## BLOCK\_HEADER structure

## NODE 0 structure

Node <i>0,</i> Block 0 offset	Node <i>0,</i> Block 1 offset	Node <i>0,</i> Block 2 offset	Node <i>O,</i> Block <i>b</i> offset There are NODE->size / BLOCK_SIZE + 1 blocks.			
NODE <i>n</i> (BLOCK_HEADER->nodes) structure						

Node <i>n,</i> Block 0	Node <i>n,</i> Block 1	Node <i>n,</i> Block 2	Node n, Block b offset There are NODE->size / BLOCK_SIZE + 1 blocks.
offset	offset	offset	
Block 0	Block 1	Block 2	Block b (there are BLOCK_HEADER->blocks number of blocks)