Sample

# Detailed Class Specifications

## Directory

### Purpose

* Map file names to Inumber.
* Keeps track of file size and name.
  + Slot 0 -> inode 0 and so on.

### Specifications

* Constructor: gives a ‘blank’ directory object when called (**by thread**); provided by instructor
* bytes2directory: **thread calls this** to give the directory object some amount of bytes to be unpacked into a usable format (i.e., the format internal to directory object)
* directory2bytes: **thread calls this** if it needs to take the data internal to the directory object and pack it into a byte array to hand back as a return value
* Ialloc: ask the directory to **create an inode** for that file and return the # of the inode created
  + If no inodes are available, return an error
* Namei: open a file which already exists, so call namei which checks if there’s a file with that name which has an inode.
  + If the file doesn’t exist, return an error (-1)
* Ifree: delete a file when done. Call and give it the inode to get rid of and return success Boolean.