

## **Struct Functions**

FAT:

```
struct FAT create_FAT()
void add_to_FAT(unsigned int block_count, HashMap new_blocks)
void remove_from_FAT(unsigned int block_count, HashMap blocks_to_remove)
void destroy_FAT(struct FAT *fat)
```

Entry:

```
struct Entry create_entry(char filename[128], char file_extension[32], char directory,
                        unsigned int starting_byte, unsigned int size, unsigned int offset)
void modify_entry(struct Entry *entry, struct Block *block, char data[512])
void destroy_entry(struct Entry *entry)
```

Block:

```
struct Block create_block(unsigned int next_block, char data[512])
void modify_block(struct Block *block, char data[512])
void destroy_block(struct Block *block)
```

DirectoryList:

```
struct DirectoryList create_directorylist()
void add_directory(struct DirectoryList *DList, struct Entry *entry)
void remove_directory(struct DirectoryList *DList, struct Entry *entry)
void destroy_directorylist(struct DirectoryList *DList)
```

BootSector:

```
struct BootSector create_bootsector(unsigned int block_size, unsigned int
                                reserved_blocks_count, unsigned int total_blocks
                                unsigned int filename_size, unsigned int
                                file_extension_size, char disk_name[128])
unsigned int get_block_size()
unsigned int get_reserved_block_count()
unsigned int get_total_blocks()
unsigned int get_filename_size()
unsigned int get_file_extension_size()
char *get_disk_name()
void destroy_bootsector(struct BootSector *BSector)
```