

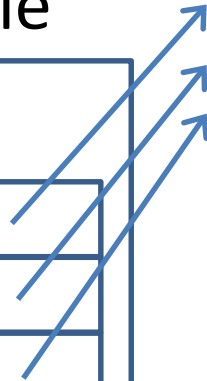
process table

Terminal

file table

v-node

	fd	flags
0		
1		
2		
3		
4		



```
int fd1, fd2;  
fd1=open("fil"...);  
close(1);  
fd2 = dup(fd1);  
close(fd1);
```

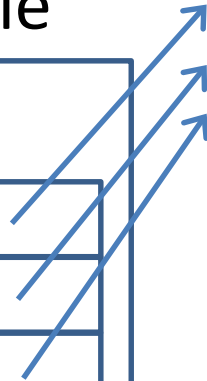
process table

Terminal

file table

v-node

	fd	flags
0		
1		
2		
3		
4		



```
int fd1, fd2;  
fd1=open("fil"...);  
close(1);  
fd2 = dup(fd1);  
close(fd1);
```

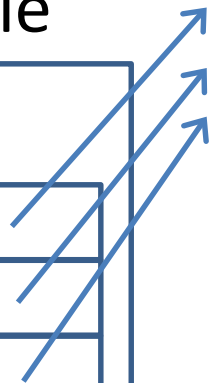
process table

Terminal

file table

v-node

	fd	flags
0		
1		
2		
3		
4		



```
int fd1, fd2;  
fd1=open("fil"...);  
close(1);  
fd2 = dup(fd1);  
close(fd1);
```

fd1

fd2

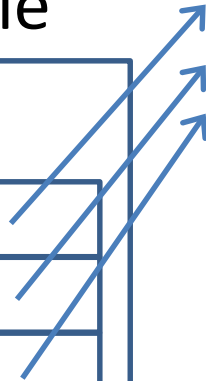
process table

Terminal

file table

v-node

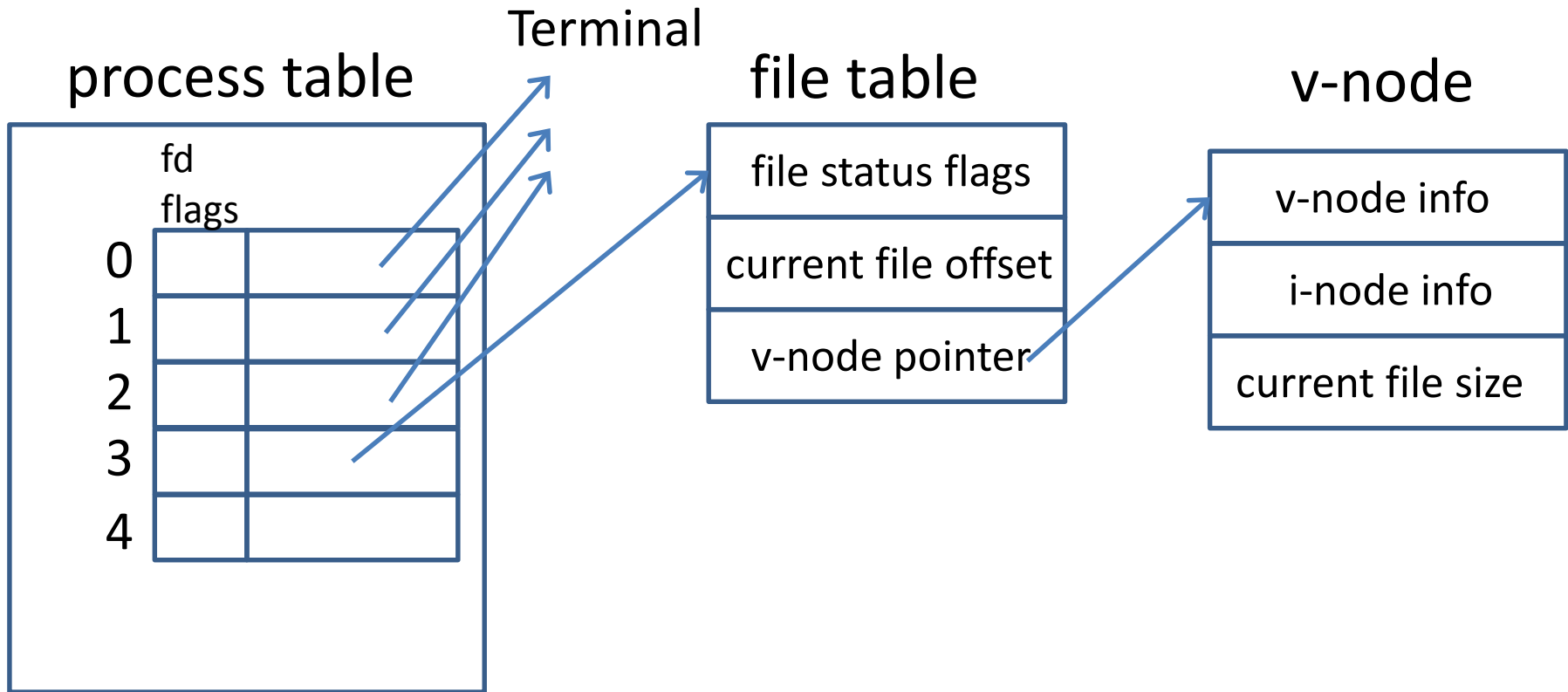
	fd	flags
0		
1		
2		
3		
4		



```
int fd1, fd2;  
fd1=open("fil"...);  
close(1);  
fd2 = dup(fd1);  
close(fd1);
```

