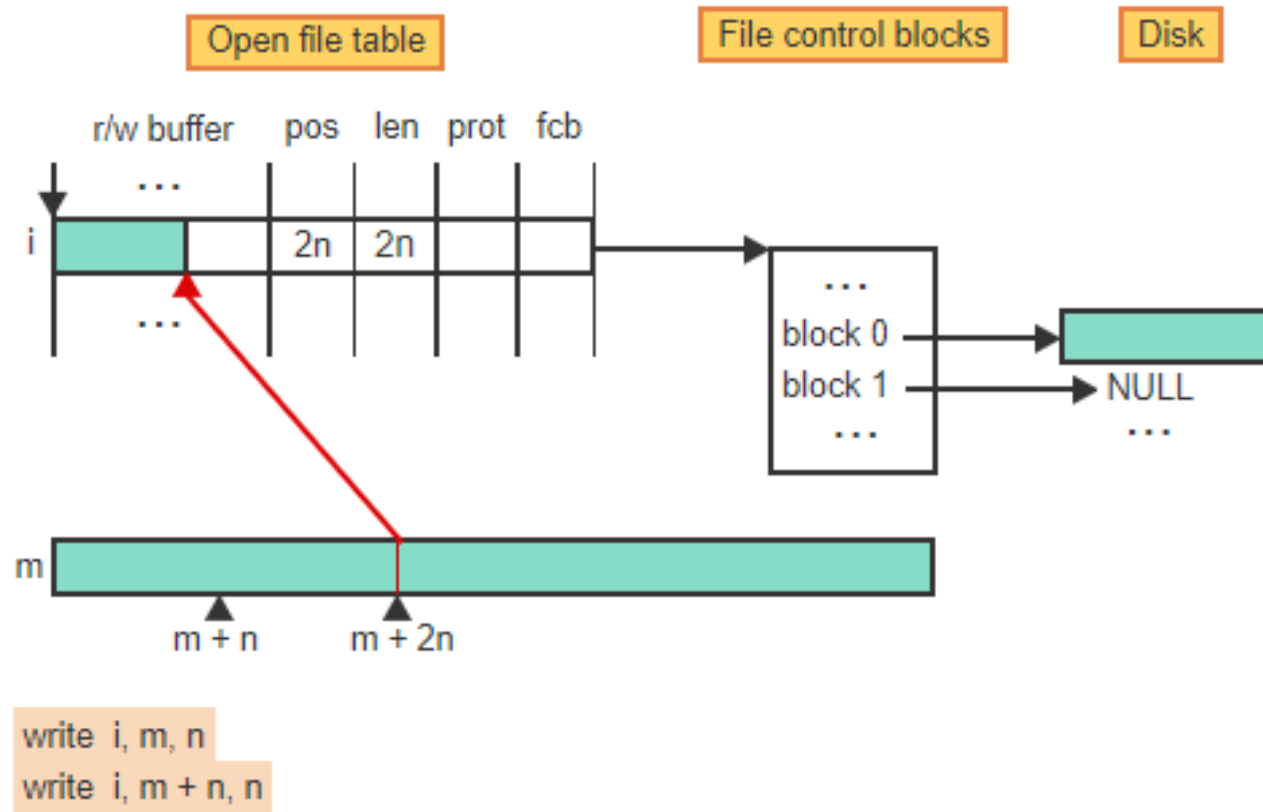
Read a file

- A *read file* operation copies data from an open file to a specified area in main memory. The data may be accessed either directly, one record at a time, or sequentially, by specifying the number of bytes to be read next.
- A generic sequential read instruction has the form:
- read *i*, *m*, *n* ,
 - *i* is an OFT index corresponding to an open file,
 - *n* specifies the number of bytes to be read,
 - *m* is a location in memory

