

Please draw the architecture diagram of the `sfs.img` according to the project we had given.

The directory structure of `disk0` in the project:

```
disk0
├─ dir1
│   └─ file1
└─ test
```

Some requirements:

The size of each file < 1KB.

If this block is an entry, please give the name and ino number.

If this block is an inode of entry, you need to draw the direct array or indirect pointer.

In freemap, you only need to say which bit are 1.

The others just need to explain what this block is.

Sample:

