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Summary:

We built our file system with single and double indirection pointers as well as the `opendir()` and `releasedir()` functions. We implemented two data structures, p-node's and i-node's. In just like a normal OS the i-nodes contain data for either a directory or file while the p-nodes contain pointers to other blocks of memory.

We assumed a 512MB block size as well as a 100MB file size. This give use a total of 204800 blocks to work with. Block with index 0 is the directory block and is essentially a i-node with a mode of 0, indicating directory. The next 1,000 blocks are the rest of the i-nodes; and finally the remaining blocks are either p-nodes or data.

We started by initializing data structures as well as other data in the `init()` function than use `sfs_open` and `sfs_create()` to open and create a file, respectively. Next, we implemented the `readdir()` and then we conquered `sfs_unlink()` and finally `sfs_read()` and `sfs_write()` were finished.

Limitations:

- 1) Our implementation is only able to handle up to 228 files
- 2)