

WRITEUP

I originally chose to use a 1 byte buffer, but realised that it would take a way longer time to process larger files. I chose to use 4096 bytes because it is 4 kilobytes of data.

I was working with a version of `shoulders.c` that was all one function but later split it up into two separate functions because it was easier when implementing special input cases such as “-” or no file arguments.

Question

The code for handling a file differs from that of handling a standard input is that the file descriptor is standard input and not from opening a file. We also do not close the file when it's `stdin` because there was no file.

This concept is an example of executing similar tasks with a different approach like different code.