

File System

Vague, high-level problem statement, as delivered in an interview: Design/Model a File System

What that typically means: Think of a basic file system. Now model it in software. You could think of Unix to make your initial design, but your solution should be sufficiently generic. Identify different entities and create classes for them. Put state in those classes and show relationships.

Deliverables:

1. A class diagram, showing relationships with each other where appropriate. Classes should show state and methods. Use any convenient notation. UML is more widely known.
2. Main() method, showing how you'll initialize your system and start using it.
3. Identify the design pattern

API:

Create a file system API

- Start simple, CRUD based first. Don't try and model it after Linux, because Linux is very complex and is not REST based. Model it after an online file system (think [Box](#) or [GDrive](#))
- Follow general REST API thought design guidelines