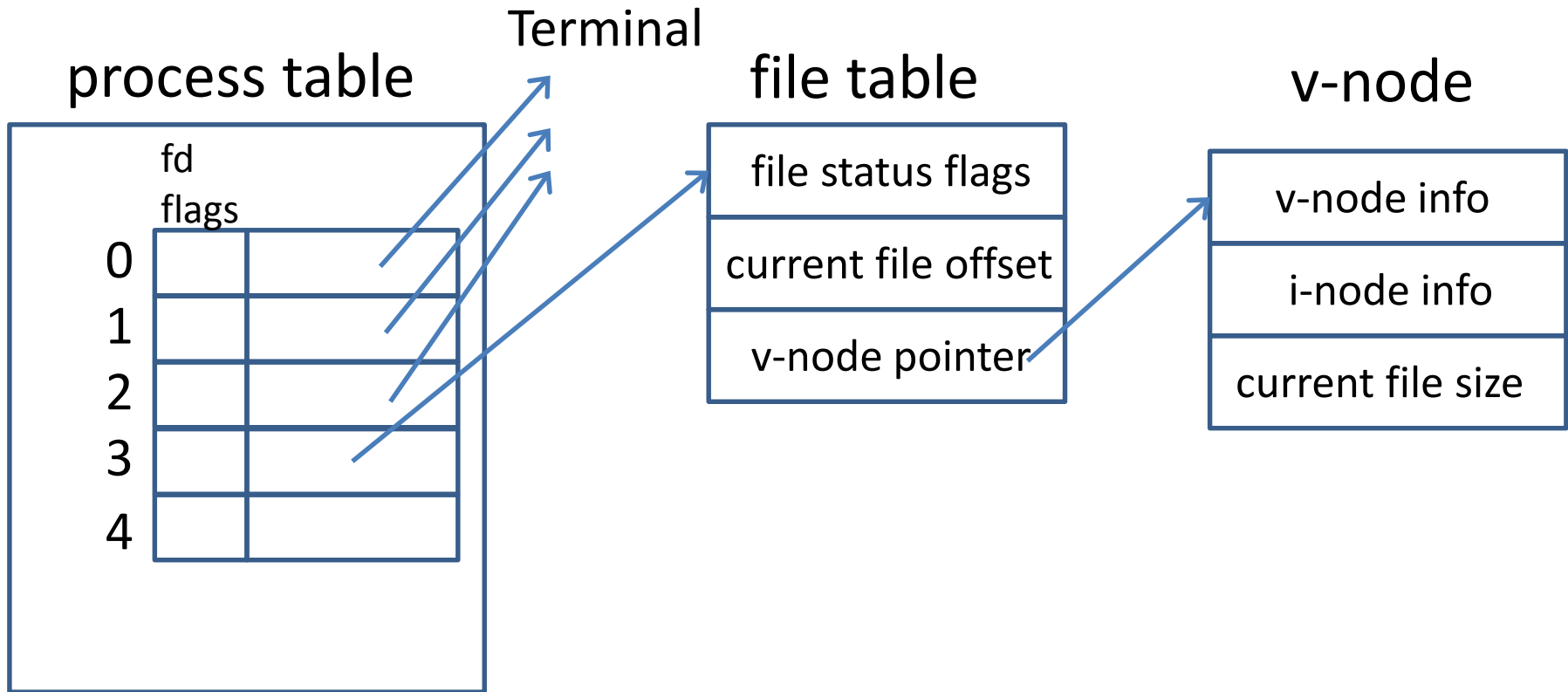
fd1

fd2



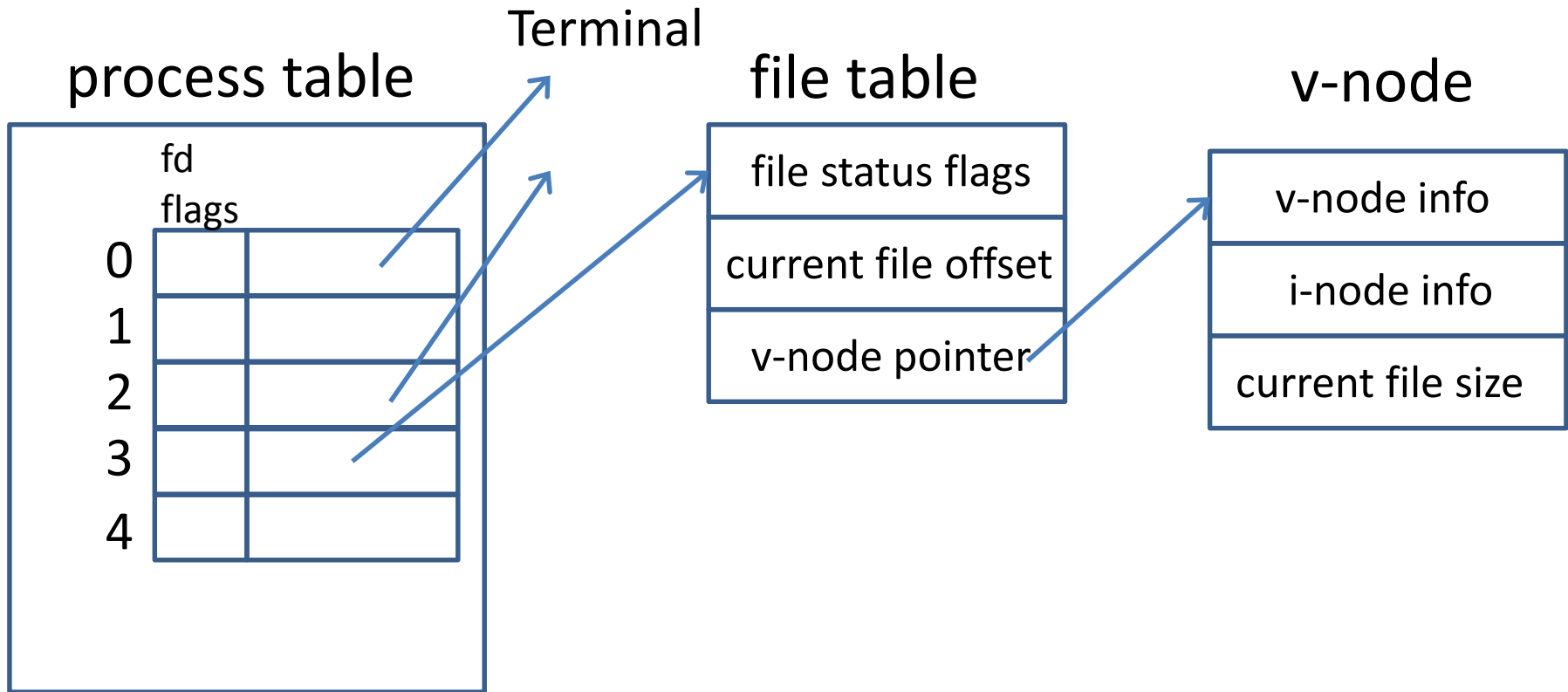
```
int fd1, fd2;  
fd1=open("fil"...);  
close(1);  
fd2 = dup(fd1);  
close(fd1);
```





