

Week 9 Discussion

Friday, June 2, 2017

10:26 AM

Class

- Superblock

- Inode

- Clock

- Dirntry

- Indirect

isDataBlock(bn)

- If bn total numblocks

 - Return false

- If bn is superblock of gorups

 - Return flase

- If bn is a free list l node/block) or node table

 - Return false

- Rturn li

isFreeBlock(bn):

- If isDtaBlock(bn) == flse

 - Return false

- Else

 - Return T/F (get info from free block bitmap

isFreeNode(bn):

- If innode numbe > (2, first reserved inode) || if indoe number is greater than
total number ot inodes in this disk

 - False

For all blocks b

- If is datablock(b) === false

 - B is RESERVED

- Else fi FreeBlock(b)

 - B is FREE (block state)

Root's parent isroot

```
checkBlock(bn)
  If bn < 0 || bn > totalNumBlocks
    Bn is INVALID
```

```
For one inode I
  If mode == 0 || inodecount == 0
    Skip
  Mode > 0 && linkCount > 0
    Check all 15 pointers
```

```
For each ptr
  If ptr != 0
    checkBlock(n)
  If ptr == USED
    Ptr is DUPLICATE
  Else if ptr == FREE
    ALLOCATED block on free
  Else if ptr == INVALID || RESERVED
    INVALID/RESERVED lock
  Else
    Ptr is USED
```

```
For all variblock block ptrs || check if INVALID || FREE, USED
  If INVALID or RESERVED
```

Be careful about the level

```
For all datablocks (is datablock == true)
  If bn ! FREE?USED?DUP
    UNREF
  If DUP
    DUPLICATE
```

```
For each directory de
  If de is inode > total inodes num
    INVALID
  Link(out{deinodenum})
  If de is not
```

node is not null

Pratent(de, inodenum)

De.parent inode

For all inodes

If node > 0 && link count

Alocated