1. What is the difference between stat(2) and fstat(2)?  
     
   **stat() takes a path as a parameter to identify a file while fstat() uses a file descriptor to identify a file.**
2. What *exactly* does Sample Program 1 do?  
     
   **Program 1 takes a file name as a command line argument and gets stats on that file. Specifically, it prints out the value of st\_mode. St\_mode has a type of mode\_t. mode\_t represents the file attributes. The value of mode\_t is the sum of the permissions on the file.**
3. What *exactly* does Sample Program 2 do?  
    **Sample program 2 creates a directory pointer, which points to the current directory. Then, it gets a pointer to each file in the directory and uses that to print the files name. I am using directory and file interchangeably because a directory is just a file containing tuples to more files.**
4. Based on the order of information provided, which of the two traversal algorithms does du use?  
     
   **It appears that du uses depth-first searching. This is why the output will show all of a directories sub-directories before it travels to the next directory. If it was breadth-first, it would show all directories first level, then all directories first sub-directory and so forth.**
5. What is the default block size used by du?  
     
   **The default block size used by du is 1024 bytes.**
6. Speculate, why is the usage reported in blocks, instead of bytes?  
     
   **I suspect that du is reported in blocks instead of bytes because the number could potentially overflow if it was performed in bytes. I imagine getting disk usage for an entire system could do this easily.**