Komaldeep Kaur
Raymond Liu
Aleia Natividad
Collins Gichohi
Louis Houston

The Strugglers
CSC415 Operating Systems

File System Project

Team: The Strugglers

[Github Link]

Members

Name	Student ID	Github Name
Collins Gichohi	922440815	gsnilloC
Louis Houston	922379442	LouisHouston
Komaldeep Kaur	920198887	komalkaaur
Raymond Liu	916624142	Airray117
Aleia Natividad	922439437	leileigoose

Komaldeep Kaur
Raymond Liu
Aleia Natividad
Collins Gichohi
Louis Houston

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Entire Hex Dump

Block 1

```
student@student-VirtualBox:~/Desktop/csc415/csc415-filesystem-LouisHouston$ ./Hexdump
/hexdump.linux SampleVolume --start 1 --count 8
Dumping file SampleVolume, starting at block 1 for 8 blocks:

000200: 3A 53 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | :S..............
000210: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000220: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000230: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000240: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000250: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000260: 00 00 00 00 00 00 00 00  4B 4C 00 00 00 00 00 00 | ........KL......
000270: 4B 4C 00 00 00 00 00 00  01 00 00 00 06 00 00 00 | KL..............
000280: 00 02 00 00 00 00 00 00  41 4C 4F 4C 00 00 00 00 | ........ALOL....
000290: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0002A0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0002B0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0002C0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0002D0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0002E0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0002F0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................

000300: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000310: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000320: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000330: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000340: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000350: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000360: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000370: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000380: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000390: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0003A0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0003B0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0003C0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0003D0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0003E0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0003F0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
```

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Block 2

```
000400: FF FF FF FF FF FF FF FF  FF FF FF FF FF FF FF FF | ◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆
000410: FF FF FF FF FF FF FF FF  FF FF FF FF FF FF FF FF | ◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆
000420: FF FF FF FF FF FF FF FF  FF FF FF FF FF FF FF FF | ◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆
000430: FF FF FF FF FF FF FF FF  FF FF FF FF FF FF FF FF | ◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆
000440: FF FF FF FF FF FF FF FF  FF FF FF FF FF FF FF FF | ◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆
000450: FF FF FF FF FF FF FF FF  FF FF FF FF FF FF FF FF | ◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆
000460: FF FF FF FF FF FF FF FF  FF FF FF FF FF FF FF FF | ◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆
000470: FF FF FF FF FF FF FF FF  FF FF FF FF FF FF FF FF | ◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆
000480: FF FF FF FF FF FF FF FF  FF FF FF FF FF FF FF FF | ◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆
000490: FF FF FF FF FF FF FF FF  FF FF FF FF FF FF FF FF | ◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆
0004A0: FF FF FF FF FF FF FF FF  FF FF FF FF FF FF FF FF | ◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆
0004B0: FF FF FF FF FF FF FF FF  FF FF FF FF FF FF FF FF | ◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆
0004C0: FF FF FF FF FF FF FF FF  FF FF FF FF FF FF FF FF | ◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆
0004D0: FF FF FF FF FF FF FF FF  FF FF FF FF FF FF FF FF | ◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆
0004E0: FF FF FF FF FF FF FF FF  FF FF FF FF FF FF FF FF | ◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆
0004F0: FF FF FF FF FF FF FF FF  FF FF FF FF FF FF FF FF | ◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆

000500: FF FF FF FF FF FF FF FF  FF FF FF FF FF FF FF FF | ◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆
000510: FF FF FF FF FF FF FF FF  FF FF FF FF FF FF FF FF | ◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆
000520: FF FF FF FF FF FF FF FF  FF FF FF FF FF FF FF FF | ◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆
000530: FF FF FF FF FF FF FF FF  FF FF FF FF FF FF FF FF | ◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆
000540: FF FF FF FF FF FF FF FF  FF FF FF FF FF FF FF FF | ◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆
000550: FF FF FF FF FF FF FF FF  FF FF FF FF FF FF FF FF | ◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆
000560: FF FF FF FF FF FF FF FF  FF FF FF FF FF FF FF FF | ◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆
000570: FF FF FF FF FF FF FF FF  FF FF FF FF FC 00 00 00 | ◆◆◆◆◆◆◆◆◆◆◆◆....
000580: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000590: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0005A0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0005B0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0005C0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0005D0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0005E0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0005F0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
```

