fsMount:

Client side:

Save server ip and ports, and the client side name for the root

fsOpen(string fname, int mode):

Client side:

Pass the RPC to server, gets an integer fd as a return.

Server side:

Look in the structure to see if there’s a lock on the file, if there are, put the requester’s information on the queue. Would this be a blocking call?

If there’s no lock, return the int fd, and record that the “filename” has a lock (in a linked list?)

fsClose(int fd):

client side:

Remove the file descriptor. Remove the file from the list of open files.

Server side:

Close file and remove the associated fd from the list of file that’s currently in use. Check queue and re-open file and give it to the next open request.

fsRead&fsWrite:

Check if it is the correct process (ip and port) and if the file is open if correct mode. If so, do operation.