

1.
 - False
 - True
 - True
 - True

False

Notes

– Hard link is a directory entry. Not inode.

- False
- False

True

Notes

– Moe didn't see the word 'never result'

- False
- Omitted. Topic not covered in class

2. Omitted. Question not in scope of test

3. Omitted. Question not in scope of test

4. a)
 - 5
 - 36
 - 2
 - 3
- b)
 - the number of links in `emptydir` would change from 1 to 2
 - `emptydir`'s data block would add directory entry for `bdir`
 - `bdir` would have 1 data block of size 4 KiB
 - `bdir` would have link count of 2
 - `bdir`'s size field in inode is 4096
 - `bdir`'s data block would be ticked as allocated in data bitmap
 - `bdir`'s inode would be ticked as allocated in inode bitmap
- c)
 - Data block (`bdir`)
 - Is done first so there won't be inconsistency when crash occurs
 - Inode bitmap (`bdir`)
 - Inode (`emptydir`)
 - Are done so multiple inodes won't be pointing to where the inode of `bdir` is
 - They minimize damage done to existing file system
 - Data bitmap (`bdir`)
 - Inode (`bdir`)
 - Are done so multiple inodes won't be pointing the same data block