Disk representation file

Point block

File name

Disk block

Header of a file (or other object) has a list of access keys. (How stored?)
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2 points/cm²

2 points (1842)

Point to pointer to data block
old data address (24)
new data address (24)
allocation count (9)
status code (3)

pointer to data block
old data address (24)
new data address (24)
In process desires to obtain data of file following happens:

- Internal file is opened, descriptors checked
- Needed pointer block read in (possible block not present)
- If data block need to be reading, proper reads invoked (status handled)
- Attestment sent on data block upper

A disk I/O is scheduled by scheduler and an internal task is served

- Disk requests to write will contain pertinent data, i.e. file
  pointer address on file
  file address of block

A central process will actual copy of data to file and ensure stored
also wakeup any process waiting on its read. (They will be checked
for refresh)

If a process tries to read or write etc. a missing block in its representation
that is attained, the “disk process descriptor” is sent to the file

- If the “disk process” waits on an associated event channel (associated file or process)

If a process tries to read or write etc. on unmarked data block,

- It is obtained from block

Open file
- Constructs header maybe gets 1st pointer entry
Close a file
- SFC
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Disk file (on disk)

Identified by function name

Disc address

1st block of file

- Function name, disk address (check card)
- Shape
- Either 1st point block or data block for files with no pointer blocks

Format point block 24 bits per disk address

- Named, tight, int, words including pointers
- Pointer in seconds 60 by word

Directors etc. will be implemented in files