

Project Documentation

Problems faced

- after writing strnum function and trying to use it for the first time I faced an error (undefined reference) for "strnum" and after "searching" to find the root of the problem I discovered that Hfunc.c (where all the functions are implemented) isn't accessed after calling main, so there was no implementation for them.
 - figuring out how many blocks are in a file in the count function
 - used a pointer in the type with variable in the first argument of fstat
 - ④ One of the most time consuming problems I faced was with strnum function where the main file wasn't accessing its implementation strnum's
 - dd needed more than 32 bits in d_inhImplementation (the problem of undefined reference also faced me and didn't solve it into the problem it turns out that the Hfunc.c was not compiled with #FPIC; because I forgot to put the -fno-strict-aliasing flag in the compilation in the Makefile)
 - dd needed 64 bits instead of 32 bits, then when testing d_inh before mounting or disk there was a problem with the mounting where I had named the experimental drive "drive5" where it should be called "disk" and used 0! instead of 1, 2 which was the reason why it gave zero address.
 - when executing the chsize function it printed disk has disk as the final destination zero as the number of blocks which means it exceeded NOT DYNAMIC the variable size, it turns out that I should've used stat_s blocks -1 instead of stat_l since it's 2 bytes can only hold up to 65536, I first thought the filesize was larger than what I anticipated but after dividing it with the block size and getting 65536 was sure it had something to do with the variables and subtracting one

PD(2)

hidden symbol (visible)

- undefined references do (dreaded format) in Hfunc.
solve by : identifying the disk descriptor, format symbol rather than
descriptor outside the `diskinit` function } internal
reason: (search) (contemporary file I had)
- was when attempting to execute ./tempexec; it
printed : error while loading shared libraries: FSAPI.so cannot open shared
library because no such file or directory it didn't
solution: replace `l` in the `ld.so` file (it's ~~tempexec~~ you can't) compile a file
based on a shared obj file so rather than
~~tempexec~~ template (FSAPI so) => Hfunc. DiskEm, My std., Filesystems
which then worked.
- when attempting to format the disk it printed a segmentation
fault = ... after tracing the old debugging methods
(printing print statements) - I was able to deduce that ~~format~~ (disk)
was causing the fault
It turns out that that ~~example~~ when I commented
the mounting ^{calls} and the print statements in `diskinit`,
I had forgotten to comment out the `diskinit` function
which caused the fault, and left the mounting for
initialisation of file descriptors, when testing a bit
it turns out that the execution
the ~~stage~~ code just gives an error, if the mounted
descriptor isn't unmounted in
before it reaches the `format` call it gives a segfault.
After searching in ^{instead of} `format` of bit I discovered
that after the disk is formatted instead of making the
recursively the drivernumber of the filesystem equal to the disk descriptor drivernumber
I had ~~reassigned~~ the drivernumber of the descriptor of the filesystem equal to the
drivernumber of the disk descriptor rendering me completely the opposite... تكون

PD(2)

hidden symbol visited

- undefined references do (around format) in Hfunc.
solve by : identifying the disk descriptor (format symbol) rather than
descriptor outside the init function } in turn
reason: (search) (contemporary file I had)

was when attempting to execute /tmpexec; it
printed : error while reading shared libraries. FSAPI was cannot be reached

library & object has such file or directory it didn't
solution: replace L in this file (it can't compile a file
based on a shared obj file) so rather than:

/tmpexec template (FSAPI so) => Hfunc. DiskEm, My std., Filesystems
which then worked.

when attempting to format the disk it printed a segmentation
fault (core dump), after using the old debugging methods
(placing print statements) - I was able to deduce that (print call)
(the function) with was causing the fault.

It turns out that that example when I commented
the mounting calls and the print statements in init.

I had forgotten to comment out the mount function
which caused the fault, and left the mount for
initialisation of file descriptors, when testing a bit

it turns out the execution never stops if
the system calls and gives an error if the number
descriptor isn't unmounted inside the init function
before it reaches the format call it gives a seg fault.

After doing some searching in the kernel I discovered
that after the disk is formatted instead of making the
drive number the drive number of the filesystem equal to the disk descriptor drive number
I had re-assigned the drive number of the disk descriptor of the filesystem equal to the
drive number of the disk descriptor rendering my completely ineffective... تكون

so I later checked and discovered that number of blocks, mode blocks, index, and the magic number of inode block were correct. The super block was fine, but:

printed the ~~a random number~~ = the inode block
on the left of the valuetype field (03), which made me calculate sum of the sizes of the inodes, which turns out to be (34) instead of 32.
although the sum of the sizes of its field is 32 bytes.

It turned out that I had placed ~~placed at the beginning before the struct~~ ^{at the beginning} ~~replaced~~ ^{properly solved} the end (picked this wrong hint from somewhere) ~~rate~~ ^{in-de}; the DISK IS FORMATTER.

~~(Note(s) the directory didn't occupy any blocks so I removed it from the size variable)~~

when I'm trying to run it, it printed a message mentioning the number of blocks and the number of mode blocks was the number of blocks - so I accidentally placed a comma after the string in the first line (outside the "" marks) which caused this error.

Space freed to close

another problem with share is that it didn't print who about the mode are had cause the loops in ~~getchar()~~ function didn't break out of the while loop when this (n == 1) condition is met, as it only broke out of the inner loop, so I set the size of inode block ^{after loop} to the size of the file so the condition is satisfied no more shares header is there.

(3)

After finishing show, I faced a error of multiple definition of DiskDescriptor caused it once public in f.h and one extern in file system removed the extern and replaced keyword public with extern in file system. And while I was writing to the node functions, I faced an error that no output given when I run ~~executecom~~ so I traced it and discovered that I ~~long~~ had changed the path of "drives" folder without changing the basepath, after that while attempting to run ~~executecom~~ after creating multiple nodes it gave a stack smashing error, I traced it and discovered that it was from the ~~strcpy~~ ~~char~~ command in the body of the ~~reservein~~ function.

I faced a moment when trying to compile after writing show I got at least 5 pages with of errors ~~because~~ for the wrong if $\left(\right)$

→ humi should be in a header (in amf function) → add &
→ forgot to put valid chance - (in g*) rather than ~~the~~ ~~getchar~~ (I gave) valid name is not forced (the ~~getchar~~)
→ the 2 page errors (as code module ~~is~~ has syntax errors)