

WRITEUP
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ASGN0 WRITEUP

How does the code for handling a file differs from that for handling standard input? What concept is this an example of?

It is based on two concepts. The first one is PPFDT (per process file descriptor table). File descriptor of standard input stdin is 0 while a file that is open will have a different descriptor based on how many files are opened by process. Second one is interactive and non-interactive processes. When the program works on stdin it works in interactive mode as user need to provide some input via terminal/shell but when dealing with files the program works in non-interactive mode.