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Block 3

```
000600: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000610: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000620: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000630: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000640: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000650: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000660: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000670: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000680: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000690: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0006A0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0006B0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0006C0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0006D0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0006E0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0006F0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................

000700: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000710: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000720: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000730: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000740: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000750: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000760: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000770: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000780: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000790: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0007A0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0007B0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0007C0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0007D0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0007E0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0007F0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
```

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Block 4

```
000800: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000810: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000820: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000830: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000840: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000850: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000860: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000870: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000880: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000890: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0008A0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0008B0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0008C0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0008D0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0008E0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0008F0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................

000900: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000910: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000920: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000930: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000940: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000950: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000960: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000970: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000980: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000990: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0009A0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0009B0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0009C0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0009D0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0009E0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0009F0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
```

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Block 5

```
000A00: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000A10: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000A20: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000A30: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000A40: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000A50: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000A60: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000A70: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000A80: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000A90: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000AA0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000AB0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000AC0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000AD0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000AE0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000AF0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................

000B00: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000B10: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000B20: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000B30: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000B40: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000B50: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000B60: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000B70: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000B80: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000B90: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000BA0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000BB0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000BC0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000BD0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000BE0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000BF0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
```

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Block 6

```
000C00: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000C10: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000C20: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000C30: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000C40: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000C50: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000C60: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000C70: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000C80: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000C90: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000CA0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000CB0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000CC0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000CD0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000CE0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000CF0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................

000D00: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000D10: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000D20: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000D30: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000D40: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000D50: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000D60: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000D70: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000D80: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000D90: 00 00 00 00 00 00 00 00  21 00 00 00 00 00 00 00 | ........!.......
000DA0: 06 00 00 00 E0 0B 00 00  00 00 00 00 00 00 00 00 | ....♦...........
000DB0: 00 00 00 00 00 00 00 00  11 FB 01 00 00 00 00 00 | .........♦......
000DC0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000DD0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000DE0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000DF0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
```

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Block 7

```
000E00: 2E 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000E10: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000E20: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000E30: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000E40: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000E50: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000E60: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000E70: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000E80: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000E90: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000EA0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000EB0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000EC0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000ED0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000EE0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000EF0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................

000F00: 00 C0 17 00 00 00 00 00  E0 24 5C F4 51 56 00 00 | .◆......◆$\◆QV..
000F10: 05 38 3F 65 00 00 00 00  05 38 3F 65 00 00 00 00 | .8?e.....8?e....
000F20: 05 38 3F 65 00 00 00 00  01 00 00 00 00 00 00 00 | .8?e............
000F30: 2E 2E 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000F40: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000F50: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000F60: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000F70: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000F80: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000F90: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000FA0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000FB0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000FC0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000FD0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000FE0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000FF0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
```

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Block 8

```
001000: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
001010: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
001020: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
001030: 00 C0 17 00 00 00 00 00  E0 24 5C F4 51 56 00 00 | .◆......◆$\◆QV..
001040: 05 38 3F 65 00 00 00 00  05 38 3F 65 00 00 00 00 | .8?e.....8?e....
001050: 05 38 3F 65 00 00 00 00  01 00 00 00 00 00 00 00 | .8?e............
001060: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
001070: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
001080: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
001090: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0010A0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0010B0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0010C0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0010D0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0010E0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0010F0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................

001100: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
001110: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
001120: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
001130: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
001140: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
001150: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
001160: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
001170: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
001180: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
001190: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0011A0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0011B0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0011C0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0011D0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0011E0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0011F0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
```

