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

   Correct Solution
   - 5
   - 37 (36 inode and data blocks + 1 indirect block)
   - 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 minimizese damage done to existing file system
- Data bitmap (bdir)
- Inode (bdir)
  - Are done so multiple inodes won't be pointing the same data block

Correct Solution

- New inode for bdir
- New data block for bdir
- Modify inode for emptydir (links and last modi
  ed time)
- Modify data block for emptydir
- Update bitmaps for new inode and data block