

# File System Milestone One

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## Team Atomic

Name	ID
Issa Shihadeh	921889667
Elias Abay	917150252
Alexander Bjeldanes	921583764
Janvi Patel	917944864

<https://github.com/CSC415-2022-Fall/csc415-filesystem-Issashiha>  
[deh](#)

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## A Dump

Screenshot of Compilation:

```
student@student-VirtualBox:~/csc415-filesystem-Issashihadeh$ make
gcc -c -o fsshell.o fsshell.c -g -I.
gcc -c -o fsInit.o fsInit.c -g -I.
gcc -o fsshell fsshell.o fsInit.o fsLow.o -g -I. -lm -l readline -l pthread
student@student-VirtualBox:~/csc415-filesystem-Issashihadeh$ clear
```

Screenshots of the execution of the program:

```
student@student-VirtualBox:~/csc415-filesystem-Issashihadeh$ make run
./fsshell SampleVolume 10000000 512
File SampleVolume does exist, errno = 0
File SampleVolume good to go, errno = 0
Opened SampleVolume, Volume Size: 9999872; BlockSize: 512; Return 0
Initializing File System with 19531 blocks with a block size of 512
Prompt > exit
System exiting
student@student-VirtualBox:~/csc415-filesystem-Issashihadeh$
```

This compilation of screenshots is our attempt to show the VCB, Free Space management, and root directory. We were having problems getting the root directory to show in our hexdump.

```
student@student-VirtualBox:~/csc415-filesystem-Issashihadeh$ ./Hexdump/hexdump.linux SampleVolume --count 1 --start 1
Dumping file SampleVolume, starting at block 1 for 1 block:

000200: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 | .....
000210: 00 00 00 00 00 00 00 00 21 00 00 00 00 00 00 00 | .....!.....
000220: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 | .....
000230: 00 00 00 00 00 00 00 00 21 00 00 00 00 00 00 00 | .....!.....
000240: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 | .....
000250: 00 00 00 00 00 00 00 00 81 06 02 00 00 00 00 00 | .....+.
000260: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 | .....
000270: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 | .....
000280: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 | .....
000290: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 | .....
0002A0: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 | .....
0002B0: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 | .....
0002C0: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 | .....
0002D0: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 | .....
0002E0: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 | .....
0002F0: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 | .....

000300: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 | .....
000310: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 | .....
000320: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 | .....
000330: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 | .....
000340: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 | .....
000350: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 | .....
000360: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 | .....
000370: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 | .....
000380: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 | .....
000390: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 | .....
0003A0: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 | .....
0003B0: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 | .....
0003C0: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 | .....
0003D0: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 | .....
0003E0: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 | .....
0003F0: 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 00 | .....

student@student-VirtualBox:~/csc415-filesystem-Issashihadeh$
```





```
000809: 00 00 00 00 00 00 00 00 | .....  
000810: 00 00 00 00 00 00 00 00 | .....  
000820: 00 00 00 00 00 00 00 00 | .....  
000830: 00 00 00 00 00 00 00 00 | .....  
000840: 00 00 00 00 00 00 00 00 | .....  
000850: 00 00 00 00 00 00 00 00 | .....  
000860: 00 00 00 00 00 00 00 00 | .....  
000870: 00 00 00 00 00 00 00 00 | .....  
000880: 00 00 00 00 00 00 00 00 | .....  
000890: 00 00 00 00 00 00 00 00 | .....  
0008A0: 00 00 00 00 00 00 00 00 | .....  
0008B0: 00 00 00 00 00 00 00 00 | .....  
0008C0: 00 00 00 00 00 00 00 00 | .....  
0008D0: 00 00 00 00 00 00 00 00 | .....  
0008E0: 00 00 00 00 00 00 00 00 | .....  
0008F0: 00 00 00 00 00 00 00 00 | .....  
  
000900: 00 00 00 00 00 00 00 00 | .....  
000910: 00 00 00 00 00 00 00 00 | .....  
000920: 00 00 00 00 00 00 00 00 | .....  
000930: 00 00 00 00 00 00 00 00 | .....  
000940: 00 00 00 00 00 00 00 00 | .....  
000950: 00 00 00 00 00 00 00 00 | .....  
000960: 00 00 00 00 00 00 00 00 | .....  
000970: 00 00 00 00 00 00 00 00 | .....  
000980: 00 00 00 00 00 00 00 00 | .....  
000990: 00 00 00 00 00 00 00 00 | .....  
0009A0: 00 00 00 00 00 00 00 00 | .....  
0009B0: 00 00 00 00 00 00 00 00 | .....  
0009C0: 00 00 00 00 00 00 00 00 | .....  
0009D0: 00 00 00 00 00 00 00 00 | .....  
0009E0: 00 00 00 00 00 00 00 00 | .....  
0009F0: 00 00 00 00 00 00 00 00 | .....  
  
student@student-VirtualBox:~/csc415-filesystem-IssashIkhadeS
```

```
student@student-VirtualBox:~/csc415-filesystem-Issashihadeh$ ./Hexdump/hexdump.linux SampleVolume --count 1 --start 5
Dumping file SampleVolume, starting at block 5 for 1 block:
```