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Hex Dump Analysis

```
000200: 3A 53 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | :S..............
000210: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000220: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000230: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000240: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000250: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
000260: 00 00 00 00 00 00 00 00  4B 4C 00 00 00 00 00 00 | ........KL......
000270: 4B 4C 00 00 00 00 00 00  01 00 00 00 06 00 00 00 | KL..............
000280: 00 02 00 00 00 00 00 00  41 4C 4F 4C 00 00 00 00 | ........ALOL....
000290: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0002A0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0002B0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0002C0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0002D0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0002E0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
0002F0: 00 00 00 00 00 00 00 00  00 00 00 00 00 00 00 00 | ................
```

From Block 1

000200 to 00021: 2 bytes represent the name of our volume control block.
Value: 0x000000000000533A
This matches what we named our volume control block. Note that this value does not change since this is hardcoded into our program.

000268 to 000269 and 000270 to 000271: These 4 bytes represent our total block count and our free block count.
Value: 0x0000000000004C4B
This matches the default amount of blocks we should have in our file system which is 19531 blocks. Since we are just initializing our system, the free blocks are the same as the total block count. Note that the free blocks value will change as we begin to load things into our file system.

000288 to 00028B: 4 bytes represent the signature of our file system.
Value: 0x000000004C4F4C41
This matches what we defined our signature to be. Note that this value does not change since this is hard coded into our program, and this is necessary so we can identify if this is our file system or not

Komaldeep Kaur
Raymond Liu
Aleia Natividad
Collins Gichohi
Louis Houston

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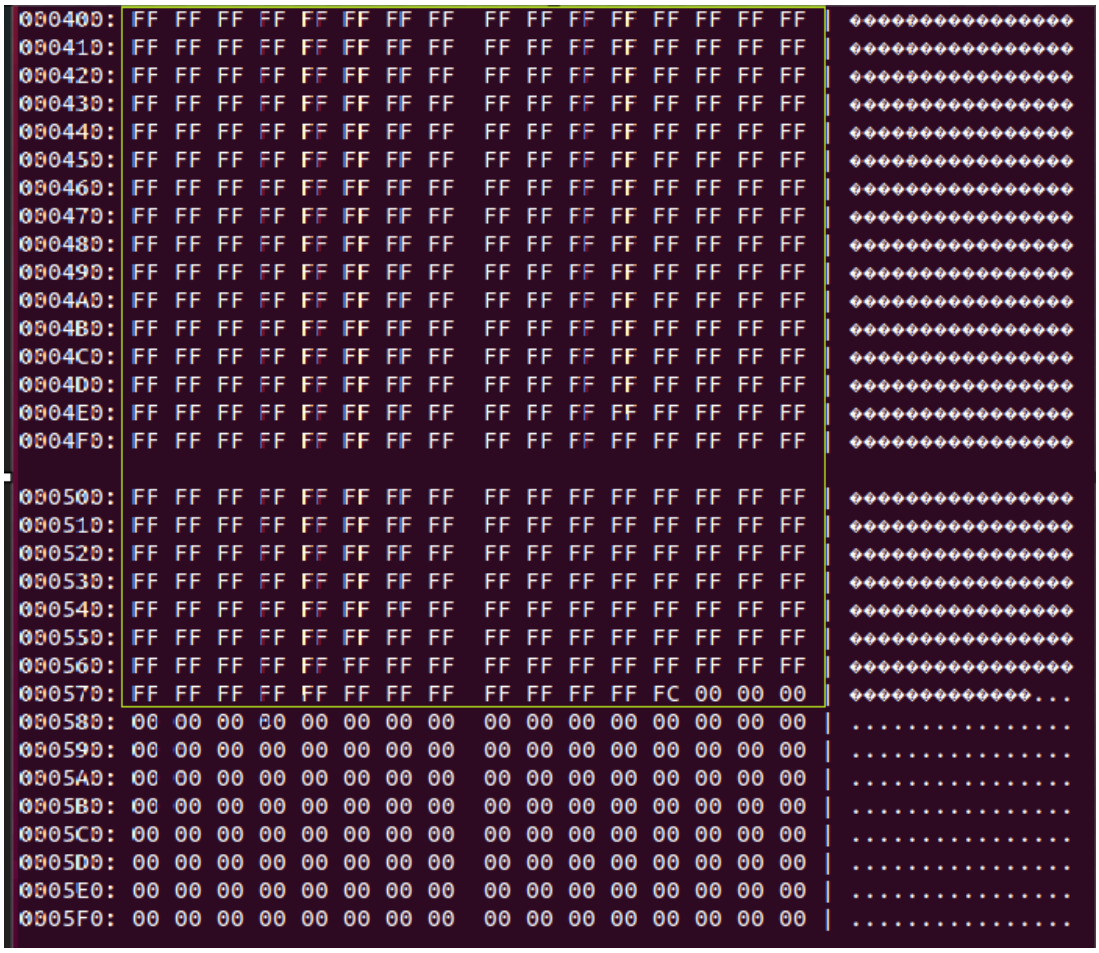

