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/* Filename: shm_write.c */
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```
#include <stdio.h>
```

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

```
#include <sys/shm.h>
```

```
#include <stdlib.h>
```

```
#include <unistd.h>
```

```
#include <string.h>
```

```
#include <errno.h>
```

```
#define BUF_SIZE 1024
```

```
#define SHM_KEY 0x1234
```

```
struct shmseg {
```

```
    int cnt;
```

```
    int complete;
```

```
    char buf[BUF_SIZE];
```

```
};
```

```
int fill_buffer(char *bufptr, int size);
```

```
int main() {
```

```
    int shmid;
```

```
    struct shmseg *shmp;
```

```
    int numtimes;
```

```
    // Create shared memory segment
```

```

shmid = shmget(SHM_KEY, sizeof(struct shmseg), 0644 | IPC_CREAT);

if (shmid == -1) {
    perror("Error creating shared memory");
    exit(EXIT_FAILURE);
}

// Attach to the shared memory

shmp = shmat(shmid, NULL, 0);

if (shmp == (void *) -1) {
    perror("Error attaching shared memory");
    exit(EXIT_FAILURE);
}

printf("Writer: Attached to shared memory.\n");

for (numtimes = 0; numtimes < 5; numtimes++) {
    shmp->complete = 0; // Mark as not complete before writing
    shmp->cnt = fill_buffer(shmp->buf, BUF_SIZE);

    printf("Writer: Wrote %d bytes to shared memory.\n", shmp->cnt);

    sleep(3); // Simulate delay between writes
}

shmp->complete = 1; // Mark writing as complete

printf("Writer: Completed writing %d times.\n", numtimes);

```

```

// Detach from shared memory

if (shmdt(shmp) == -1) {

    perror("Error detaching shared memory");

    exit(EXIT_FAILURE);

}


// Delete the shared memory segment

if (shmctl(shmid, IPC_RMID, NULL) == -1) {

    perror("Error removing shared memory");

    exit(EXIT_FAILURE);

}


printf("Writer: Shared memory detached and destroyed. Exiting.\n");

return 0;

}


int fill_buffer(char *bufptr, int size) {

    static char ch = 'A';

    memset(bufptr, ch, size - 1);

    bufptr[size - 1] = '\0'; // Null terminate

    int filled_count = strlen(bufptr);


// Loop character from A-Z then a-z

if (ch >= 122) {

    ch = 'A';

} else {

    if ((ch >= 'A' && ch <= 'Z') || (ch >= 'a' && ch <= 'z')) {

```

```
        ch++;  
    } else {  
        ch = 'A';  
    }  
}  
  
return filled_count;  
}  
  
/*OUTPUT –  
Writer: Attached to shared memory.  
Writer: Wrote 1023 bytes to shared memory.  
Writer: Wrote 1023 bytes to shared memory.  
Writer: Wrote 1023 bytes to shared memory.  
Writer: Wrote 1023 bytes to shared memory.  
Writer: Wrote 1023 bytes to shared memory.  
Writer: Completed writing 5 times.  
Writer: Shared memory detached and destroyed. Exiting.  
*/
```