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CS314 Operating Systems Lab
Lab 10

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1 Immediate File System: Code Changes

To implement **Immediate Files** in Minix the following files were modified.

1. **/minix/include/minix/const.h**: Here, we added a global constant to identify an immediate file in the entire system.
2. **minix/lib/libc/gen/fslib.c**: Here, we added an entry for conversion from file system mode to the type of file.
3. **minix/fs/mfs/read.c**: Added a function to remove data blocks associated with an inode. Also added functionality to implement read and write to inode buffer and moving text from inode buffer to the data block.
4. **minix/fs/mfs/write.c**: Prevented creation of new block if file type is Immediate.
5. **minix/servers/vfs/link.c**: Raised error if truncating Immediate file.
6. **minix/servers/vfs/open.c**: Changed initial file type from Regular to Immediate at the time of creation.

2 Screenshots

2.1 File Creation

Figure 1: File `hello.txt` Created

2.2 File Writing

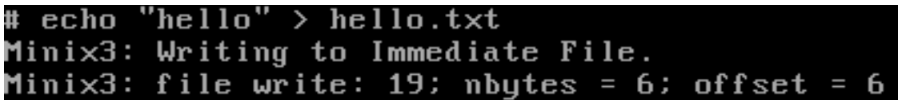

Figure 2: Content less than 32B is written - Immediate file write

Figure 3: Content greater than 32B is written - Regular file write

2.3 File Reading

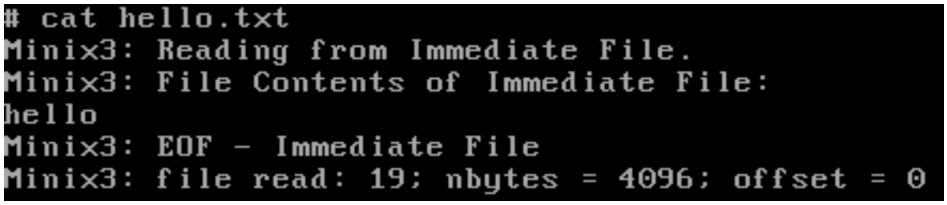

Figure 4: Content less than 32B is read - Immediate file read

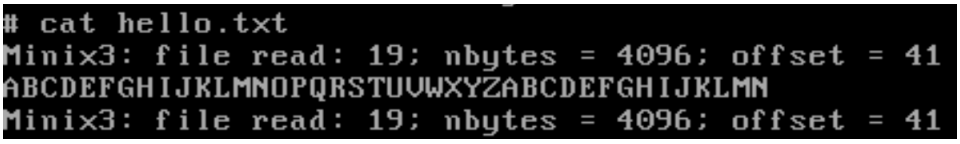

Figure 5: Content greater than 32B is read - Regular file read

2.4 File Deletion

Figure 6: File `hello.txt` Deleted