**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**





**./client**

