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Part 2 Report

C++ was used for this project since it easily interacts with files at the bit level, but offers more functionality than standard C. The code is structured with a single class: the file system, one global method that handles error codes, and the driver code in main. The file system class closely follows the specifications with an added initialization method. Additionally, the class is fairly robust handling most common errors dealing with the filesystem. The driver code simply parses and feeds the information into the file system class. The driver is also robust in it can handle overflow names by truncating them, and names with whitespaces in them, but the final result will have removed the whitespaces.

In order to run different traces, the source code must be manually edited in main at line 258.