Read a file



Write a file



File Operations

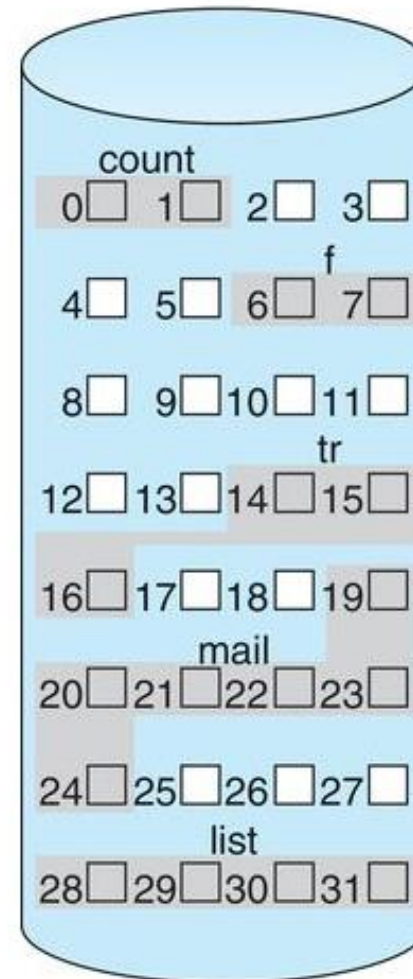
- A **seek** operation moves the current position of an open file to a new specified position. A generic seek operation has the form:
 - **seek i, k**
- where i is an OFT index corresponding to an open file and k specifies the new position within the file.
- The **close file** operation reverses the effects of the open operation by saving the current state of the file in the FCB and freeing the OFT entry.
- The steps performed by the close operation include:
 - If the current content of the r/w buffer is modified, then save the buffer in the corresponding block on the disk.
 - Update the file length in the FCB.
 - Free the OFT entry.
 - Return the status of the close operation to the calling process.

Disk Allocation

- Disk block
 - FS views the disk as a fixed sequence of bytes called blocks
 - numbered consecutively 0 through $D - 1$,
 - where D is the total number of blocks on the disk.
- The disk block allocation can vary the **efficiency** of file operations

Continuous Allocation

- Fast sequential access
- Fast Direct access
- Disk fragmentation
- Potential expansion

