

The File Object

- ▶ is the in-memory representation of an open file
- ▶ `open()` \Rightarrow create; `close()` \Rightarrow destroy
- ▶ there can be multiple file objects in existence for the same file
 - ▶ Because multiple processes can open and manipulate a file at the same time
- ▶ `struct file` in `<linux/fs.h>`