

## process table

P1	fd	
	flags	
		⋮
	2	
	3	
		⋮

## file table

## v-node

```
int fd1, fd2;    P1  
fd1=open("a"...);  
fork();  
fd2=open("b"...);
```

```
int fd1, fd2;    P2  
fd2=open("b"...);
```

## process table

P1	fd	
	flags	
		⋮
2		
3		
		⋮

## file table

## v-node

```
int fd1, fd2;    P1
fd1=open("a"...);
fork();
fd2=open("b"...);
```

```
int fd1, fd2;    P2
fd2=open("b"...);
```

## process table

P1	fd	
	flags	
		⋮
2		
3		
		⋮

## 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;    P1
fd1=open("a"...);
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```
int fd1, fd2;    P2
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## process table

P1	fd	
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## process table

<b>P1</b>	fd	
	flags	
		⋮
	2	
	3	
<b>P2</b>	fd	
	flags	
		⋮
	2	
	3	
		⋮

## file table

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## process table

<b>P1</b>	fd	
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	3	
<b>P2</b>	fd	
	flags	
		⋮
	2	
	3	
		⋮

## file table

file status flags
current file offset
v-node pointer

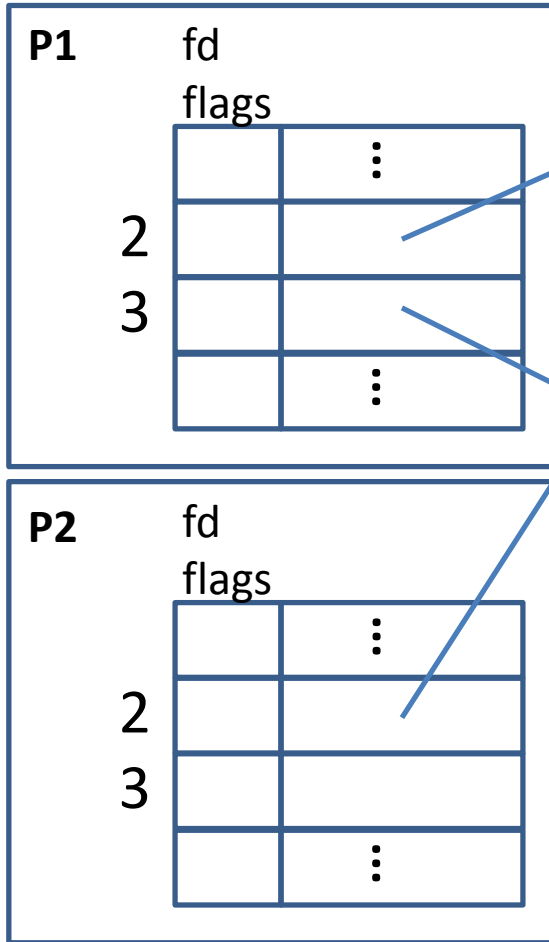
## v-node

v-node info
i-node info
current file size

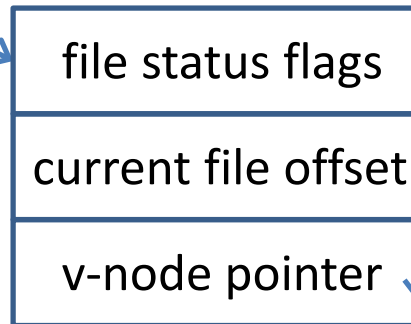
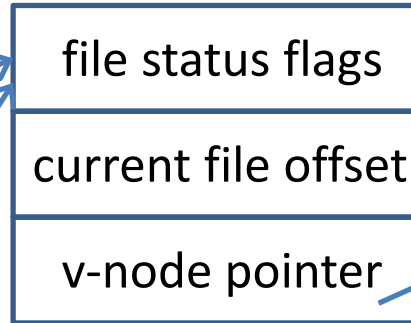
```
int fd1, fd2;    P1  
fd1=open("a"...);  
fork();  
fd2=open("b"...);
```

```
int fd1, fd2;    P2  
fd2=open("b"...);
```

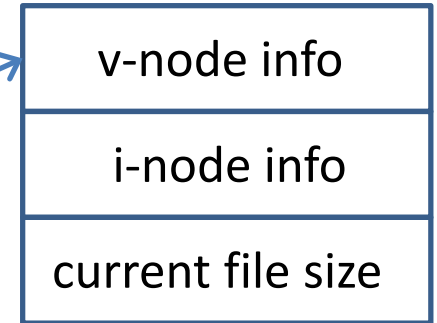
## process table



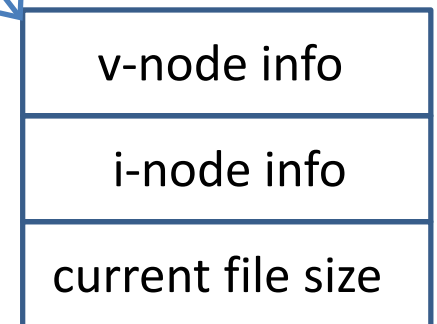
## file table



## v-node



```
int fd1, fd2;    P1  
fd1=open("a"...);  
fork();  
fd2=open("b"...);
```



```
int fd1, fd2;    P2  
fd2=open("b"...);
```

## process table

P1	fd	
	flags	
		⋮
2		
3		
		⋮

P2	fd	
	flags	
		⋮
2		
3		
		⋮

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v-node pointer

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fd2=open("b"...);
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v-node info
i-node info
current file size



## process table

<b>P1</b>	fd	
	flags	
		⋮
2		
3		
		⋮

<b>P2</b>	fd	
	flags	
		⋮
2		
3		
		⋮

```
int fd1, fd2;  P2  
fd2=open("b"...);
```

## file table

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current file offset
v-node pointer

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i-node info
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