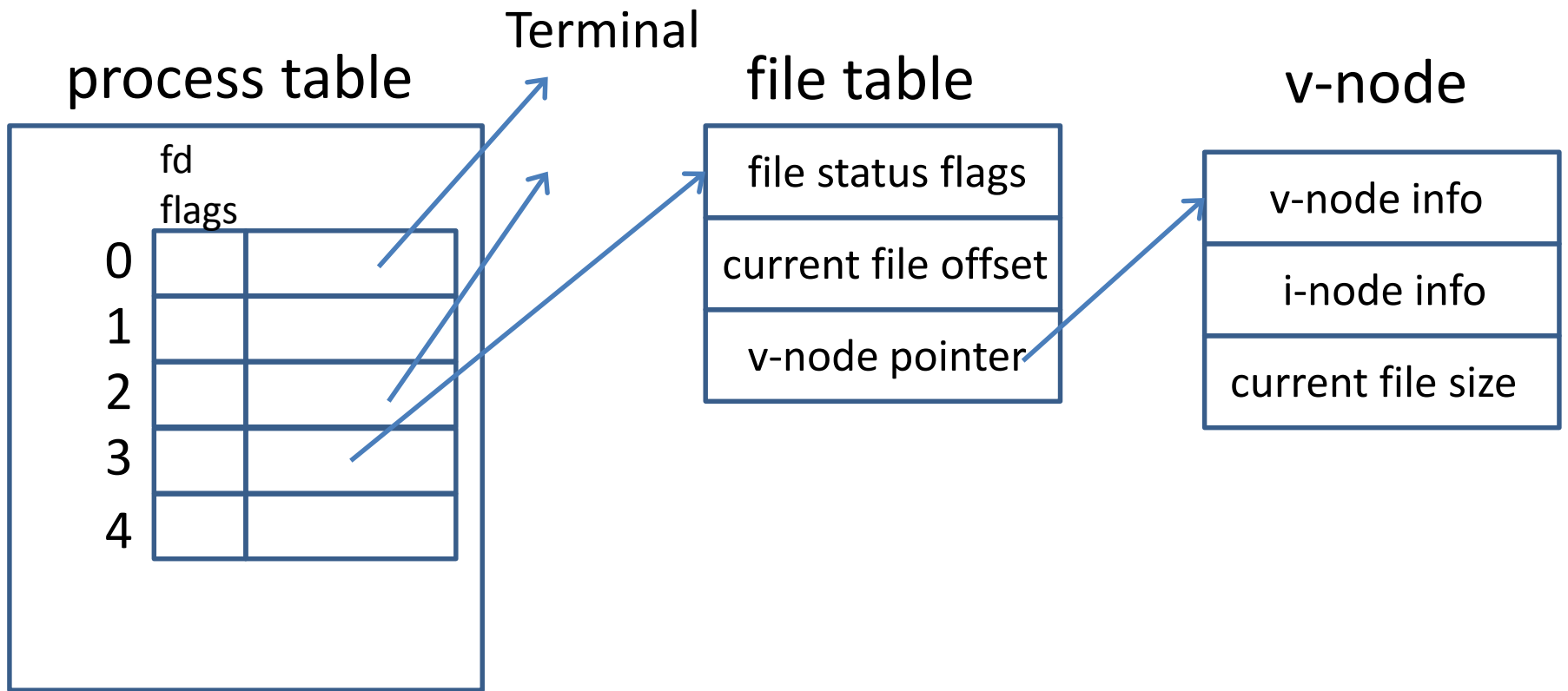
```
int fd1, fd2;  
fd1=open("fil"...);  
close(1);  
fd2 = dup(fd1);  
close(fd1);
```





```
int fd1, fd2;  
fd1=open("fil"...);  
close(1);  
fd2 = dup(fd1);  
close(fd1);
```



