a) Kevin Nguyen
b) The fsck program will run if either the inode bitmap, data bitmap, or both have a different number of free compared to the value in the superblock. First, the program will reset all bits in both bitmaps to 0. Then it will initialize the first hundreds inode/data bits to account for the memory storing the bitmaps. It will then start at the root directory and recursively go through the file system marking the inode and data bitmaps as it goes through. All changes will be done to the disk file itself, I recommend creating a copy of the corrupted disk in order to check that the bitmaps changed

Note: I have included a script call check.sh that will check that the bitmaps match ori.disk. Feel free to run it.