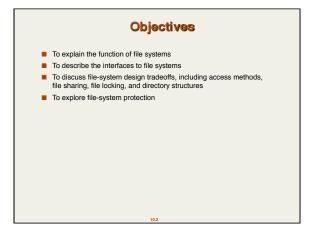
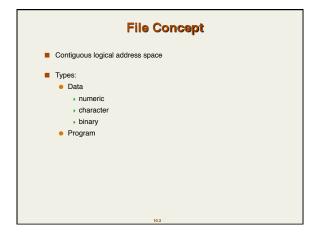
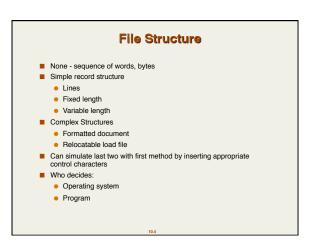
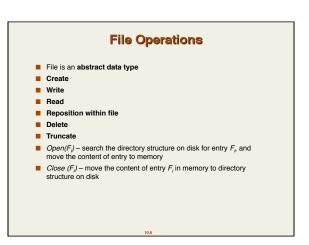
Chapter 10: File-System Interface File Concept Access Methods Directory Structure File-System Mounting File Sharing Protection







File Attributes Name – only information kept in human-readable form Identifier – unique tag (number) identifies file within file system Type – needed for systems that support different types Location – pointer to file location on device Size – current file size Protection – controls who can do reading, writing, executing Time, date, and user identification – data for protection, security, and usage monitoring Information about files are kept in the directory structure, which is maintained on the disk



Open Files

- Several pieces of data are needed to manage open files:
 - File pointer: pointer to last read/write location, per process that has the file open
 - File-open count: counter of number of times a file is open to allow removal of data from open-file table when last processes closes it.
 - Disk location of the file: cache of data access information
 - Access rights: per-process access mode information

10.7

Provided by some operating systems and file systems Mediates access to a file Mandatory or advisory: Mandatory – access is denied depending on locks held and requested Advisory – processes can find status of locks and decide what to do

File Locking Example - Java API

File Locking Example - Java API (cont)

File Types - Name, Extension

file type	usual extension	function
executable	exe, com, bin or none	ready-to-run machine- language program
object	obj, o	compiled, machine language, not linked
source code	c, cc, java, pas, asm, a	source code in various languages
batch	bat, sh	commands to the command interpreter
text	txt, doc	textual data, documents
word processor	wp, tex, rtf, doc	various word-processor formats
library	lib, a, so, dll	libraries of routines for programmers
print or view	ps, pdf, jpg	ASCII or binary file in a format for printing or viewing
archive	arc, zip, tar	related files grouped into one file, sometimes com- pressed, for archiving or storage
multimedia	mpeg, mov, rm, mp3, avi	binary file containing audio or A/V information

Sequential Access read next write next reset no read after last write (rewrite) Direct Access read n read n write n position to n read next write next rewrite next rewrite next rewrite next rewrite next rewrite n