From Block 2

000400 to 00057C: Each of the 281 bytes represents the used blocks allocated in our file system. Converting the hexadecimal FF to binary, we get 11111111, and FC is 11111100. Each 1 is a block allocated in memory by our file system. There are 380 FFs which give us 3040 1s which correlates to our root directory size, which is the empty directory entries we allocated. And with the other 6 1s we have 5 for the freespace map and 1 for the VCB.

Note that this could change depending on the file system that we are initializing.

Komaldeep Kaur
Raymond Liu
Aleia Natividad
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Louis Houston

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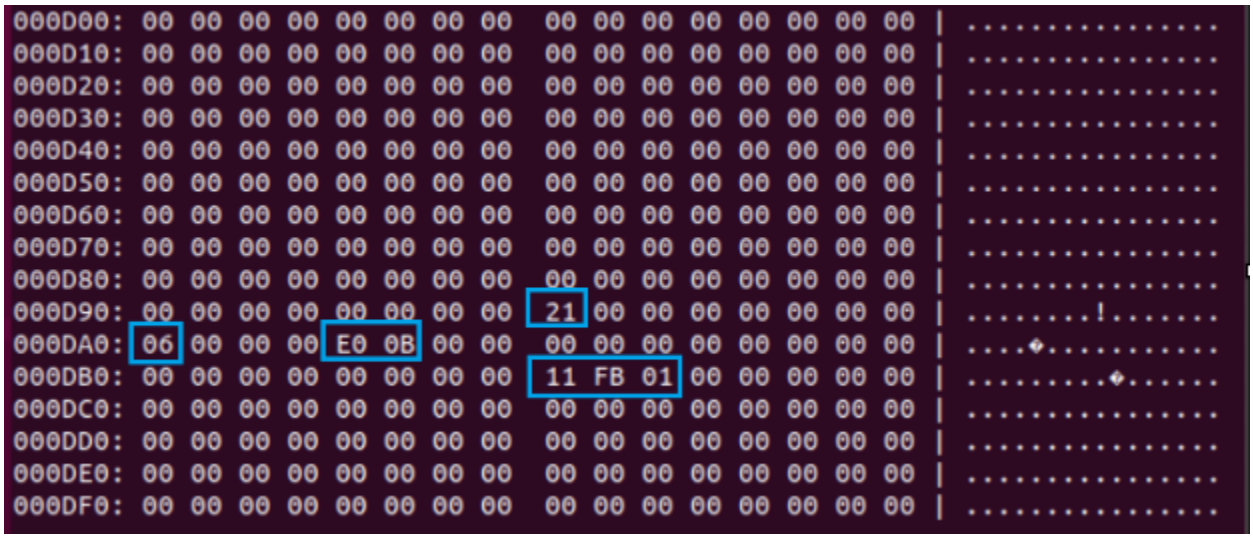

From Block 6

000D98: This 1 byte represents how many extents will be created.
Value: 0000000000000021
This matches the number of extent tables that will be created. The formula for this is (numBlocks / minBlocksInExtent + 2). The reason we added +2 was so that we could have extra tables just in case. For this run, a total of 3 tables will be created. Note that this could change depending on the file system that we are initializing.

