

Quiz Sheet #6

Problem 6.1: *file systems*

(1+2+2 = 5 points)

Answer the following questions. If in doubt, assume a typical `inode`-based Unix file system.

- a) Where is the size of a file stored?
- b) What is the name of the POSIX system call to remove a file? Why is the system call name a proper reflection of how the system call works?
- c) What is the link count of a file or a directory? What is the smallest possible link count for regular files and directories? Explain.

Problem 6.2: *input/output and devices*

(2+1+1+1 = 5 points)

- a) What is vectored I/O (also called scatter/gather I/O)? What is the benefit of vectored I/O?
- b) Explain the difference between block device files and character device files.
- c) What is the meaning of major and minor device numbers?
- d) Describe an example where double buffering is used to improve efficiency and to minimize unwanted side effects.