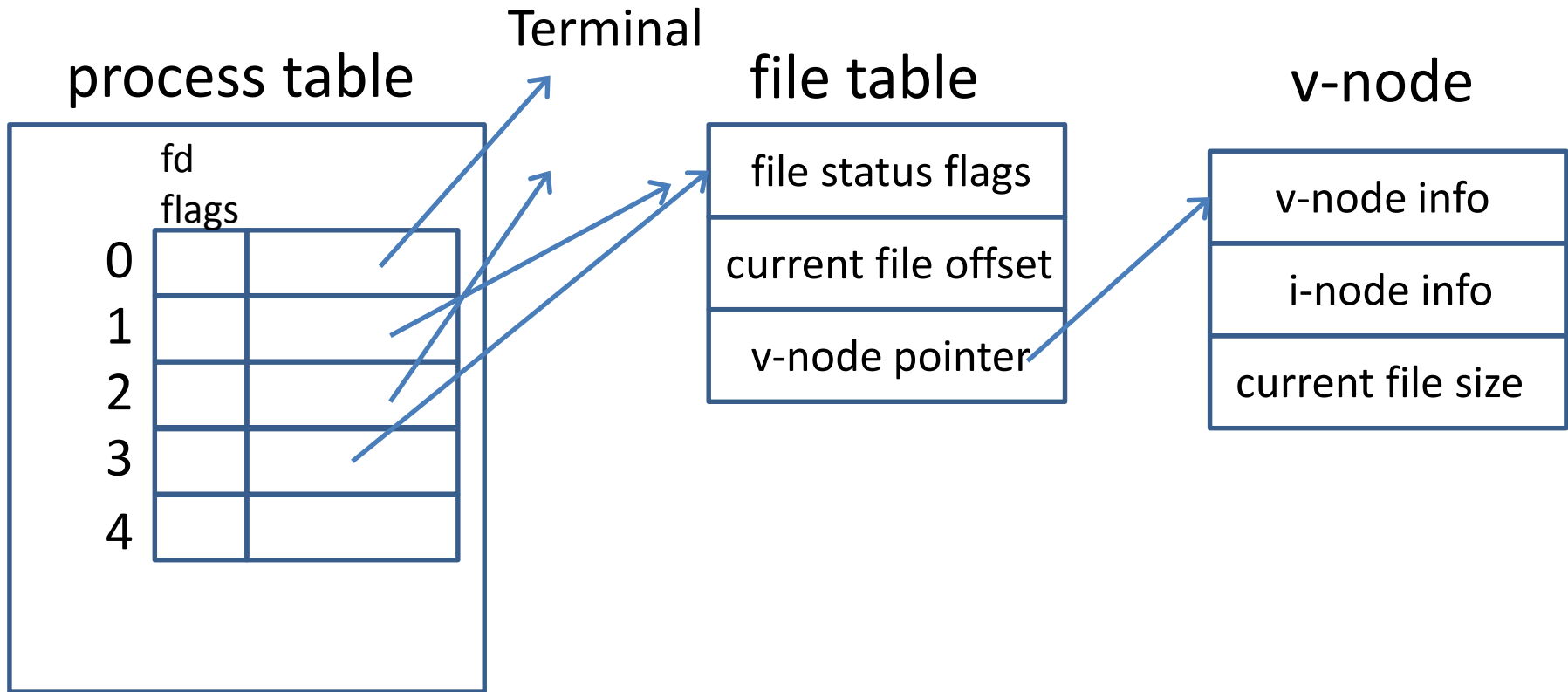


```
int fd1, fd2;  
fd1=open("fil"...);  
close(1);  
fd2 = dup(fd1);  
close(fd1);
```

