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HW 8

# 8.2.2

a) f4: /x/z/n f8: /y/p

b) f4: ../x/z/n f8: /p

c) f4: ../n f8: q/r/p

d)

a - f4: /x/z/n f8: /x/t/e

b - f4: ../x/z/n f8: ../x/t/e

c - f4: ../n f8: ../../t/e

e) w/y/c

f) i) 0 directories, 0 files

ii) f4, f5, f6, f7, f8, f10, f11.

# 8.3.1

a) 10 bytes + (x=10) bytes, 20 bytes \* 50 folders = 1000 bytes, each page is 1000 bytes, so **1 page** is accessed on average.

b) 10 + 10 + 10, 30 bytes \* 50 = 1500 so on average is **1,5 pages** accessed.

c) (120\*50)/1000 = **6** pages

d) (130\*50)/1000 = **6,5** pages

e) x = 30

# 8.4.1

a) follow pointer 19 and read file

b) move to position 60

c) New file is allocated until something is written into it.

d) follow new pointer and read file

e) allocate more pages for file and write 30 bytes

f) move from directory

g) remove directory with file

# 8.5.3

a) All, DEF, All, EFACD

# 8.5.4

a) 25, 26, 27, 28, 29, 30

b) 35, 40, 42

# 8.5.5

a) 25 % because is 4-byte

b) 12.25 % if it is fully efficent.

c) 1280000 bytes

# 8.5.7

a) 128 - 3 \* 10 = 98 \* 512 = 50176

b) 98 \* 1024 = 100,352

# 8.5.11

a) the same

b) 1/3