

### 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 addrs

addr1
...
addrX
...
addr128

### block pool

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

copy

copy