[illegible]



## VCB Structure

```
typedef struct VCB {  
    uint64_t blockSize;  
    uint64_t numberOfFreeBlocks;  
    uint64_t startOfFSBlock;  
    uint64_t startOfFreeSpace;  
    uint64_t startOfRoot;  
    uint64_t magicNumber;  
}VCB;
```

Our VCB Structure Contains:

1. The size of each block within the volume.
2. The number of blocks contained in the volume.
3. The first block within the free space.
4. The beginning of the bitmap being used for the free space.
5. The initialization of the root directory.
6. The magic number represents the signature of each file.

Volume-specific data is contained in a volume control block. For the VCB, we created our own structure in `fsInit.c`. The VCB data type includes block size, block numbers, location of free space, file signature, etc which defines the structure of a volume control block. Additionally, we generated an array that functions with the bitmap and the vcb, and we set our vcb to that array as block 0.



## Free Space Structure

For the free space management, we decided to use a bitmap. We used malloc to get enough memory for the 5 blocks. The bitmap represents free space with a '0' and occupied space with a '1'. We marked 19,531 for the size of the bitmap array, as they were available to be used.

We created a function called `initFreeSpace()`, which takes care of initializing our bitmap. Everything else that we did that is related to the free space is handled in the `initFileSystem()` function. Our main goal with initializing the free space is for the program to be able to distinguish between empty and used space.

## Directory System

```
typedef struct Entry {
    uint64_t id;
    uint64_t location;
    uint64_t count;
    uint64_t metadata;
}Entry;
```

Our Directory Structure Contains:

1. The name or identifier for the entry.
2. The location of the entry within the directory.
3. The size of the entry.
4. The form of data within the entry.

The directory is made using the directory system which creates the root directory. The root directory is created, and its characteristics are id, location, size, etc. The majority of directory entries will consist of name with the entry's location and its overall size. Here, we have created a typedef struct to represent the data's entry into the file system.

## Division of Work

### Working Together:

This assignment was very demanding and took a significant amount of time to get right. We tried to divide the work evenly amongst ourselves the best we could. There were no significant problems in terms of working together, but we had some problems with scheduling times when we could all meet together.

### Meeting Frequency:

We initially met twice per week for a duration of about 30 minutes. As the deadline got closer and closer, we increased both our meeting frequency and duration. We would talk in voice chat about the best way to approach things like initializing the free space and the root directory. We certainly spent a lot of time trying to populate the hexdump properly for this assignment.

### Meeting Method:

Our main way of meeting for this assignment is through Discord. We talk both in the voice and text channels set up in our own Discord server. Using the server was also easy in sharing things like compilation screenshots.

### Task Division:

Component	Team Member(s)
Dump	Issa, Elias, Alexander, Janvi
VCB Structure	Issa, Elias, Alexander, Janvi
Free Space Structure	Issa, Elias, Alexander, Janvi
Directory System	Issa, Elias, Alexander, Janvi

## Problems and Resolutions

1. Our main problem that we had was related to populating the hexdump. Through a lot of trial and error, we found out that the problem was a couple syntax issues in the `fsinit.c` file that we had created. Once we had fixed this issue, we were able to see that things were writing to disk properly.
2. Another problem that we had with this assignment is understanding how to get the signature to work right. We pretty quickly resolved this issue by going over lecture material and planning it out. The strategy for implementing this was quite simple after we did some research on it.
3. Initially, we all tried to work on the assignment from different angles. We understood pretty quickly that a team assignment requires planning of what we might do and how to do it. We spent a good amount of time planning how we would initialize the free space and the directory. We found that reviewing lecture videos made it more clear as to how we might attack this milestone.
4. One small problem or dilemma that we faced in this milestone was whether to put things in their own designated files. We decided that for this milestone it would matter too much because we didn't write that much code. However, for the next milestone, we have decided that we will put things in their own files to make the `fsinit.c` file cleaner.