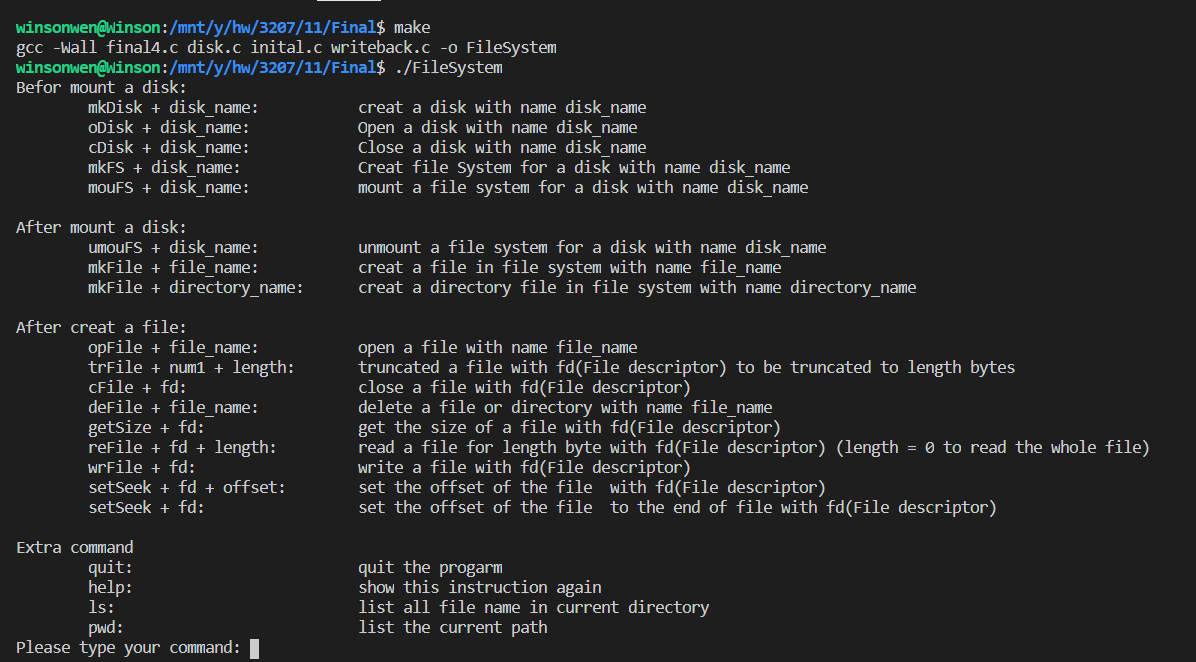
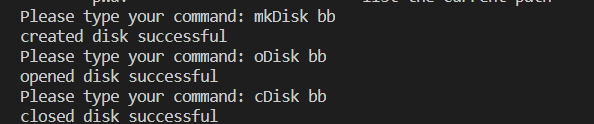
**Junxiang Wen**

**When we use command ‘quit’, it will close file and unmount the file system automatic**

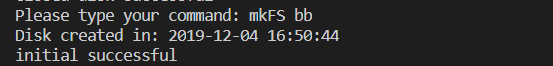
**System start and instruction:**

****

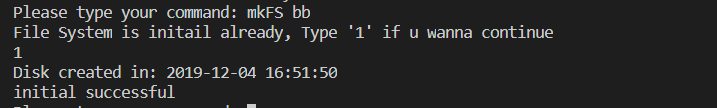
**Test for providing command**

****

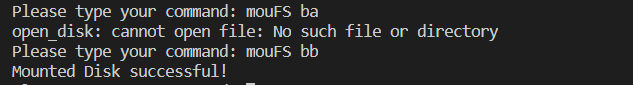
**First time to create file system (int make\_fs(char \*disk\_name);) :**

