

1. copy data to user mode so the user can use when exiting the kernel mode, also it is useful to check whether the address space is valid or not
2. free resources allocated when we use `vfs_open()`
3. `Mips_usermode(struct trapframe * tf)` will switch to the user mode, and this is called by `enter_new_process` in the main function
4. `Userptr_t` points to an address in the userspace, so this can be used to check valid address space
5. OS needs to kill off the process so we need to free resources by exiting the process
6. `Syscall` is on and `Kill_curthread` is on
7. `Copyinstr` copies `str` of at most `LEN` bytes(can be less than) and return actual length. While `copyin` copies exactly `LEN` bytes and return `0/EFAULT`
8. `vfs_open` - Open or create a file. `FLAGS/MODE` per the syscall.
9. `Vop_open`, `vop_close`, `vop_reclaim`(`vnode` is no longer used),

`vop_read`, `vop_readlink`, `vop_getdirent`, `vop_write`, `vop_ioctl`,
`vop_stat`(info about file), `vop_gettype`, `vop_tryseek`(seek location), `vop_fsync`(force dirty buffers to stable storage),
`vop_mmap`(map file to memory), `vop_truncate`(delete duplicate size), `vop_namefile`,

`vop_create`, `vop_symlink`, `vop_mkdir`, `vop_link`, `vop_remove`,
`vop_rmdir`, `vop_rename`, `vop_lookup`, `vop_lookupparent`

Two process will use existing `vnode`