# 1   Quercus Component

1.
   - c) code
   - d) heap memory

2.
   - a) number of links to this inode
   - c) type of file system object
   - d) file size
   - f) array of pointers to blocks

3.
   - a) blcok bitmap
   - b) inode
   - c) data block

4. b) data block bitmap

# 2   Markus Component

1. a)