The Inode Object

- ▶ For Unix-style filesystems, this information is simply read from the on-disk inode
- ▶ For others, the inode object is constructed in memory in whatever manner is applicable to the filesystem
- ▶ `struct inode` in `<linux/fs.h>`
- ▶ An `inode` represents each file on a FS, but the `inode object` is constructed in memory only as files are accessed
  - ▶ includes special files, such as device files or pipes
- ▶ `i_op` ☞ `struct inode_operations`