**Struct Functions**

FAT:

struct FAT create\_FAT()

void add\_to\_FAT(unsigned int block\_count, HashMap new\_blocks)

void remove\_from\_FAT(unsigned in 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)