**IPC MECHANISM’s**

***1.*** *The three IPC mechanisms are message queues, which allow processes to exchange messages; semaphores, which allow processes to synchronize access to shared resources; and shared memory, which allows two or more processes to share the same pages of memory.*

***2.*** *The three IPC mechanisms have many similarities in their APIs and semantics. For each IPC mechanism, a get system call creates or opens an object. Given an integer key, the get calls return an integer identifier used to refer to the object in subsequent system calls. Each IPC mechanism also has a corresponding a ctl call that is used to delete an object and to retrieve and modify various attributes (e.g., ownership and permissions) in an object’s associated data structure.*

***3.****The algorithm used to generate identifiers for new IPC objects is designed to minimize the possibility of the same identifier being (immediately) reused if an object is deleted, even if the same key is used to create a new object. This enables client-server applications to function correctly a restarted server process is able to detect and remove IPC objects created by its predecessor, and this action invalidates the identifiers held by any clients of the previous server process.*

***4.****The ‘ipcs’ command lists the System V IPC objects that currently exist on the system. The ‘ipcrm’ command is used to remove System IPC objects.*

***5.****On Linux, files in the /proc/sysvipc directory can be used to obtain information about all of the System V IPC objects on the system.*

***6.***