Each block has blocksize many bytes

Constructor

Accessors

Get blocksize

Get number of blocks

Get block I off disk

Mutator

Put block I on disk

Buffering

Use memory as go between disk and OS. Read from disk and store in memory or memory can write to the disk

Strings

String s;

s.length();

s.substr(pos, n) // Returns the sub string of s starting from pos to n

String buffer; //write buffer to disk. //read file blocks from disk

NOTE: you have to include the sstream library. Converts a string from input and output (ie makes a string look like a file!)

IE:

String buffer = "Hello Kitty";

Istringstream instream;

Insteram.str(buffer);

String var;

Instream >> var

Cout << var;

//Buffer will have Hello Kitty and it will write to istreamstream

Another

String buffer;

Ostringstream outstream;

Outstream << "GO Red Sox";

Buffer = outstream.str();

//buffer = "Go Red Sox" this is not recommended

Boot Block is the instructions to 'boot' read the os. Is always block 0

Root directory (1 block)

-file info

-directory is a file that contains file information

Dos had:

Filename, ext (which we wont need), need to know first block

Next is the FAT ( file allocation table )

It is just a vector of ints with entry of every logical block on disk. Which contains collections of linked lists.