## **Exercise 2 - File system operations**

Started: Oct 14 at 1:34am

## **Quiz Instructions**

You are asked to identify operations on a file system given an initial state. The way we represent the file system is shown below.

```
inode bitmap 11110000
inodes        [d a:0 r:3] [f a:1 r:1] [f a:-1 r:1] [d a:2 r:2] [] ...
data bitmap 11100000
data        [(.,0) (..,0) (y,1) (z,2) (f,3)] [u] [(.,3) (..,0)] [] ...
```

This file system has eight inodes and eight data blocks. The root directory contains three entries (other than "." and ".."), to "y", "z", and "f". By looking up inode 1, we can see that "y" is a regular file (type f), with a single data block allocated to it (address 1). In that data block 1 are the contents of the file "y": namely, "u". We can also see that "z" is an empty regular file (address field set to -1), and that "f" (inode number 3) is a directory, also empty. You can also see from the bitmaps that the first four inode bitmap entries are marked as allocated, as well as the first three data bitmap entries.

Question 1		1 pts
Given the follo	wing initial state:	
inode bitmap	10000000 [d a:0 r:2] [] [] [] [] []	
data bitmap		
•	$[(.,0) (,0)] \square \square \square \square \square \square$	
inode bitmap	nd will lead to the following state:  11000000	
inodes	[d a:0 r:3] [d a:1 r:2] [] [] [] [] [] [] []	
data	[(.,0) (,0) (n,1)] [(.,1) (,0)] [] [] [] []	

○ creat("/n")	
<pre>ounlink("/n")</pre>	
○ mkdir("/")	
<pre>     fd = open("/n"); </pre>	

Given the follo	wing initial state (which is the final state from the previous question)
inode bitmap	
	[d a:0 r:3] [d a:1 r:2] [] [] [] []
data bitmap data	11000000 [(.,0) (.,0) (n,1)] [(.,1) (,0)] [] [] [] [] []
•	
	11100000
inodes data bitmap	11100000 [d a:0 r:3] [d a:1 r:2] [f a:-1 r:1] [] [] [] []
inode bitmap inodes data bitmap data	11100000 [d a:0 r:3] [d a:1 r:2] [f a:-1 r:1] [] [] [] [] [] 11000000

Question 3 1 pts

Given the following initial state (which is the final state from the previous question)

<pre>inode bitmap inodes</pre>	11100000 [d a:0 r:3] [d a:1 r:2] [f a:-1 r:1] [] [] [] []
data bitmap	11000000
data	[(.,0) (,0) (n,1) (w,2)] [(.,1) (,0)] [] [] [] [] []
Which comma	nd will lead to the following state:
inode bitmap	11110000 [d a:0 r:3] [d a:1 r:2] [f a:-1 r:1] [f a:2 r:1] [] [] []
data bitmap	1110000
data	[(.,0) (,0) (n,1) (w,2)] [(.,1) (,0) (x,3)] [o] [] [] []
	x", O_CREAT O_WRONLY); write(fd, "o", BLOCKSIZE); close(fd);
creat("/x")	
mkdir("/n/x")	
creat("/n/x")	
Question 4	1 p
Question 4	1 μ
	<u> </u>
Given the follo	wing initial state (which is the final state from the previous question)
Given the follo	wing initial state (which is the final state from the previous question)
Given the folloginode bitmap inodes [d a:0 data bitmap 1	wing initial state (which is the final state from the previous question)  11110000  r:3] [d a:1 r:2] [f a:-1 r:1] [f a:2 r:1] [] [] [] [] 100000
Given the follo inode bitmap inodes [d a:0 data bitmap 1	wing initial state (which is the final state from the previous question)  11110000  r:3] [d a:1 r:2] [f a:-1 r:1] [f a:2 r:1] [] [] []
inode bitmap inodes [d a:0 data bitmap 1 data [(.,0)	wing initial state (which is the final state from the previous question)  11110000  r:3] [d a:1 r:2] [f a:-1 r:1] [f a:2 r:1] [] [] [] [] 100000
inode bitmap inodes [d a:0 data bitmap 1 data [(.,0)]  Which commandations inode bitmap	wing initial state (which is the final state from the previous question)  11110000  r:3] [d a:1 r:2] [f a:-1 r:1] [f a:2 r:1] [] [] [] [] 100000  (,0) (n,1) (w,2)] [(.,1) (,0) (x,3)] [o] [] [] []  nd will lead to the following state:  11010000
inode bitmap inodes [d a:0 data bitmap 1 data [(.,0)]  Which comman inode bitmap inodes [d a:0]	wing initial state (which is the final state from the previous question)  11110000  r:3] [d a:1 r:2] [f a:-1 r:1] [f a:2 r:1] [] [] [] [] 100000  (,0) (n,1) (w,2)] [(.,1) (,0) (x,3)] [o] [] [] []  nd will lead to the following state:  11010000  r:3] [d a:1 r:2] [] [f a:2 r:1] [] [] [] []
inode bitmap inodes [d a:0 data bitmap 1 data [(.,0)]  Which comman inode bitmap inodes [d a:0 data bitmap 1 data bitmap inodes [d a:0 data bitmap 1	wing initial state (which is the final state from the previous question)  11110000  r:3] [d a:1 r:2] [f a:-1 r:1] [f a:2 r:1] [] [] [] [] 100000  (,0) (n,1) (w,2)] [(.,1) (,0) (x,3)] [o] [] [] []  nd will lead to the following state:  11010000  r:3] [d a:1 r:2] [] [f a:2 r:1] [] [] [] []
inode bitmap inodes [d a:0 data bitmap 1 data [(.,0)]  Which comman inode bitmap inodes [d a:0 data bitmap 1 data bitmap inodes [d a:0 data bitmap 1	wing initial state (which is the final state from the previous question)  11110000  r:3] [d a:1 r:2] [f a:-1 r:1] [f a:2 r:1] [] [] [] 100000  (,0) (n,1) (w,2)] [(.,1) (,0) (x,3)] [o] [] [] []  nd will lead to the following state:  11010000  r:3] [d a:1 r:2] [] [f a:2 r:1] [] [] [] []
inode bitmap inodes [d a:0 data bitmap 1 data [(.,0)]  Which comman inode bitmap inodes [d a:0 data bitmap 1 data bitmap inodes [d a:0 data bitmap 1	wing initial state (which is the final state from the previous question)  11110000  r:3] [d a:1 r:2] [f a:-1 r:1] [f a:2 r:1] [] [] [] 100000  (,0) (n,1) (w,2)] [(.,1) (,0) (x,3)] [o] [] [] []  nd will lead to the following state:  11010000  r:3] [d a:1 r:2] [] [f a:2 r:1] [] [] [] []
inode bitmap inodes [d a:0 data bitmap 1 data [(.,0)]  Which comman inode bitmap inodes [d a:0 data bitmap 1 data [(.,0) (	wing initial state (which is the final state from the previous question)  11110000  r:3] [d a:1 r:2] [f a:-1 r:1] [f a:2 r:1] [] [] [] 100000  (,0) (n,1) (w,2)] [(.,1) (,0) (x,3)] [o] [] [] []  nd will lead to the following state:  11010000  r:3] [d a:1 r:2] [] [f a:2 r:1] [] [] [] []
inode bitmap inodes [d a:0 data bitmap 1 data [(.,0)]  Which comman inode bitmap inodes [d a:0 data bitmap 1 data [(.,0) (	wing initial state (which is the final state from the previous question)  11110000  r:3] [d a:1 r:2] [f a:-1 r:1] [f a:2 r:1] [] [] [] 100000  (,0) (n,1) (w,2)] [(.,1) (,0) (x,3)] [o] [] [] []  nd will lead to the following state:  11010000  r:3] [d a:1 r:2] [] [f a:2 r:1] [] [] [] []

