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Note 1:

WSL (windows subsystem for linux) decided to not work and due to time constraints I was forced to use the windows equivalento to mmap, CreateFileMapping, using the windows.h library.

It has the following prperties:

Features	CreateFileMapping	mmap
File Handling	CreateFile	open
Resizing File	Implicit	ftruncate(fd, file_size)
Memory Mapping	CreateFileMapping + MapViewOfFile	mmap
Flushing Data	FlushViewOfFile	msync
Unmapping Memory	UnmapViewOfFile	munmap
Closing File	CloseHandle(hFile)	close(fd)

Provided in the comments of scene.h is a more detailed explanation of how CreateFileMapping works in practice

Note 2:

PROFESSEUR: M.DA ROS

For both of the projects the input is done through the command line