## File System - Implementation - Access Methods

3, open for write

Coode: fd = open ("/foo/more/bar.txt", O\_RWONLY)

			,				_	
Inode	Data	Root	J-00	more	bar	rost	l Fro	more
Bitmap	Bitmap	Inode	Inode	Inode	Inode	data	data	data
		read						
						read		
			read					
							read	
				read				
								read
read Write								
Wile					wzite			
								write
write								
				write				
			wite					

- a. Read 'l' inode & content, obtain foo's inumber create entry of poot's inumber in file-open table.
- b. Read for inode & content to obtain more's incumber.

  Create entry of for s incumber in file-open table.
- C. Read more inode & content to abain bor. + at's innumber.

  create entry of more's inumber in file-open table.
- d. read imap to find a free node for 'bor. txt'.
- e. update imap, setting 1 for allocated inside.

f. Update more's context, adding an entry for bar Oxt.

g. Update more's inode, Update its modification time

h. Update foo's inode, update its mod time?

## 4. Writing the file

int ret\_in= write (fd, buffer, 4096)

Data	Root	I Poo	more	bar	l rost	- foo	more	baz
		Inode	Inode	Inode	data	data	data	data
, , [				read				
read				, 55 0				
write								
								write
				wzite				
	read	Bitmap Invole	Bitmap Inode Inode read	Bitmap Inode Inode Inode read	Bitmap Inode Inode Inode Imode read read write	Bitmap Inode Inode Inode Inode data read write	Bitmap Inode Inode Inode Imode data data read write	Bitmap Inode Inode Inode Inode data data data read write

a. Read inode of bar, by boking up its inode in file-open table b. allocate new data block, read 8 write bmap.

c. write to data block of bar.

d. Update bar inode: modification time add pointer to block.