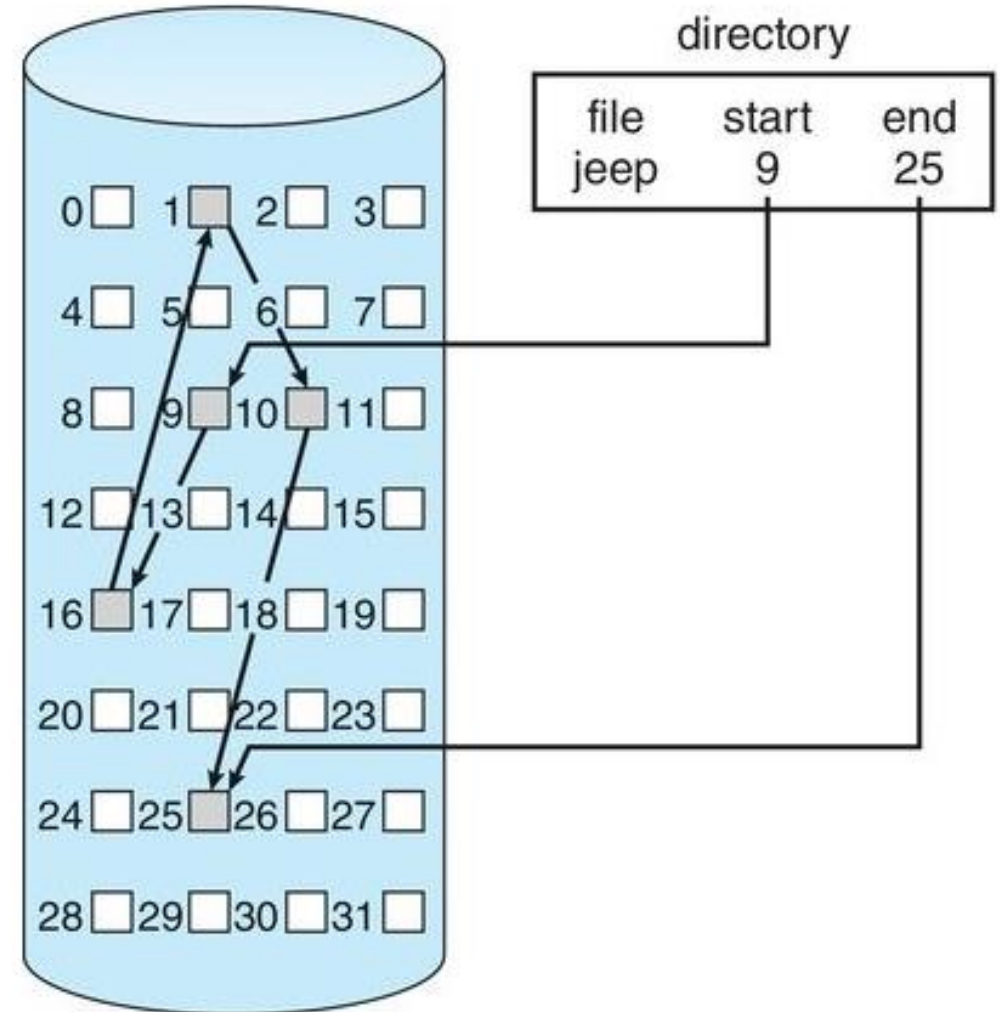


directory

file	start	length
count	0	2
tr	14	3
mail	19	6
list	28	4
f	6	2

Linked Allocation

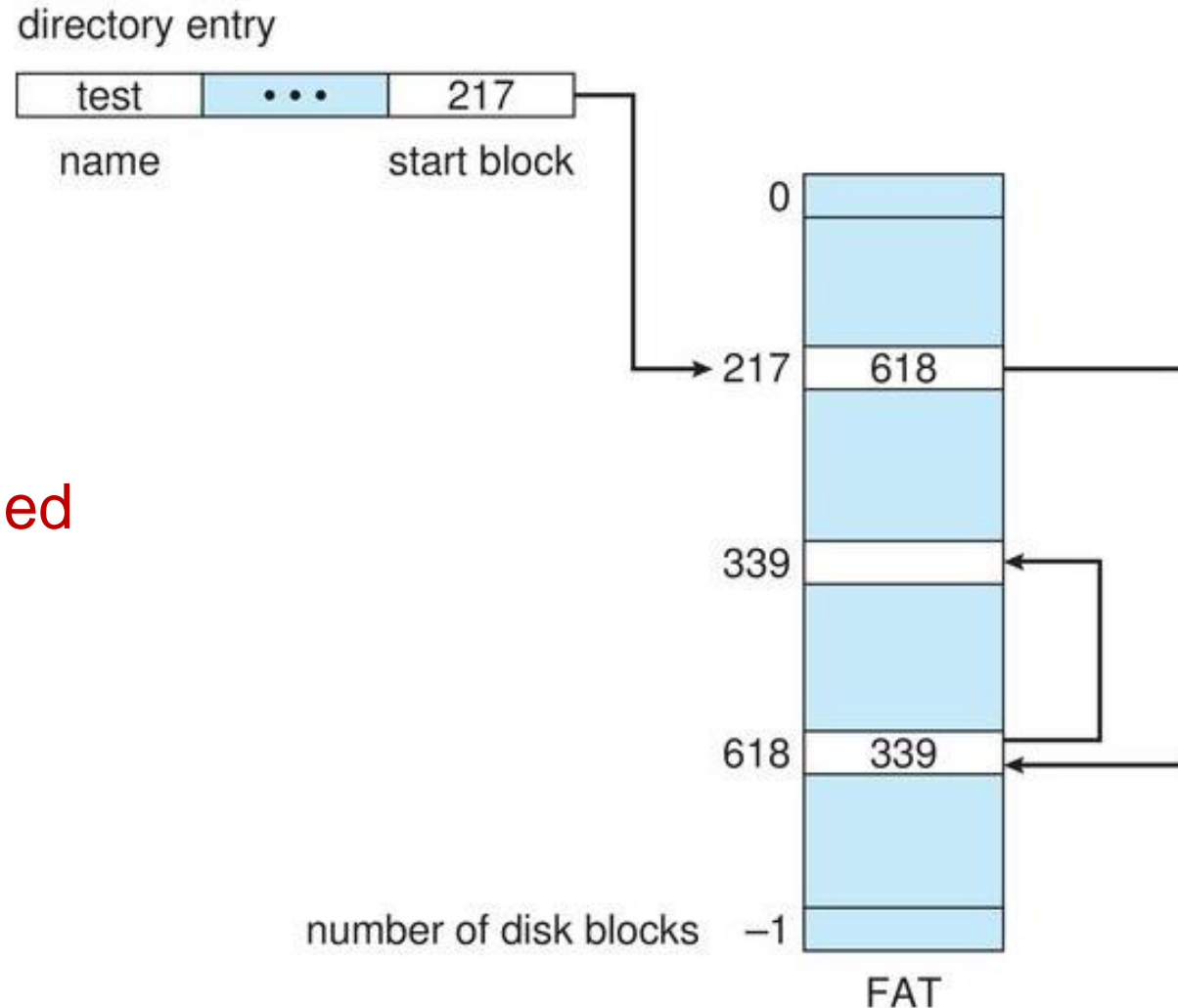
- Easy file expansion
- Slow sequential access
- No direct access possible
- Pointer takes extra space



