File System Implementation (Ch. 40)
Discussion Questions

- What are the two basic parts of a file system?

    o data structures => implementation

    o access methods => interface

- Why does a FS need allocation structures?

    o what is the difference between a bit-map and

      a free-list?

    o how do we find a free block in each?

- What is the purpose of the superblock?

- Where are all these data structures located?

- What problem does multilevel indexing solve?

- What is a directory?

- How are they implemented?

- Why not just store metadata in directory instead of

  inode?

    o hard links

- Where is directory data stored?

- What is a file table?

- What is a file descriptor?

- Why is caching necessary to get good file system

  performance?

    o all the metadata updates

- How is it that writes can be faster than reads?