****

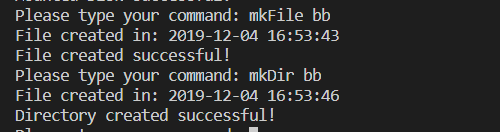
**Again:**

****

**Mount the file system ( int mount\_fs(char \*disk\_name))**

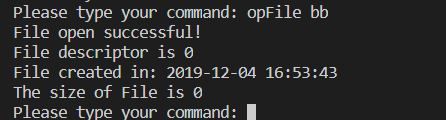
****

**When created a file( int fs\_close(int fildes);) or a directory(int fs\_mkdir(char \*name);):**



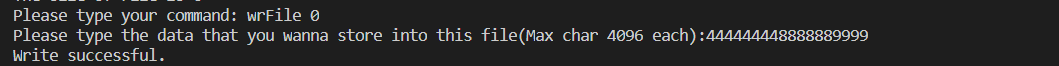
**When we open a file, the metadata will print out and we got the file descriptor.**

**int fs\_open(char \*name);**

**n**

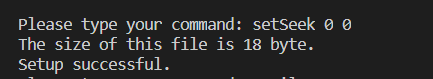
**Write a file:**

**int fs\_write(int fildes, void \*buf, size\_t nbyte);**



**Before read the file, set the offset first:**

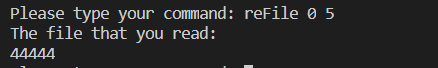
**int fs\_lseek(int fildes, off\_t offset);**



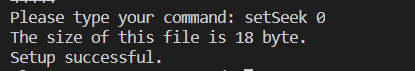
**Read the whole file:**

**int fs\_read(int fildes, void \*buf, size\_t nbyte);**

**Read the part of file:**

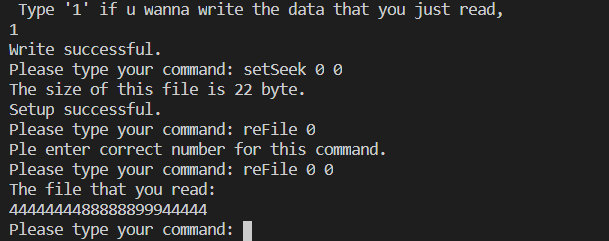


**Set the offset of file at the end of file:**

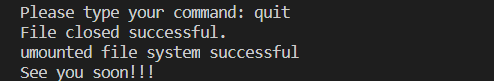


**Write the file again, we can write what we read before:**





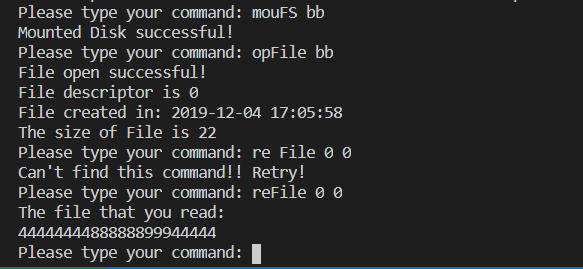
**Close the program:**



**Reopen:**



**Do the same thing, data in the file still here:**



**Check the size:**

**int fs\_get\_filesize(int fildes);**



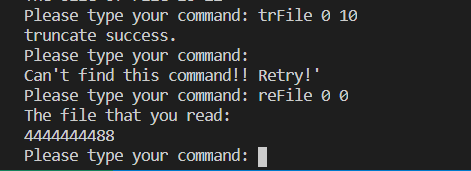
**Close File:**

**int fs\_close(int fildes);**

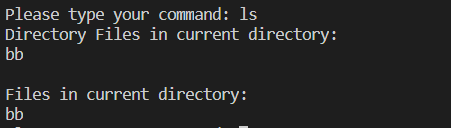


**Truncated the file:**

**int fs\_truncate(int fildes, off\_t length);**

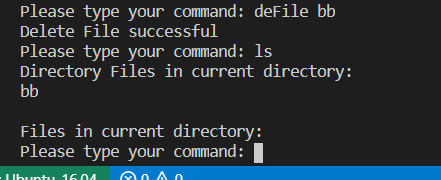


**File in located directory:**

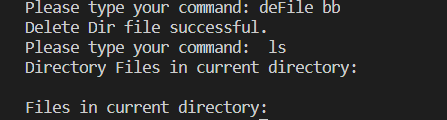


**Delete file first if we have the same name with directory or file.**

**int fs\_delete(char \*name);**



**The second time, it deletes the directory**



**Unmount the file system:**

**int umount\_fs(char \*disk\_name);**

