

mount_ umount.c

```
int mount(char * filesystem, char * mntPoint)
// ask for filesystem & mntpoint in main
```

If the user didn't supply parameters, I display all current mounted systems from the ~~mount~~ Mtable array. Next, I run through the Mtable array to check if the filesystem is already mounted. If it is, I return with an error, if not I allocate a new entry in the Mtable array for our filesystem we're trying to mount. Next, I open the filesystem for read/write under linux and check to make sure filesystem is an Ext2 filesystem. I load the mntpoint^{DIR} into a MINODE and check it is a DIR and not currently busy. Next, I set the mount^{Table} entry information ~~and~~ through a local mountptr pointer, ~~including name,~~ ~~dev,~~ etc... Finally, I mark the minode for mntpoint as mounted on and point to the Mtable entry. Return 0 for success.

```
int umount(char * filesystem)
```

First, I search through the ~~mount~~ Mtable array to check that user provided filesystem is a currently mounted system. I point a local Mtable entry (mnt) at the Mtable entry in the array, return error if the filesystem isn't mounted. I then make sure the mnt → dev ~~isn't the~~ ~~same~~ as the cwd → dev. If so, I return error. I also run through all open files to make sure none of them belong to our filesystem (same dev number). If any do, I return an error. Lastly, I reset the mount_point's INODE dev to 0 and mounted flag to 0 before calling iput and returning 0 for success.

① Downward Traversal

- When traversing $/a/b/c/x$, once we reach $/a/b/c$, we should see that the minode has been mounted ($mntflag=1$). We must

- 1) Follow minode's $mntptr$ to locate mount table entry
- 2) From mount table's dev number, get root ($ino=2$) INODE into memory.
- 3) Then continue to search for x under root INODE of mounted device.

② Upward Traversal

- Assume we're at $/a/b/c/x$ + traversing upward to $.$ which will cross mount point $/a/b/c$. When we reach root INODE of mounted filesystem, we see ($ino=2$) but dev is different than real root. Using its dev number, we locate its mount table entry which points to $/a/b/c$. We switch to minode of $/a/b/c$ + continue the upward traversal.