

Note each Inode represents one file.
Each Inode has 13 datablock - assigned from block number 21 - 1023 → each data block corresponds to 1 direct pointer.

The indirect pointer points to a block of direct pointers that further point to data block.
Free Bit map keeps a track of the data blocks I use.

1) my simple test passes.

(a) even though I receive a warning for freek and fwseek when I debug it, the values are correct, somehow it prints the warning and doesn't mark it correct.

2) Test 2 fails with 30 errors and I get segmentation fault which wasn't possible for me to resolve.

In my Wutr method
I have 2 cases

1) When I am writing to a new file,
I allocate data blocks depending on the number of bytes I need to write.

2) I am writing to an existing file..

(a) It has space in Data blocks

(b) it has no space in Data Blocks and hence need to assign indirect pointers.

(b) → (not implemented (did not have time)).