000DA0: This 1 byte represents the block location of the root directory.
Value: 0x00000006
This matches what we printed out as the block location of our root directory. For this run of our program, the location is 6. Note that this could change depending on the file system that we are initializing.

000DA4 to 000DA5: These 4 bytes represent the size of the root directory in blocks.
Value: 0x0000E00B
This matches the number of blocks that were allocated for our root directory. For this run of our program, the size is 3040. Note that this could change depending on the file system that we are initializing.

000DB8 to 000DBA: These 6 bytes represent something that we are unsure of at the moment.
Value: 0x000000000001FB11
This correlates to the number 129809.

Komaldeep Kaur
Raymond Liu
Aleia Natividad
Collins Gichohi
Louis Houston

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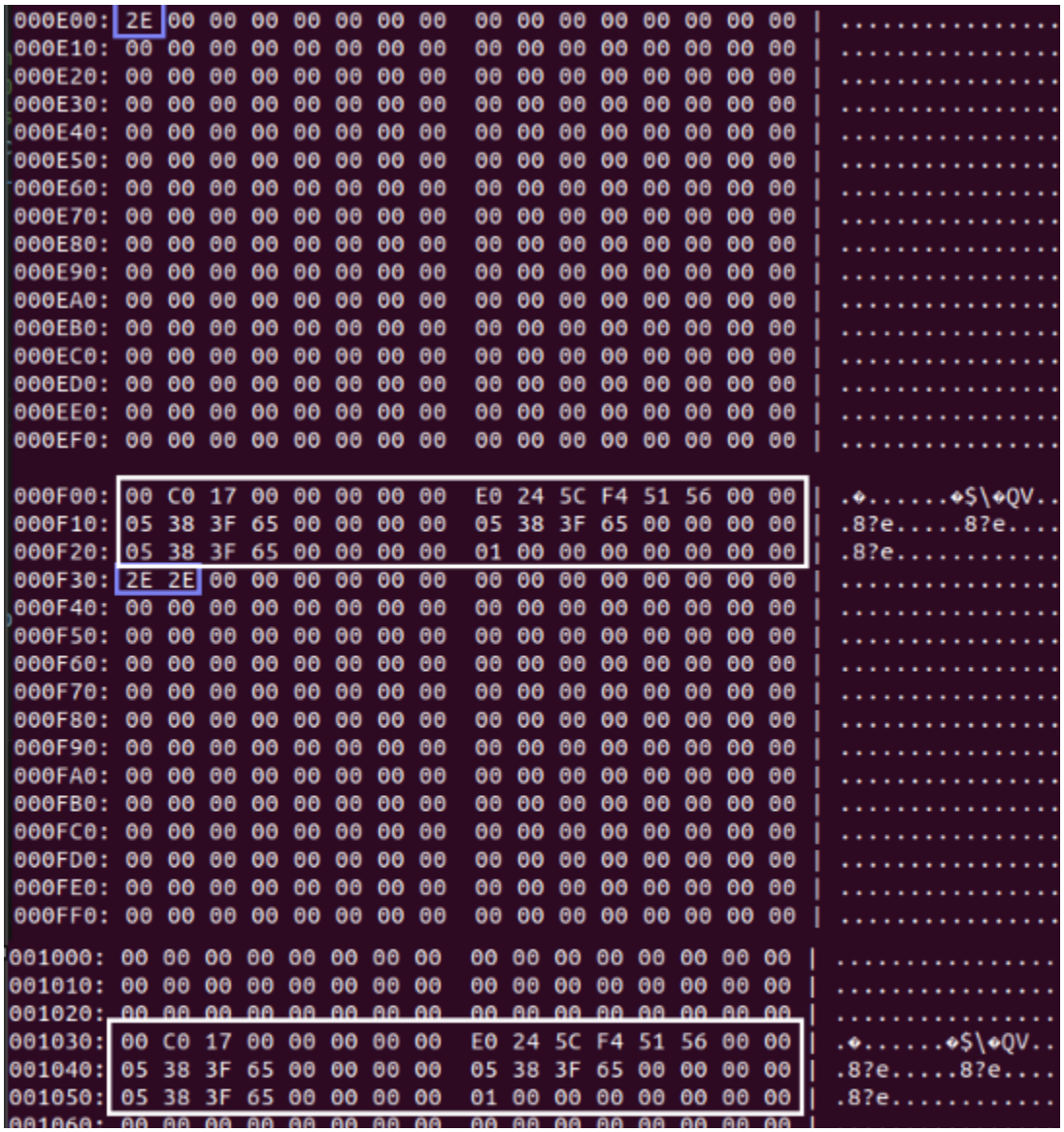

