

Operating System: Project 3

Instructed by *Wei Xu*

Due on Dec 13, 2020

Data Structures

Code

Details for Requirements 7-10

Tests

Open terminal in `proj3` directory, then run `test.sh`. This will execute all five tests. Refer to `test.sh` for compile options if you want to run each test separately.

`testfile.cpp`

A test for operations `open`, `create` and `write`. This test creates a file with 100 characters. Copy the binary file to an empty directory and execute `./testfile`.

If the file system functions properly, there should be no errors.

`testfile2.cpp`

A test for operations `create`, `write` and `mkdir`, an implicit requirement is thread-safety. This test creates 1000 directories, each with a file inside. Copy the binary file to an empty directory and execute `./testfile2`.

If the file system functions properly, there should be no errors.

`testmkdir.cpp`

A stress test for block-segment management and operation `mkdir`. This test creates directories named $0, 1, 2, \dots, n-1$. Copy the binary file to an empty directory and execute `./testmkdir <n>`.

If the file system functions properly, there should be no errors.

`testrmdir.cpp`

A stress test for block-segment management and operation `rmdir`. This test creates a tree structure of n directories first, then keeps removing a random directory until all directories are deleted. Copy the binary file to an empty directory and execute `./testrmdir <n>`.

If the file system functions properly, `testrmdir` should not exit due to assertion failure.

`testconcurrency.cpp`

A stress test for block-segment management and thread-safety. This test invokes n threads. Each thread creates m directories, each with a file inside. Copy the binary file to an empty directory and execute `./testrmdir <n> <m>`.

If the file system functions properly, there should be exactly $n \times m$ directories.

Command-line Tests

Open a shell in directory `lfs`, and execute `./fuse disk100Mi` first. Then you are free to try any of the following command-line tests. To deal with file name conflicts between tests, you may directly use `rm -rf *` to wipe LFS. These tests are based on Linux shell commands, so the correct results can be obtained by trying on a real Linux system (however, updates for `atime` may be slightly different).

Note: due to the implementation of *FUSE*, commands are executed under the permission of `others`. This should be dealt with caution when analyzing the results of the following tests.

Test for permission control Run through the following commands to test permission control of files and directories. Use `chmod` to change permission. Directory should contain some files initially.

(1) **Files.** Under permission `774`, file is readable but not writable; under permission `776`, file is both readable and writable. It is trickier to test for `772` (file is writable but not readable), and you have to write a simple C++ program. **Note:** file permission is `664` by default, so we manually run `chmod 666` below.

(2) **Directories.** Under permission `774`, `772` and `771`, the directory (a) can only be read (e.g. `ls a`), write (e.g. `touch a/f.txt`) and accessed (e.g. `cd a`), respectively. Permissions are composable.

Note: you may disable permission by flags `ENABLE_PERMISSION` (for internal control by internal “if”s) and `ENABLE_ACCESS_PERM` (for external permission queries through `access`), since they follow different mechanisms. You may refer to the manual below.

Test for timestamps Run through the following commands in the first column of the table.

Commands	stat ?	no flags	nodiratime	nodiratime & relatime
<code>mkdir a</code>	a	a, m, c are initialized to the same.		
<code>touch a/x.txt</code>	a	a, m, c	m, c	a, m, c
<code>ls a</code>	a	a, c	—	—
<code>mv a b</code>	b	c	c	c
<code>ls b</code>	b	a, c	—	a, c
<code>chmod 666 b/x.txt</code>	x.txt	c	c	c
<code>echo "abc" >> b/x.txt</code>	x.txt	a, m, c	a, m, c	a, m, c
<code>cat b/x.txt</code>	x.txt	a, c	a, c	—
<code>mv b/x.txt b/y.txt</code>	y.txt	c	c	c
<code>cat b/y.txt</code>	y.txt	a, c	a, c	a, c

Manual

Bugs