

**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 addrs

**dinode struct (on disk)**

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

**indirect addrs**

addr1
...
addrX
...
addr128

**virtual memory**

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

-- copy --

-- copy --

