**Different file-systems**

**Gutenbrunner**

* Free space list
* File blocks
* Directory blocks
* Data blocks

**Create File**: First free Block is File Block and then follows Data block

Give back unused Blocks -> first Nullpointer

**Increase Filesize:** Give additional Data Block

**Decrease Filesize:** Delete Data from Data Block

**Sequential read:** Read File blocks

**Seek:** Know size of Blocks

**Metbala**

Free Space management points to unused blocks

Meta Management points to data block

Previous and Next Block in the Data Block -> Linked list

**Increase Filesize:** Give additional Data Block

**Decrease Filesize:** Delete last Block

**Sequential read:** Read through linked list

**Aumeier**

Size 4kb

First block has Address to next block

For file allocate 3 blocks

Each block has pointer to the header

**Sequential read:** Read from Header through following blocks

**Seek:** Know size of Blocks

**Delete:** Address deleted, free blocks

**Pirklbauer**

Content in linked list

Eof at the end of linked list

**Increase Filesize:** calculate new size and give additional free blocks

**Decrease**: calculate how much blocks are needed and free unneeded blocks

**Seek**: calculate how much blocks we have to overjump

**Delete:** delete first block of file

**Forstinger**

Same as our Solution

Description block (with content block addresses)

If description block is too small -> sub description block

Start address and end address in description block