fd1

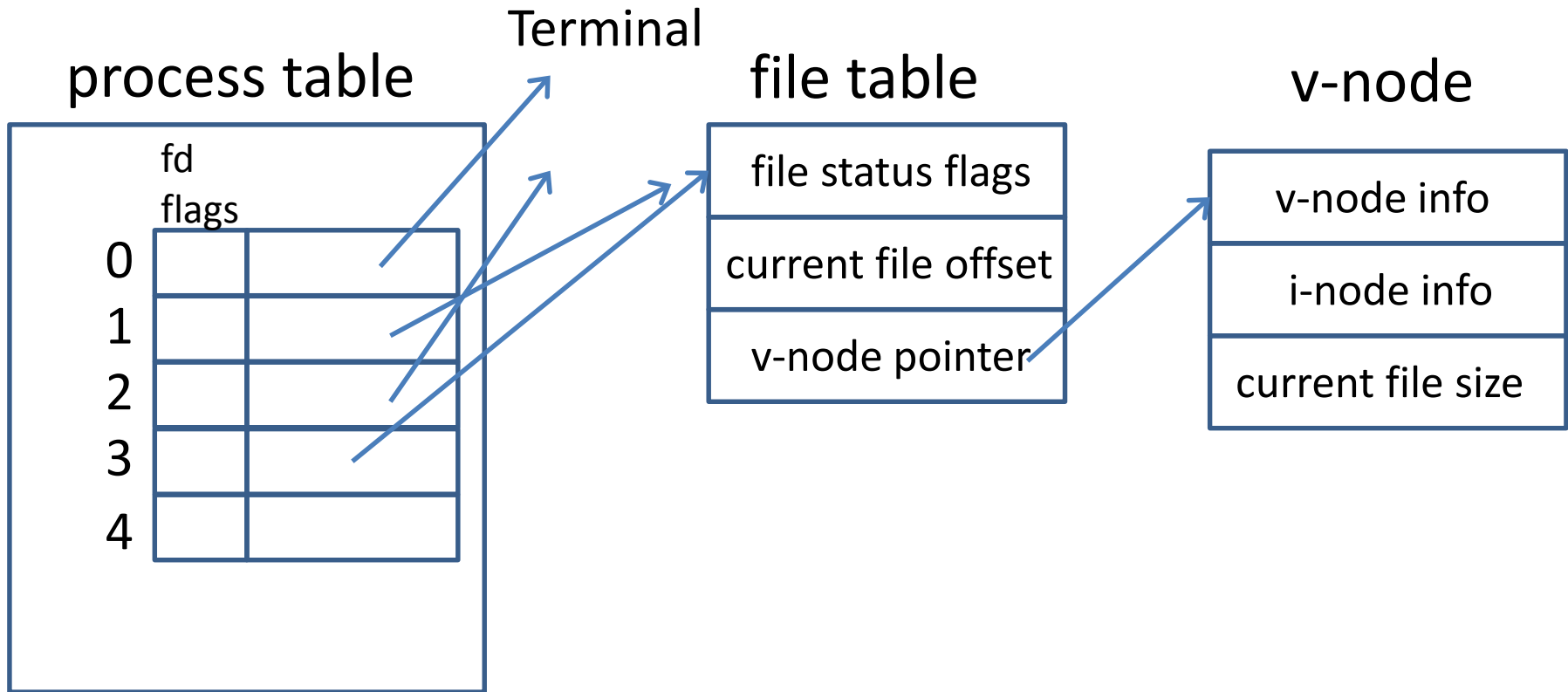
3

fd2



```
int fd1, fd2;  
fd1=open("fil"...);  
close(1);  
fd2 = dup(fd1);  
close(fd1);
```





```
int fd1, fd2;  
fd1=open("fil"...);  
close(1);  
fd2 = dup(fd1);  
close(fd1);
```



process table

	fd	flags
0		
1		
2		
3		
4		

Terminal

file table

file status flags
current file offset
v-node pointer

v-node

v-node info
i-node info
current file size

```
int fd1, fd2;  
fd1=open("fil"...);  
close(1);  
fd2 = dup(fd1);  
close(fd1);
```

fd1

fd2