

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

blocks in memory

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

