

内核直接读取硬盘固定扇区的代码Linux认证考试 PDF转换可能丢失图片或格式，建议阅读原文

[https://www.100test.com/kao\\_ti2020/645/2021\\_2022\\_\\_E5\\_86\\_85\\_E6\\_A0\\_B8\\_E7\\_9B\\_B4\\_E6\\_c103\\_645068.htm](https://www.100test.com/kao_ti2020/645/2021_2022__E5_86_85_E6_A0_B8_E7_9B_B4_E6_c103_645068.htm) 块缓存 struct

buffer\_head 用来保存从磁盘读取到的数据，而 struct page 是文件的缓存，在文件层面上的数据会缓存到page里，所以内核

里直接读取某个固定的扇区可以利用 struct buffer\_head，读取的速度会快一些；以下是实现的代码：

```
#include <gt; #include <gt; #include <gt; #include <gt; #include <gt;
```

```
#include <gt; #include <gt; #include <gt; #include <gt; static int set_size = 512. static int nr = -1. static char *devn = "/dev/sda".
```

```
module_param(set_size,int,S_IRUGO).
```

```
MODULE_Parm_DESC(set_size,"how many bytes you want to read,not more than 4096"). module_param(nr,long,S_IRUGO).
```

```
MODULE_Parm_DESC(nr,"which sectors you want to read").
```

```
module_param(devn,charp,S_IRUGO).
```

```
MODULE_Parm_DESC(devn,"which device").
```

```
MODULE_LICENSE("GPL"). static struct block_device *bdev.
```

```
static char *usage = "You can change the value:set_size nr devn".
```

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