

East West University Bangladesh

Computing Science and Engineering Department

CSE-325: Operating System

Disk and File System Basics

Objectives:

The goal of this lab is to know the windows File Allocation Table (FAT). In this lab, you will learn:

- Hexadecimal Number System.
- FAT file system and boot sector details.
 - (Part a) tracing information from the given boot sector data (512 bytes)
 - (Part b) FAT, root directory and data area

Activity Background

Hexadecimal Number System:

Dec	Hx	Oct	Char	Dec	Hx	Oct	Html	Chr	Dec	Hx	Oct	Html	Chr	Dec	Hx	Oct	Html	Chr
0	0	000	NUL	(null)	32	20	040	 Space	64	40	100	@ @	96	60	140	` `		
1	1	001	SOH	(start of heading)	33	21	041	! !	65	41	101	A A	97	61	141	a a		
2	2	002	STX	(start of text)	34	22	042	" "	66	42	102	B B	98	62	142	b b		
3	3	003	ETX	(end of text)	35	23	043	# #	67	43	103	C C	99	63	143	c c		
4	4	004	EOT	(end of transmission)	36	24	044	$ \$	68	44	104	D D	100	64	144	d d		
5	5	005	ENQ	(enquiry)	37	25	045	% %	69	45	105	E E	101	65	145	e e		
6	6	006	ACK	(acknowledge)	38	26	046	& &	70	46	106	F F	102	66	146	f f		
7	7	007	BEL	(bell)	39	27	047	' '	71	47	107	G G	103	67	147	g g		
8	8	010	BS	(backspace)	40	28	050	((72	48	110	H H	104	68	150	h h		
9	9	011	TAB	(horizontal tab)	41	29	051))	73	49	111	I I	105	69	151	i i		
10	A	012	LF	(NL line feed, new line)	42	2A	052	* *	74	4A	112	J J	106	6A	152	j j		
11	B	013	VT	(vertical tab)	43	2B	053	+ +	75	4B	113	K K	107	6B	153	k k		
12	C	014	FF	(NP form feed, new page)	44	2C	054	, ,	76	4C	114	L L	108	6C	154	l l		
13	D	015	CR	(carriage return)	45	2D	055	- -	77	4D	115	M M	109	6D	155	m m		
14	E	016	SO	(shift out)	46	2E	056	. .	78	4E	116	N N	110	6E	156	n n		
15	F	017	SI	(shift in)	47	2F	057	/ /	79	4F	117	O O	111	6F	157	o o		
16	10	020	DLE	(data link escape)	48	30	060	0 0	80	50	120	P P	112	70	160	p p		
17	11	021	DC1	(device control 1)	49	31	061	1 1	81	51	121	Q Q	113	71	161	q q		
18	12	022	DC2	(device control 2)	50	32	062	2 2	82	52	122	R R	114	72	162	r r		
19	13	023	DC3	(device control 3)	51	33	063	3 3	83	53	123	S S	115	73	163	s s		
20	14	024	DC4	(device control 4)	52	34	064	4 4	84	54	124	T T	116	74	164	t t		
21	15	025	NAK	(negative acknowledge)	53	35	065	5 5	85	55	125	U U	117	75	165	u u		
22	16	026	SYN	(synchronous idle)	54	36	066	6 6	86	56	126	V V	118	76	166	v v		
23	17	027	ETB	(end of trans. block)	55	37	067	7 7	87	57	127	W W	119	77	167	w w		
24	18	030	CAN	(cancel)	56	38	070	8 8	88	58	130	X X	120	78	170	x x		
25	19	031	EM	(end of medium)	57	39	071	9 9	89	59	131	Y Y	121	79	171	y y		
26	1A	032	SUB	(substitute)	58	3A	072	: :	90	5A	132	Z Z	122	7A	172	z z		
27	1B	033	ESC	(escape)	59	3B	073	; ;	91	5B	133	[[123	7B	173	{ {		
28	1C	034	FS	(file separator)	60	3C	074	< <	92	5C	134	\ \	124	7C	174	|		
29	1D	035	GS	(group separator)	61	3D	075	= =	93	5D	135]]	125	7D	175	} }		
30	1E	036	RS	(record separator)	62	3E	076	> >	94	5E	136	^ ^	126	7E	176	~ ~		
31	1F	037	US	(unit separator)	63	3F	077	? ?	95	5F	137	_ _	127	7F	177	 DEL		

Source: www.LookupTables.com

File Allocation Table (FAT)

File Allocation Table (FAT) is a file system that was created by Microsoft in 1977. FAT is still in use today as the preferred file system for floppy drive media and portable, high capacity storage devices like flash drives.

