

Filling Out the File Class

The **<File>** class is identical in all places it appears.

For a video walkthrough of filling out a basic File Area class watch this video:

[Filling Out the File Area Class Video](#)

To follow along use these XML documents and this FITS file:

[File Area XML](#)

[File Area XML \(empty\)](#)

For additional explanation, see the [PDS4 Standards Reference](#), or contact your PDS node consultant.

Following are the attributes you'll find in the **<File>** class, in label order.

Note that in the PDS4 master schema, all classes have capitalized names; attributes never do.

<file_name>

REQUIRED

This is the name of the file, including path information relative to the location of the product label. It is the only required field. It should be in the same case as it actually appears in the archive - although software probably should not assume that case will always be correct.

<local_identifier>

OPTIONAL

If you need to cross-reference this file elsewhere in the product label, use this field to assign a short identifier unique to this file. If you do not need to do that, you have no reason to use this attribute.

<creation_date_time>

OPTIONAL

Remember that this is the creation time for the data file, not the product label. It should be in the standard ISO format: *YYYY-MM-DDThh:mm:ss.ss*, to whatever the appropriate precision might be.

<file_size>

OPTIONAL

This is the size of the data file in bytes. You will need to specify the unit for this attribute, thus:

```
<file_size unit="byte">1234567</file_size>
```

<records>

OPTIONAL

This is the total number of records *in the file*. The record size would be determined by overall file structure for files with multiple data objects. For example, in a FITS file you could specify the number of 2880-byte FITS records in the file.

<md5_checksum>

OPTIONAL

Checksum for the data file calculated using the MD5 algorithm.

<comment>

OPTIONAL

Room for any additional explanation or caveats you'd care to include about the data file.