```
#include <stdio.h>
     #include <stdlib.h>
     #include <string.h>
     #include <unistd.h>
     #define CACHE SIZE 100
    // Structure representing a file
 9 ☐ typedef struct {
         char path[100];
         char contents[1000];
11
12
   L } File;
13
    // Structure representing the file system
15 = typedef struct {
16
         File files[CACHE SIZE]:
         int cache index;
18
    FileSystem;
19
    // Function to simulate disk read operation
21 void disk_read(const char *file_path, char *file_contents) {
         // Simulate disk read operation
22
23
         usleep(100000); // Simulate delay in microseconds (100 milliseconds)
24
         sprintf(file_contents, "Contents of file '%s'", file_path);
25
26
     // Function to read a file from the file system with caching
28 - char *read_file(FileSystem *fs, const char *file_path) {
29
         int i:
30
         char *file_contents = NULL;
31
32
         // Check if file is in cache
33 🖨
         for (i = 0; i < fs->cache_index; ++i) {
34 🖃
             if (strcmp(fs->files[i].path, file_path) == 0) {
                 file_contents = fs->files[i].contents;
35
36
                 break;
37
20
```

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```
// If file not found in cache, read from disk
    if (file contents == NULL) {
        disk_read(file_path, fs->files[fs->cache_index].contents);
        strncpy(fs->files[fs->cache_index].path, file_path, sizeof(fs->files[fs->cache_index].path) - 1);
        fs->files[fs->cache index].path[sizeof(fs->files[fs->cache index].path) - 1] = '\0';
        file_contents = fs->files[fs->cache_index].contents;
        fs->cache index++;
    return file contents;
// Function to clear the cache
void clear cache(FileSystem *fs) {
    fs->cache index = 0;
int main() {
    FileSystem fs:
    fs.cache index = 0;
    // Example usage
    char *content1 = read_file(&fs, "/path/to/file1");
    printf("File 1 Contents: %s\n", content1);
    char *content2 = read_file(&fs, "/path/to/file2");
    printf("File 2 Contents: %s\n", content2);
    char *content3 = read_file(&fs, "/path/to/file1");
    printf("File 1 Contents (cached): %s\n", content3);
    // Clear cache
    clear_cache(&fs);
    return 0;
```