○ rmdir("/n/w")

<b>Q</b> u	uestion 5		
Giv	en the following initial state (which is the final state question 4)		
in da	ode bitmap 11010000 odes [d a:0 r:3] [d a:1 r:2] [] [f a:2 r:1] [] [] [] [] ta bitmap 11100000data [(.,0) (,0) (n,1)] [(.,1) (,0) (x,3)] [o] [] [] []		
	at is the new state when the following command is run? Assume that the first fredde or data block is selected if a new inode or data block needs to be used.		
mk	dir("/n/y")		
0	inode bitmap 11110000 inodes [d a:0 r:3] [d a:1 r:3] [d a:3 r:2] [f a:2 r:1] [] [] [] data bitmap 11110000 data [(.,0) (,0) (n,1)] [(.,1) (,0) (x,3) (y,2)] [o] [(.,2)(,1)] [] [] [] []		
0	<pre>inode bitmap 11110000 inodes [d a:0 r:3] [d a:1 r:2] [f a:3 r:1] [f a:2 r:1] [] [] [] data bitmap 11110000 data [(.,0) (,0) (n,1)] [(.,1) (,0) (x,3) (y,2)] [o] [(.,2)(,1)] [] [] [] []</pre>		
0	inode bitmap 11110000 inodes [d a:0 r:3] [d a:1 r:3] [d a:3 r:3] [f a:2 r:1] [] [] [] data bitmap 111000000 data [(.,0) (,0) (n,1)] [(.,1) (,0) (x,3) (y,2)] [o] [(.,2)(,2)] [] []		

data bitmap 111100000
data [(.,0) (..,0) (n,1)] [(.,1) (..,0) (x,3) (y,2)] [o] [(.,2)(..,1)] [] []
[] []

Qu	Question 6 1 pts				
Giv	en the following initial state (which is the final state question 4)				
	ode bitmap 11010000 odes [d a:0 r:3] [d a:1 r:2] [] [f a:2 r:1] [] [] []				
	ta bitmap 11100000 ta [(.,0) (,0) (n,1)] [(.,1) (,0) (x,3)] [o] [] [] [] []				
	What is the new state when the following command is run? Assume that the first free node or data block is selected if a new inode or data block needs to be used.				
un	unlink("/n/x")				
0	inode bitmap 11000000 inodes [d a:0 r:3] [d a:1 r:2] [] [] [] []				
	data bitmap 11000000 data [(.,0) (,0) (n,1)] [(.,1) (,0) ] [] [] [] [] []				
$\circ$	inode bitmap 11010000				
	inodes [d a:0 r:3] [d a:1 r:2] [] [f a:2 r:1] [] [] [] [] data bitmap 11100000				
	data [(.,0) (,0) (n,1)] [(.,1) (,0)] [] [] [] []				
0	inode bitmap 11000000				
	inodes [d a:0 r:3] [d a:1 r:2] [] [] [] []				
	data bitmap 11000000  data [(.,0) (,0) (n,1)] [(.,1) (,0) (x,3)] [] [] [] [] []				
0	inode bitmap 11000000				
	inodes [d a:0 r:3] [d a:1 r:1] [] [] [] []				

Not saved

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