On-disk Structure of a FAT file system:

All disks using the FAT file system are divided into several areas. The following table summarizes the areas in the order that they appear on the disk, starting at block 0:

Area description	Area size
Boot block	1 block (512 bytes)
File Allocation Table (may be multiple copies)	Depends on file system size
Disk root directory	Variable (selected when disk is formatted)
File data area	The rest of the disk

The Boot Block:

The boot block occupies just the first block of the disk. It holds a special program (the bootstrap program) which is used for loading the operating system into memory. However, in the FAT file system it also contains several important data areas which help to describe the rest of the file system. Thus, to understand how a particular disk is laid out, it is necessary first to understand at least part of the contents of the boot block. The relevant areas are shown in the following table, together with their byte offsets from the start of the boot block.

First an explicit example (of the boot sector of a DRDOS boot floppy).

```
00000000 eb 3f 90 49 42 4d 20 20 33 2e 33 00 02 01 01 00
00000020 02 e0 00 40 0b f0 09 00 12 00 02 00 00 00 00 00
00000040 00 00 00 00 00 00 00 00 00 00 70 00 ff ff 49 42
00000060 4d 42 49 4f 20 20 43 4f 4d 00 50 00 00 08 00 18
...
```

The 2-byte numbers are stored little endian (low order byte first).

Offset from start	Length	Description
0x00	3 bytes	Part of the bootstrap program.
0x03	8 bytes	Optional manufacturer description.
0x0b	2 bytes	Number of bytes per block (almost always 512).
0x0d	1 byte	Number of blocks per allocation unit.
0x0e	2 bytes	Number of reserved blocks. This is the number of blocks on the disk that are not actually part of the file system; in most cases this is exactly 1, being the allowance for the boot block.
0x10	1 byte	Number of File Allocation Tables.
0x11	2 bytes	Number of root directory entries (including unused ones).
0x13	2 bytes	Total number of blocks in the entire disk. If the disk size is larger than 65535 blocks (and thus will not fit in these two bytes), this value is set to zero, and the true size is stored at offset 0x20.
0x15	1 byte	Media Descriptor. This is rarely used, but still exists. .
0x16	2 bytes	The number of blocks occupied by one copy of the File Allocation Table.
0x18	2 bytes	The number of blocks per track. This information is present primarily for the use of the bootstrap program, and need not concern us further here.
0x1a	2 bytes	The number of heads (disk surfaces). This information is present primarily for the use of the bootstrap program, and need not concern us further here.
0x1c	4 bytes	The number of <i>hidden blocks</i> . The use of this is largely historical, and it is nearly always set to 0; thus it can be ignored.
0x20	4 bytes	Total number of blocks in the entire disk (see also offset 0x13).
0x24	2 bytes	Physical drive number. This information is present primarily for the use of the bootstrap program, and need not concern us further here.
0x26	1 byte	Extended Boot Record Signature This information is present primarily for the use of the bootstrap program, and need not concern us further here.
0x27	4 bytes	Volume Serial Number. Unique number used for identification of a particular disk.
0x2b	11 bytes	Volume Label. This is a string of characters for human-readable identification of the disk (padded with spaces if shorter); it is selected when the disk is formatted.
0x36	8 bytes	File system identifier (padded at the end with spaces if shorter).
0x3e	0x1c0 bytes	The remainder of the bootstrap program.
0x1fe	2 bytes	Boot block 'signature' (0x55 followed by 0xaa).

The signature is found at offset 510-511. This will be the end of the sector only in case the sector size is 512.