The usual solution to this problem is to collect blocks into multiples, called *clusters*

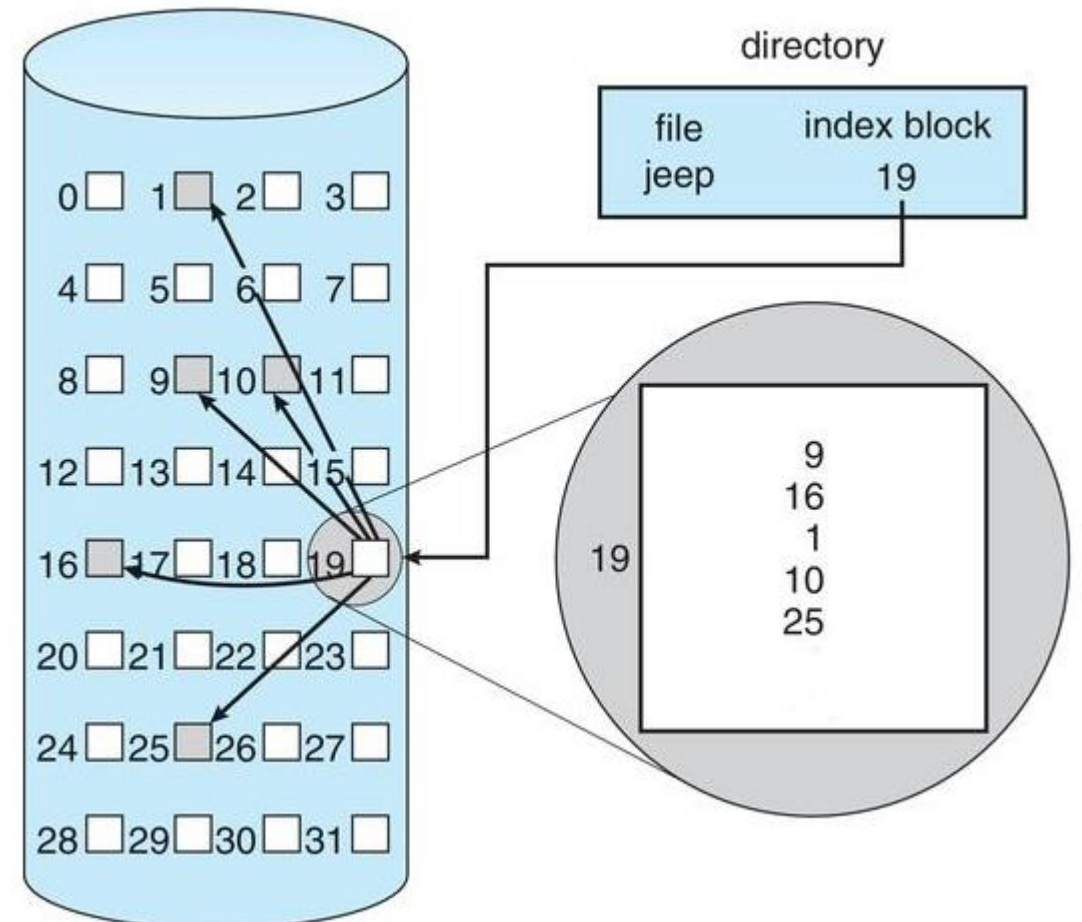
Allocation Using a File Allocation Table (FAT)

