PDOS_FILE structure:
char mode[3]; // for file modes (read, write)
int pos; // pointer to position within file for next operation
short blocknum; // number of block being used
DISK_BLOCK buffer; // buffer holds data that is not yet written to disk (if data doesn't fill full block)
unsigned char entrylistIdx; // index in directory block

// This is not actually stored in the data block, it is a simulation of a file where the buffer is data that has
not yet been written to disk.

Second FAT block,
holds info about
blocks 513-1024

Has Only ID String

Data blocks hold file
data (contents of file)

| Data Block | Data Block | ... | Data Block | Data Block | Directory | FAT | FAT | reserve |

Directory block which
stores info about
files/sub directories

First fat block, holds
info about first 512
blocks can be -1, 0 or
4-1023

Directory Block Structure:

int isdir = 1
int nextEntry
DIR_ENTRY = dir_entry_list[max_num_directory_entries]

DIR_ENTRY structure:

char isdir;
time_t filemodtime;
int filelenght;
short filefirstblock;
char name[MAXNAME]