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, return error, if not, add the fd to the “current file in use”

fsClose(int fd):

Server side:

Remove the associated fd from the list of file that’s currently in use

fsRead&fsWrite:

Maybe let those two actions call the fsOpen, passing in the correct “mode” for fsOpen, after the operation, call fsClose