

# Design Document for MemFS

## Project Overview

The MemFS project is a basic in-memory file system simulator designed in C++ that allows users to interact with files through various commands such as `create`, `write`, `delete`, `read`, `exists`, and `ls` (list files). This system is multi-threaded, providing thread-safe operations through mutexes and atomic operations. The main goal of this system is to simulate file management functionalities with safe concurrent access, latency simulation, and command-based interaction.

## Class and Method Summary

### 1. FileMetadata

A `struct` that stores metadata about each file, including:

- `string content`: The content of the file.
- `size_t size`: Size of the file content.
- `string creationDate`: The date when the file was created.
- `string lastModified`: The date when the file was last modified.

### 2. MemFS

The primary class that manages the in-memory file system, containing:

- **Data Members:**
  - `unordered_map<string, FileMetadata> files`: Stores files and their metadata.
  - `mutex fsMutex`: Ensures thread-safe access to shared resources.
  - `atomic<int> createdCount`: Counts successful file creations atomically for concurrent operations.
- **Helper Functions:**
  - `string getCurrentDate() const`: Returns the current date as a string.
  - `void createFile(const string &filename)`: Creates a new file in a thread-safe way.
  - `void writeFile(const string &filename, const string &data)`: Writes content to a file in a thread-safe way.
  - `void deleteFile(const string &filename)`: Deletes a file in a thread-safe way.

- **Public Functions:**

- `void createFiles(int numFiles, const vector<string> &filenames)`: Creates multiple files concurrently.
- `void writeToFile(int numFiles, const vector<pair<string, string>> &fileData)`: Writes data to multiple files concurrently.
- `void deleteFiles(int numFiles, const vector<string> &filenames)`: Deletes multiple files concurrently.
- `void readFile(const string &filename) const`: Reads and displays the content of a file.
- `void listFiles(bool detailed = false) const`: Lists files, with an option to include detailed metadata.
- `void executeCommand(const string &command)`: Parses and executes commands from user input.

## Core Functionalities

### 1. File Creation (`createFiles` and `createFile`)

- **Purpose:** To create files in the in-memory system.
- **Concurrency:** Multiple threads are spawned to create files concurrently. Thread safety is ensured using a mutex to protect shared data (`files` map).
- **Error Handling:** If a file already exists, an error message is displayed. If multiple files are created, a success message is displayed.

### 2. File Writing (`writeToFile` and `writeFile`)

- **Purpose:** To write data to files in the in-memory system.
- **Concurrency:** Uses multiple threads to write data concurrently to various files, with a mutex to prevent race conditions.
- **Error Handling:** If a file does not exist, an error message is displayed. If data is successfully written, a success message is displayed.

### 3. File Deletion (`deleteFiles` and `deleteFile`)

- **Purpose:** Deletes files from the in-memory system.
- **Concurrency:** Deletes multiple files concurrently with thread safety via a mutex.
- **Output:** If files do not exist, a message lists non-existent files; if files are successfully deleted, a success message is displayed.

### 4. File Reading (`readFile`)

- **Purpose:** Reads and displays the content of a specified file.

- **Usage:** Displays file content if it exists; otherwise, shows an error.

## 5. Listing Files (`listFiles`)

- **Purpose:** Lists all files in the system, with an option for detailed metadata.
- **Output:** If `-l` is specified, lists each file's size, creation date, last modified date, and name. Without `-l`, only filenames are shown.

## 6. Command Execution (`executeCommand`)

- **Purpose:** Parses and executes commands issued by the user in the format `command [options]`.
- **Commands Supported:**
  - `create`: Creates one or more files.
  - `write`: Writes data to one or more files.
  - `delete`: Deletes one or more files.
  - `read`: Reads content from a specified file.
  - `ls`: Lists all files with optional metadata.
  - `exit`: Exits the program.

## Design Considerations

1. **Concurrency:** File operations (`create`, `write`, `delete`) are designed to be thread-safe. Mutexes prevent race conditions by ensuring that only one thread can access or modify shared resources at any given time.
2. **Atomic Operations:** `createdCount` uses `std::atomic` to ensure thread-safe updates for file creation counters.
3. **Error Handling:** Each file operation includes basic error handling, such as checking for file existence before operations and displaying error messages when files are not found.
4. **User Commands:** Commands are parsed and executed through `executeCommand()`, supporting a user-friendly interface for file management.

## Future Enhancements

1. **File Locking:** Implement per-file locking to allow finer control over individual file operations.
2. **Logging System:** Add a logging mechanism to track and log file operations and errors.
3. **Persistent Storage:** Extend `MemFS` to store data in a physical file to make it persistent across sessions.
4. **File Permissions:** Add file permissions to restrict read/write access to files.

5. **Improved Error Reporting:** Enhance error messages for better user feedback.

## Example Usage

```
memfs> create file1.txt  
File created successfully
```

```
memfs> create -n 4 file1.txt file2.txt file3.txt file4.txt  
error: another file with same name exists  
Files created successfully
```

```
memfs> write file1.txt "Hello, world!"  
successfully written to file1.txt
```

```
memfs> write -n 2 file2.txt "Hi my first name is Krishna" file3.txt "My surname is Biswakarma"  
successfully written to the given files
```

```
memfs> read file1.txt  
Hello, world!
```

```
memfs> delete -n 1 file4.txt  
File deleted successfully
```

[NOTE - Here, we are using the `-n`` flag when deleting a single file to demonstrate the optional behaviour for using the flag when dealing with a single file.]

```
memfs> ls  
file2.txt  
file3.txt  
file1.txt
```

```
memfs> ls -l  
size  created      last modified  filename  
27   14/11/2024  14/11/2024   file2.txt  
24   14/11/2024  14/11/2024   file3.txt  
13   14/11/2024  14/11/2024   file1.txt
```

```
memfs> exit  
exiting memFS
```

# Conclusion

The `MemFS` class provides a thread-safe, in-memory file system that supports basic file operations in a concurrent environment. It allows users to manage files interactively through a command-line interface, demonstrating concurrency control, atomic operations, and error handling. This design is extensible, supporting future enhancements to incorporate more sophisticated file system features.