3. (i) unix uses three tables to hold data about open files they are user file descriptor table, inode table, file table

algorithm open

inputs: file name
type of open
file permissions

output: file descriptor

```
convert file name to inode (namei);
if (file does not exist or not permitted access)
        return error;
allocate file table entry for inode, intialize
count, offset;
allocate user file descriptor entry, set pointer to
file table entry;
if (type of open specifies truncate file)
        free all file blocks;
unlock (inode);
return (file descriptor);
```

→ The kernel searches the filesystem for the file name parameter using namei.

→ It checks permission for opening the file after it finds the in-core inode and allocates an entry in the file table for the open file

Example

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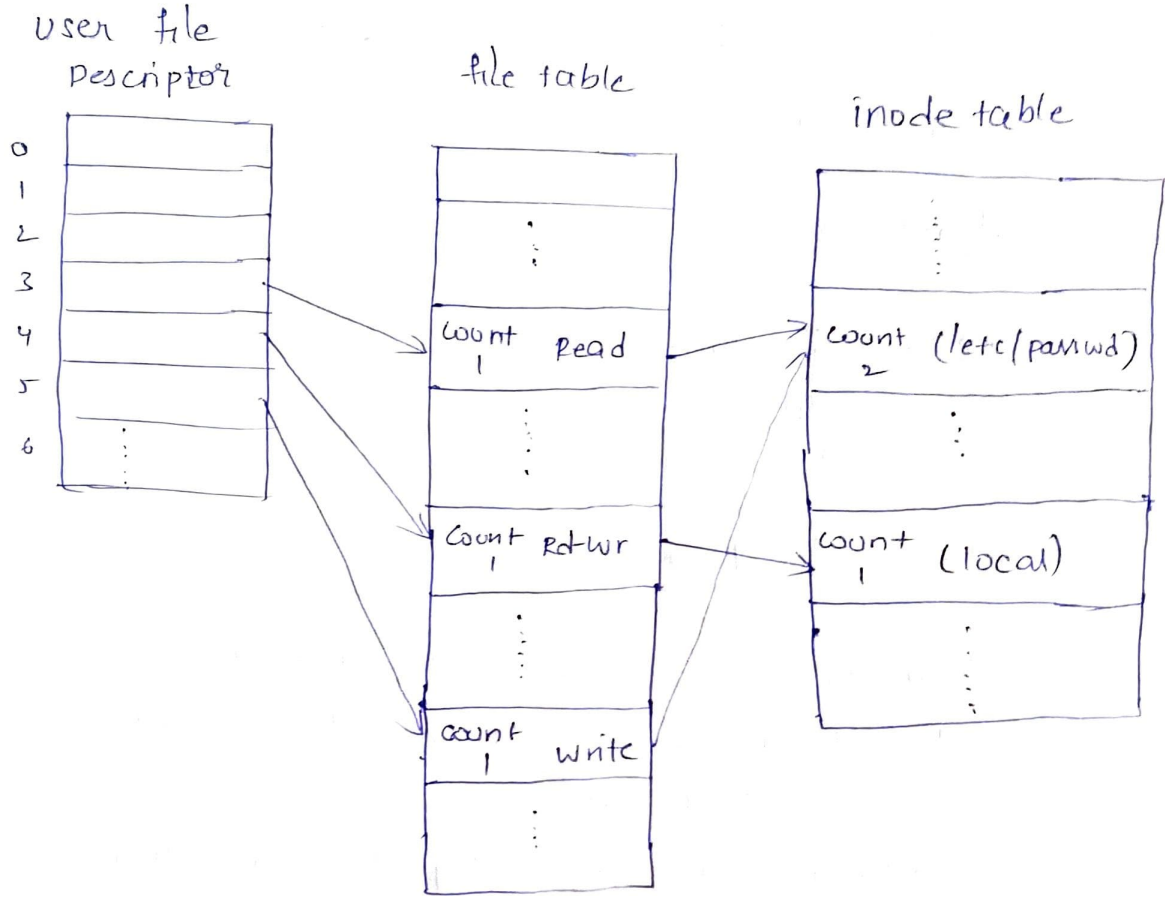


```
fd1 = open ("/etc/passwd", O_RDONLY);
fd2 = open ("local", O_RDWR);
fd3 = open ("/etc/passwd", O_WRONLY);
```

Now read() system call is used to read data and copy to a buffer

```
read (fd, buffer, count)
```

write() system call is used to write the data into the file

```
write (fd, buffer, count);
```

