

Client.c

```
#include<stdio.h>
#include<stdlib.h>
#include<unistd.h>
#include<sys/shm.h>
#include<string.h>

int main(){
    int i;
    void *shared_memory;
    char buff[100];
    int shmid;
    shmid=shmget((key_t)2345, 1024, 0666);
    printf("Key of shared memory is %d\n",shmid);
    shared_memory=shmat(shmid,NULL,0); //process attached to shared
    memory segment
    printf("Process attached at %p\n",shared_memory);
    printf("Data read from shared memory is : %s\n",(char *)shared_memory);
}
```

Server.c

```
#include<stdio.h>
#include<stdlib.h>
#include<unistd.h>
#include<sys/shm.h>
#include<string.h>

int main(){
    int i;
    void *shared_memory;
    char buff[100];
    int shmid;
    shmid=shmget((key_t)2345, 1024, 0666|IPC_CREAT);
    printf("Key of shared memory is %d\n",shmid);
    shared_memory=shmat(shmid,NULL,0);
    printf("Process attached at %p\n",shared_memory);
    printf("Enter some data to write to shared memory\n");
    read(0,buff,100); //get some input from user
    strcpy(shared_memory,buff); //data written to shared memory
    printf("You wrote : %s\n",(char *)shared_memory);
}
```

OUTPUT

```
tualBox:~/OSL/Assignment 7/PART B$ gcc server.c -o server
tualBox:~/OSL/Assignment 7/PART B$ gcc client.c -o client
tualBox:~/OSL/Assignment 7/PART B$ ./server
```

```
Key of the shared memory 42
Process at 0x7f8b13476000
Enter some data to write to the shared memory:
Hello World
You Wrote: Hello World
```

./client

```
Key of Shared Memory: 42
Process attached at 0x7f3dc0f0d000
Data read from the shared memory: Hello World
```