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## MESSAGE QUEUES:

### MESSAGE QUEUES(READ)

```
#include <stdio.h>
#include <sys/ipc.h>
#include <sys/msg.h>

struct mesg_buffer {
    long mesg_type;
    char mesg_text[100];
} message;

int main()
{
    key_t key;
    int msgid;
    key = ftok("progfile", 65);
    msgid = msgget(key, 0666 | IPC_CREAT);
    msgrcv(msgid, &message, sizeof(message), 1, 0);
    printf("Data Received is : %s \n", message.mesg_text);
    msgctl(msgid, IPC_RMID, NULL);
    return 0;
}
```

### MESSAGE QUEUES(WRITE)

```
#include <stdio.h>
#include <sys/ipc.h>
#include <sys/msg.h>
#define MAX 100
struct mesg_buffer {
    long mesg_type;
    char mesg_text[100];
} message;
int main()
{
    key_t key;
    int msgid;
    key = ftok("progfile", 65);
    msgid = msgget(key, 0666 | IPC_CREAT);
    message.mesg_type = 1;
    printf("Write Data : ");
    fgets(message.mesg_text, MAX, stdin);
    msgsnd(msgid, &message, sizeof(message), 0);
    printf("Data send is : %s \n", message.mesg_text);
}
```

```
return 0;  
}
```

OUTPUT:

```
it@it-Latitude-3410:~/20wh1a12b3$ gedit mw.cpp  
it@it-Latitude-3410:~/20wh1a12b3$ g++ mw.cpp  
it@it-Latitude-3410:~/20wh1a12b3$ ./a.out  
Write Data : hello  
Data send is : hello
```

```
it@it-Latitude-3410:~/20wh1a12b3$ gedit mr.cpp  
it@it-Latitude-3410:~/20wh1a12b3$ g++ mr.cpp  
it@it-Latitude-3410:~/20wh1a12b3$ ./a.out  
Data Received is : hello
```