This project has been the most difficult so far from all three in this class. This project has also been the most interesting in my opinion, it shows how the files are stored and allocation is handled. The three different ways that are used to allocate files are contiguous, chained, and indexed. The contiguous method will continue to check the file table for space and iterate through the file that is inputted, if the file inputted is bigger than the amount of space available in the block, then it would return with an error that it was too big. The chained method filled the block with no real order past that it would check for when it was full and then return with that warning. The indexed file allocation checks for an open block, then initializes a local variable pointer to be the head that would guide the file into the right block. These are the 3 methods that were used for file allocation on the project. I also had a file system file that was the driver for all of the file methods. This was another challenge, smaller, but nonetheless it was confusing to figure out how to implement it correctly and to work with the file allocation methods. The hardest part of the project was implementing the three file allocation methods correctly and making sure that there were not any bugs in the code when tested. It was very interesting to see how the three methods worked, how similar they were in some aspects and different they were in the rest. The most interesting part of the file allocation itself was how the bits were held in the bitmaps, it brings great insight to how our computer file allocation system works on a smaller scale. This project was by far, in my opinion, the most difficult of the three projects we have had. It was definitely a fun project to implement and figure out how it worked, but it was challenging to figure out how each file allocation worked and to make sure that it would be implemented correctly.