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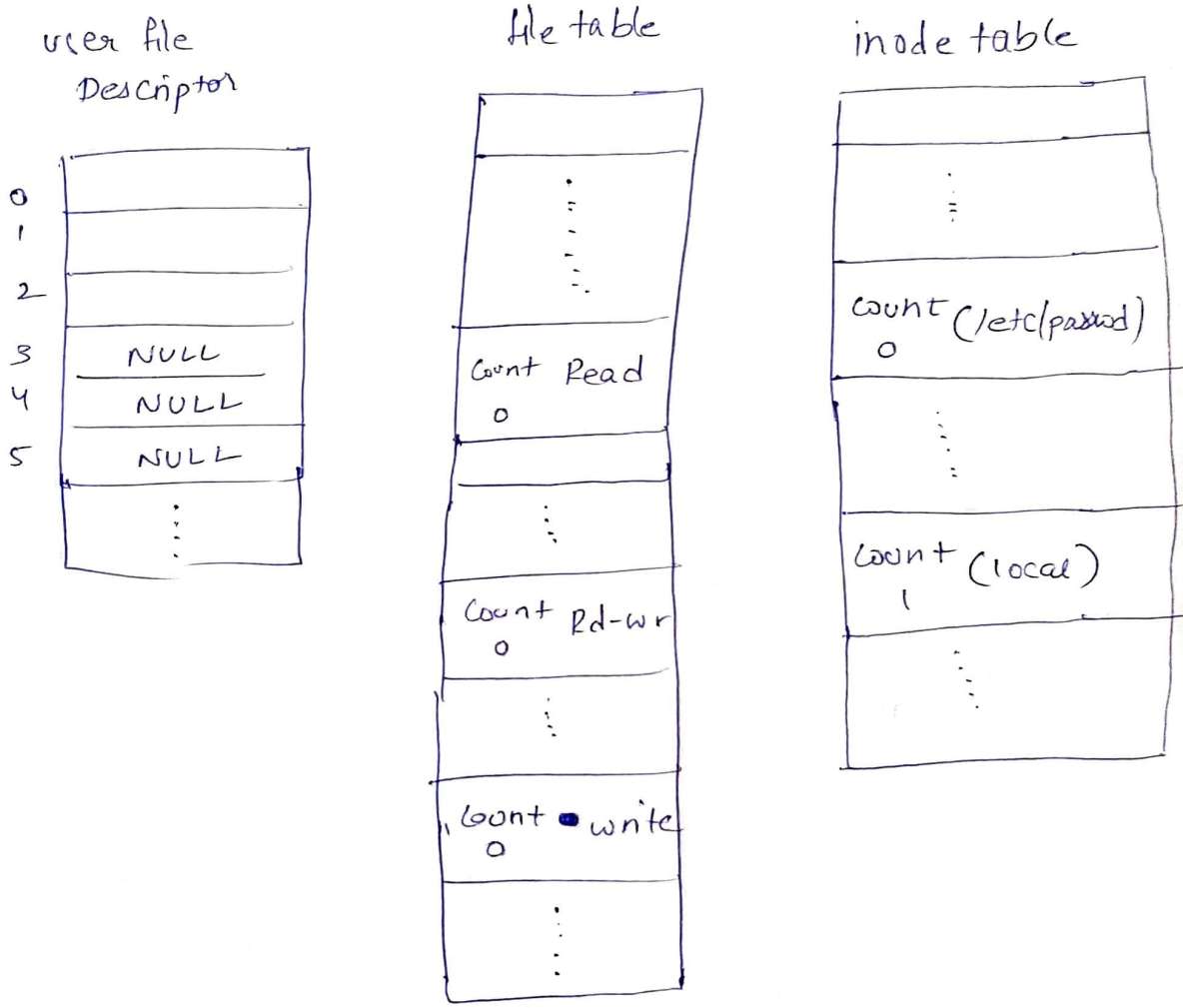
close() system call closes the file Descriptor

close(fd);



In sem-1 OSD (advanced) 190031187

2. There are multiple system calls to create a new file or directory:

mkdir creates a new directory. open with the O_CREATE flag create a new data file and

mknod creates new device file

```
mkdir("/dir");
fd = open("/dir/file", O_CREATE|O_WRONLY);
close(fd);
mknod("/console", 1, 1);
```

Here, mknod creates a file in the file system, but the file has no contents

Instead the file's metadata marks it as a records the major and minor device numbers. which uniquely identify a kernel device.