Memory Map

```
void *mmap( void *ADDR, size_t LEN, int
  PROT, int FLAGS, int FILDES, off_t OFF);
```

map **LEN** bytes starting at offset **OFF** from the file (or other object) specified by the file descriptor **FILDES** into the caller's address space, preferably at address **ADDR**.

ADDR is a hint only, and is usually specified as 0.

The actual place where the object is mapped is returned by **mmap**().

PROT describes the desired memory protection (and must not conflict with the open mode of the file) . It is the bitwise inclusive-or of:

PROT_READ, PROT_WRITE, and PROT_EXEC.

mmap() FLAGS

is the bitwise inclusive-or of:

- **MAP_SHARED**: Any update made to the mapped region will be global, hence it will be seen by any other process.

- **MAP_PRIVATE**: The updates will be kept private to each process (copy on write).

- **MAP_FIXED**: Forces the system to obey the suggestion given by **ADDR**.

    The use of this option is discouraged.

Many other FLAGS on Linux