- Efficient sequential access
- Can do Direct access
- Disk head seeks if not cached

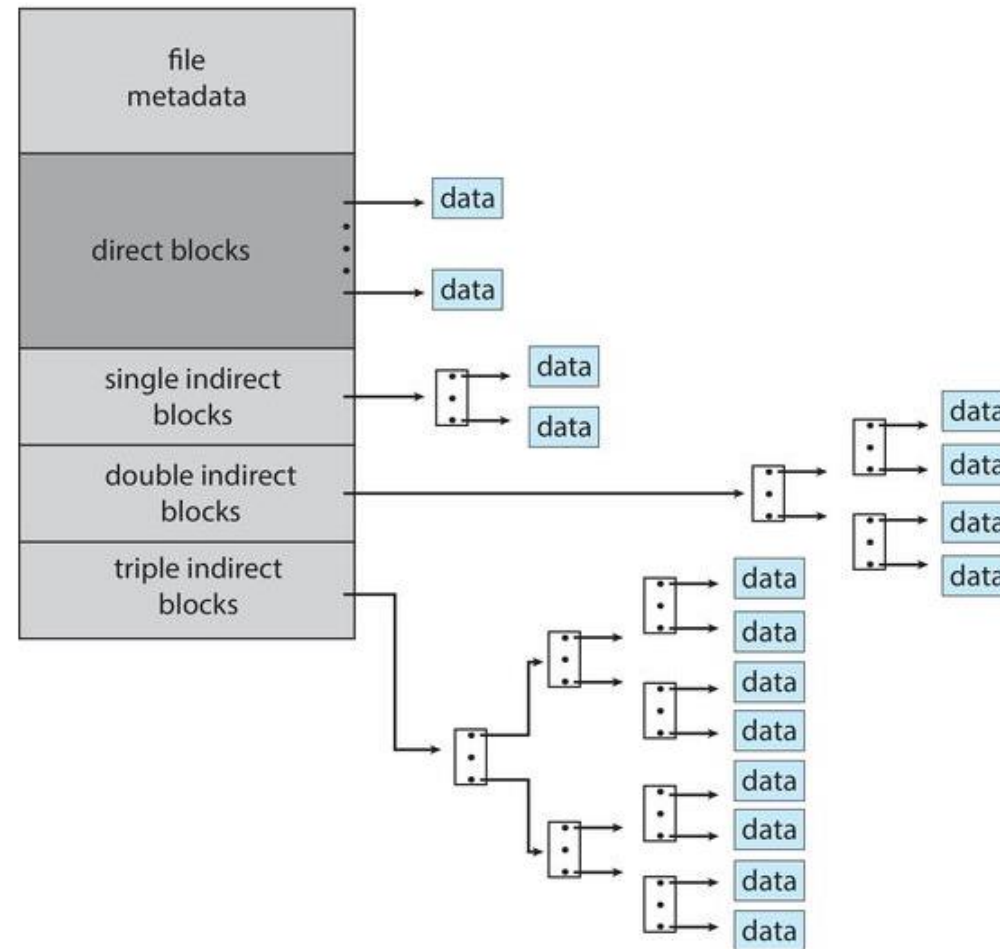


Indexed Allocation

- Fast sequential access
- Expansion by adding new blocks
- Decision on size of index table