From Blocks 7 and 8

000E00 and 000F30 to 000F31: In these addresses are our directory entries. In the hex dump, we see “2E and 2E” which represent our root directories “..”

000F00-000F20 & 001030-001050: The parent directory of root has to be the parent of itself which is shown by the location being duplicated twice as the location and the parent directory’s location is its location since it is root.

Komaldeep Kaur
Raymond Liu
Aleia Natividad
Collins Gichohi
Louis Houston

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Volume Control Block

```
struct vcb{
        char volumeName[20];
        u_int64_t totalBlocks;
        u_int64_t freeBlockCount;
        u_int32_t locFreeSpaceBitMap;
        u_int32_t locRootDir;
        size_t blockSize;
        ull_t Signature;
} vcb;
```

The VCB is what will hold the information of our file system's size, free space, and location of our root directory.

Breaking down the variables:

- char volumeName[VOLUME_NAME_SIZE]
    - The name of our volume. VOLUME_NAME_SIZE is an arbitrary number.
- u_int64_t totalBlocks;
    - The number of blocks needed for the volume
- u_int64_t freeBlockCount;
    - The amount of free blocks we have available
- u_int32_t locFreeSpaceBitMap;
    - Where our free space bitmap will be located so we can reference it when we need to write to memory
- u_int32_t locRootDir;
    - Indicates where the root directory is located
- size_t blockSize;
    - How big the size of each block is
- ull_t Signature;
    - A special value to indicate which file system we are in

Komaldeep Kaur
Raymond Liu
Aleia Natividad
Collins Gichohi
Louis Houston

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Free Space

```
typedef struct extent {
        int start;
        int count;
} extent;
```

This struct used by the free space manager defines extents as a start block and a count of how many blocks from the start that this extent occupies.

freespace.c

1. initFreeSpace: Initializes the free space map, allocating memory for the map and setting all bits to 0 (indicating all blocks as free). The function then sets the first 6 bits of the bitmap to be used because they are occupied by the VCB and free space map. Finally, it writes these blocks to disk and returns the starting block of the free space map.

2. allocateBlocks: The function takes the number of blocks and how many blocks should be in each extent. If the numbers are the same this will ensure contiguous allocation if possible. Similar to Professor Bierman's example, this function allocates blocks by finding consecutive free blocks to form extents. It then marks these blocks as used and returns an array of extents. The function also updates the free space map accordingly and writes it to disk.

3. Helper functions:
   - setBit: Sets a specific bit to indicate it's used.
   - clearBit: Sets a specific bit to indicate it's free.
   - checkBit: Checks if a bit is used or free.
   - printBitMap: Prints the free space map.

freespace.h

This header file contains the declarations for the functionalities mentioned in `freespace.c`. It defines function prototypes, structures like `extent`, and necessary variables like `freeSpaceMap`, `maxNumberOfBlocks`, and `bytesPerBlock`.