Media descriptor byte

The ancient media descriptor type codes are:

For 8" floppies:

fc, fd, fe – Various interesting formats

For 5.25" floppies:

Value	DOS version	Capacity	sides	tracks	sectors/track
ff	1.1	320 KB	2	40	8
fe	1.0	160 KB	1	40	8
fd	2.0	360 KB	2	40	9
fc	2.0	180 KB	1	40	9
fb		640 KB	2	80	8
fa		320 KB	1	80	8
f9	3.0	1200 KB	2	80	15

For 3.5" floppies:

Value	DOS version	Capacity	sides	tracks	sectors/track
fb		640 KB	2	80	8
fa		320 KB	1	80	8
f9	3.2	720 KB	2	80	9
f0	3.3	1440 KB	2	80	18
f0		2880 KB	2	80	36

For RAMdisks:

fa

For hard disks:

Value	DOS version
f8	2.0

ACTIVITY

From the below FAT table Boot Sector (block 0) trace the following information:

1. Number of bytes per block
2. Number of File Allocation Tables.
3. Number of root directory entries (including unused ones).
4. Total number of blocks in the entire disk.
5. Media Descriptor. This is rarely used, but still exists. .
6. The number of blocks occupied by one copy of the File Allocation Table.
7. The number of blocks per track.
8. Physical drive number.
9. Volume Serial Number.
10. Volume Label.
11. File system identifier
12. Boot block 'signature'

	0	1	2	3	4	5	6	7	8	9	A	B	C	D	E	F
000000	eb	3c	90	4d	53	44	4f	53	35	2e	30	00	02	01	01	00
000010	02	e0	00	40	0b	f0	09	00	12	00	02	00	00	00	00	00
000020	00	00	00	00	00	00	29	ca	18	39	19	4d	53	44	4f	53
000030	20	20	20	20	20	20	46	41	54	31	32	20	20	20	fa	33
000040	c0	8e	d0	bc	00	7c	16	07	bb	78	00	36	c5	37	1e	56
000050	16	53	bf	3e	7c	b9	0b	00	fc	f3	a4	06	1f	c6	45	fe
000060	0f	8b	0e	18	7c	88	4d	f9	89	47	02	c7	07	3e	7c	fb
000070	cd	13	72	79	33	c0	39	06	13	7c	74	08	8b	0e	13	7c
000080	89	0e	20	7c	a0	10	7c	f7	26	16	7c	03	06	1c	7c	13
000090	16	1e	7c	03	06	0e	7c	83	d2	00	a3	50	7c	89	16	52
0000a0	7c	a3	49	7c	89	16	4b	7c	b8	20	00	f7	26	11	7c	8b
0000b0	1e	0b	7c	03	c3	48	f7	f3	01	06	49	7c	83	16	4b	7c
0000c0	00	bb	00	05	8b	16	52	7c	a1	50	7c	e8	92	00	72	1d
0000d0	b0	01	e8	ac	00	72	16	8b	fb	b9	0b	00	be	e6	7d	f3
0000e0	a6	75	0a	8d	7f	20	b9	0b	00	f3	a6	74	18	be	9e	7d
0000f0	e8	5f	00	33	c0	cd	16	5e	1f	8f	04	8f	44	02	cd	19
000100	58	58	58	eb	e8	8b	47	1a	48	48	8a	1e	0d	7c	32	ff
000110	f7	e3	03	06	49	7c	13	16	4b	7c	bb	00	07	b9	03	00
000120	50	52	51	e8	3a	00	72	d8	b0	01	e8	54	00	59	5a	58
000130	72	bb	05	01	00	83	d2	00	03	1e	0b	7c	e2	e2	8a	2e
000140	15	7c	8a	16	24	7c	8b	1e	49	7c	a1	4b	7c	ea	00	00
000150	70	00	ac	0a	c0	74	29	b4	0e	bb	07	00	cd	10	eb	f2
000160	3b	16	18	7c	73	19	f7	36	18	7c	fe	c2	88	16	4f	7c
000170	33	d2	f7	36	1a	7c	88	16	25	7c	a3	4d	7c	f8	c3	f9
000180	c3	b4	02	8b	16	4d	7c	b1	06	d2	e6	0a	36	4f	7c	8b
000190	ca	86	e9	8a	16	24	7c	8a	36	25	7c	cd	13	c3	0d	0a
0001a0	47	65	65	6e	20	73	79	73	74	65	65	6d	73	63	68	69
0001b0	6a	66	20	6f	66	20	73	63	68	69	6a	66	66	6f	75	74
0001c0	0d	0a	56	65	72	76	61	6e	67	20	64	69	73	6b	65	74
0001d0	74	65	20	65	6e	20	64	72	75	6b	20	6f	70	20	74	6f
0001e0	65	74	73	0d	0a	00	49	4f	20	20	20	20	20	20	53	59
0001f0	53	4d	53	44	4f	53	20	20	20	53	59	53	00	00	55	aa

(Continue...)
Next Week: Part b will be covered.