

create file
 destroy "
 open "
 close "
 semi pseudo close "
 create block
 destroy "
 attach "
 detach "
 put block in map } really part of file
 freeze
 melt
 move block
 return read
 " write
 swap out a process
 " in "
 status inquiry

attach - detach - attach without a pseudo-close
 change double

	pointer	data	
DISK {	perm file	P T	permanent working
	temp file	T T	permanent working