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Part-1:

1) Features;
   All the four algorithms are implemented in c and turnaround time and waiting time is being calculated
2) How to run :
3) On the terminal, type : ***gcc disk_scheduling_algo.c ;./a.out***
4) Then enter the inputs which are like this:
   a) Enter number of cylinders
   b) Enter cylinder requests
   c) Current head position

Part-2:

Using Linked list Fat

The file system is implemented using linked list file allocation table method and all the mentioned api's are coded just they are coded with different names

- my_open => open()
- my_close => close()
- my_read => read()
- my_write => write()
- my_mkdir => mkdir()
- my_chdir => chdir()
- my_rmdir => rm_dir()
- my_copy => copy()

On running the code it will asks for the inputs to be entered before performing any operations

All the above api's are implemented successfully

How to run:

g++ filesystem_custom.cpp ;./a.out

Using Inode

The file system is implemented using inode method and all the mentioned api's are coded just they are coded with different names

- my_open => open()
- my_close => close()
- my_read => read()
- my_write => write()
- my_mkdir => mkdir()
- my_chdir => chdir()
- my_rmdir => rm_dir()
- my_copy => copy()

On running the code it will asks for the inputs to be entered before performing any operations
All the above api’s are implemented successfully

How to run:
g++ filesystem_index.cpp ;./a.out