Unix inode Example

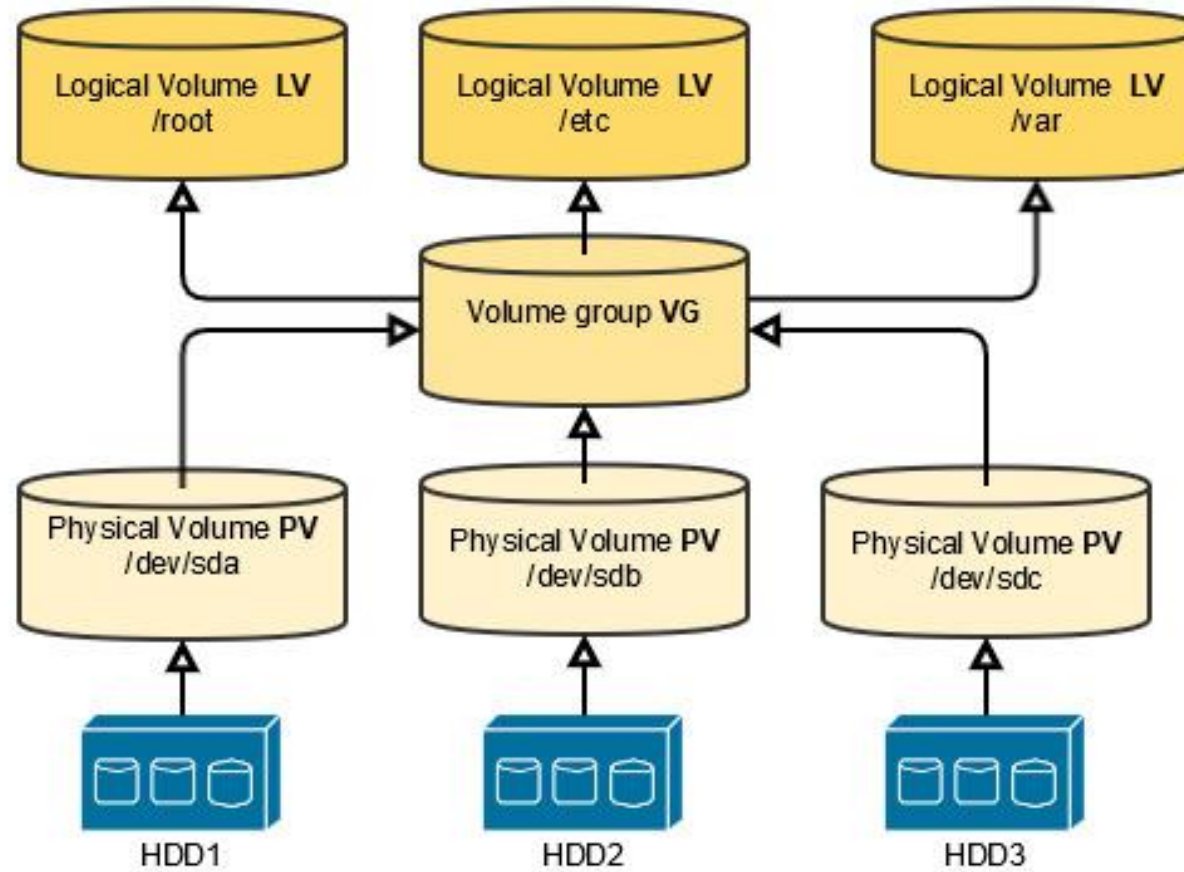


Free Space Management

- A *bitmap* is a data structure where each bit represents one disk block.
 - 1 indicates that the block is allocated
 - 0 indicates that the block is free
- Consider a disk where blocks 2, 5, 8 are free and the rest of the blocks are allocated

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Volume Management



To Do as on (04/19)

- Complete all participation activity in 8.4 and 8.5 in [Weekly Quiz 6](#).
 - Please check your weekly quizzes if the points are not reflecting let me know.
- All [weekly quizzes will be closing on April 30th](#) so those who missed complete those.
- [Programming Project 2](#)– to do file operations using c language.
 - Question will be posted on (04/22)
- [Finals study guide](#) will be provided on (04/25)
- [Extra credit](#) (up to 3 grade points improvement and max up to 91%)
 - question will be posted on (04/22)