Komaldeep Kaur
Raymond Liu
Aleia Natividad
Collins Gichohi
Louis Houston

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Directory System

The function `initDirectory` is used to initialize a directory structure in the file system. It allocates memory for directory entries, ensures the provided number of initial directory entries is valid, and sets default values for each entry, such as file name, size, timestamps for modification, access, and creation, along with a flag to denote if the entry represents a directory. Additionally, it manages the root directory's special entries, like the current directory ("."), and if available, the parent directory (".."). The function writes this directory information to a specific disk block and returns the starting block number of the directory. The `DirEntry` structure represents a single directory entry and includes details such as the file name, size, extent table for file storage, and various timestamps for management and identification purposes within the file system.

Komaldeep Kaur
Raymond Liu
Aleia Natividad
Collins Gichohi
Louis Houston

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Who Worked On What

Part/Section	Who
M1 Volume Control Block	Louis, Raymond, Aleia
M1 Free Space	Collins, Komaldeep
M1 Root Directory	Collins, Komaldeep

Komaldeep Kaur
Raymond Liu
Aleia Natividad
Collins Gichohi
Louis Houston

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Working as a Team

Task Division

While looking over the tasks to do for Milestone 1, we split the work up into 4 different sections:

1) Determine if we need to format the VCB
2) Initializing VCB
3) Initializing free space
4) Initializing the root directory

We went into extensive detail about free space and the root directory in class, so we thought of assigning a subteam of two people for 3 and 4.
Since we were unsure of the VCB formatting and initialization, the rest of the team (subteam of three people) would be best for 1 and 2.
The way we divided tasks was via random selection–names were pulled from a hat.

Meetings/Communication

Although we were unable to meet in person every other day due to scheduling conflicts, we were in constant communication. Our group talked after class mostly to discuss our progress and if we've run into any issues. We also discussed our availability to meet over our team's discord server that we made. This server was probably the best source of our communication because everyone gave each other updates and we were able to meet once a week over call to discuss this milestone and future milestones.
Subteams were able to collaborate, via VSCode Live Sharing to make the algorithm output a success.

Komaldeep Kaur
Raymond Liu
Aleia Natividad
Collins Gichohi
Louis Houston

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Issues and Resolutions

VCB

Issue: Understanding what exactly was required in the VCB was a challenge. We needed a full understanding of the feedback given to us on our File System Design 1.
Resolution: Rewatching videos, reviewing each other's notes, and brainstorming sessions helped us better understand the feedback and improve the design of our VCB. We then realized that maybe the VCB wasn't so hard after all, and that we were maybe overthinking the issue.

Issue: Recognizing whether or not we need to identify if we need to format the VCB. We were confused about whether or not a given vcb would be the same struct as our code.
Resolution: DUH! Because it is our filesystem, if the vcb doesn't match then it's already established that the volume isn't formatted for our system. Therefore we can create a vcb struct just to check the signature but if it doesn't have the same struct as ours it already fails.

Free Space

Issue: We were getting malloc errors when running our code. Our initFileSystem function would still run, but we could not load to the 'Prompt'
Resolution: We were able to use valgrind to figure out where in our code we were getting errors. Although we still have errors in our code (mainly dealing with mallocing and LBAwrite), we found out we had to not free up the freeSpace in one of our functions.

Directories

Issue: We allocated the wrong amount of memory for our directory entries which resulted in segmentation faults, because this caused us to access memory that was not yet allocated resulting in a corrupted top size error.
Resolution: Rewatched lecture videos to acknowledge we didn't allocate memory properly. After we discussed our input, we found out LBAwrite was also implemented improperly. We used VSCode live sharing to fix our functions to improve our algorithm and its output. The reason for the segmentation faults were because the allocated memory using initalDirEntries value wasn't the correct value - acrtualDirEntries value was the value needed.