

inode struct (in memory)

uint dev
uint inum
int ref
struct sleeplock lock
int valid
short type
short major
short minor
short nlink
uint size
uint addr

dinode struct (on disk)

short type
short major
short minor
short nlink
uint size
uint addr
addr1
...
addr12
indirect

indirect addr

addr1
...
addrX
...
addr128

virtual memory

block #2
block #8
block #4
block #5
block #7
block #1
block #3

-- copy --

-- copy --

