This is my mile struct:

```
typedef struct MILE {
   int _fd;
   char _mode;
   void* _buf;
   char _pos;
   char _end;
} MILE;
```

The void* _buf is the data buffer for either read or write depending on how the file was opened, char _pos is used to keep track of the read or write position in the buffer and _end is used to keep track of the end of the data in the buffer (which should never be greater than MAX_SIZE, which is defined as 100). This struct is located in mile.h, along with these function declarations:

```
MILE* mopen(const char* name, char* mode);
void _readIn(MILE* m);
int _copyOut(MILE* m, void* into, int howmuch);
int mread(void* b, int len, MILE* m);

void _writeOut(MILE* m);
int _copyIn(MILE* m, void* from, int howmuch);
int mwrite(void* b, int len, MILE* m);

int mclose(MILE* m);
```

The _readIn and _copyOut functions are helper functions used by mread, not to be called outside mile.c. _readIn fills the read buffer, and _copyOut takes the specified amount of data out of it. Similarly, _writeOut and _copyIn are helper functions used by mwrite, where _writeOut writes out the data in the write buffer to disk and _copyIn copied some data from the user into the write buffer.

Within smile.h, mgetc and mread_int use mread, and mputc and mwrite int use mwrite.

Testing screenshots:

