

# 草稿

## 接口

```
extern int my_open (const char * path);
extern int my_create (const char * path);
extern int my_remove (const char * path);
extern int my_read (int fd, void * buf, int count);
extern int my_write (int fd, const void * buf, int count);
extern int my_mkdir (const char *path);
extern int my_rmdir (const char * path);
```

## 数据结构

```
typedef struct FileTable{
    int inode_ptr[FILETABLE_SIZE];
} FILETABLE;

typedef struct INode{
    int file_type; //0: file, 1: Dir, other: invalid
    int file_length; //how many bytes
    int file_ptr[INODE_ENTRIES]; //block number of the file(at most 8)
} INODE;

typedef struct DirEntry{
    char name[MAX_NAME_LENGTH];
    int inode;
} DIRENTRY;

typedef struct Dir{
    int count; //entry count in this directory
    DIRENTRY list[MAX_DIR_ENTRY];
} DIR;
```

## 初始化

1. 初始化设备
2. 初始化SuperBlock
3. 初始化Bitmap