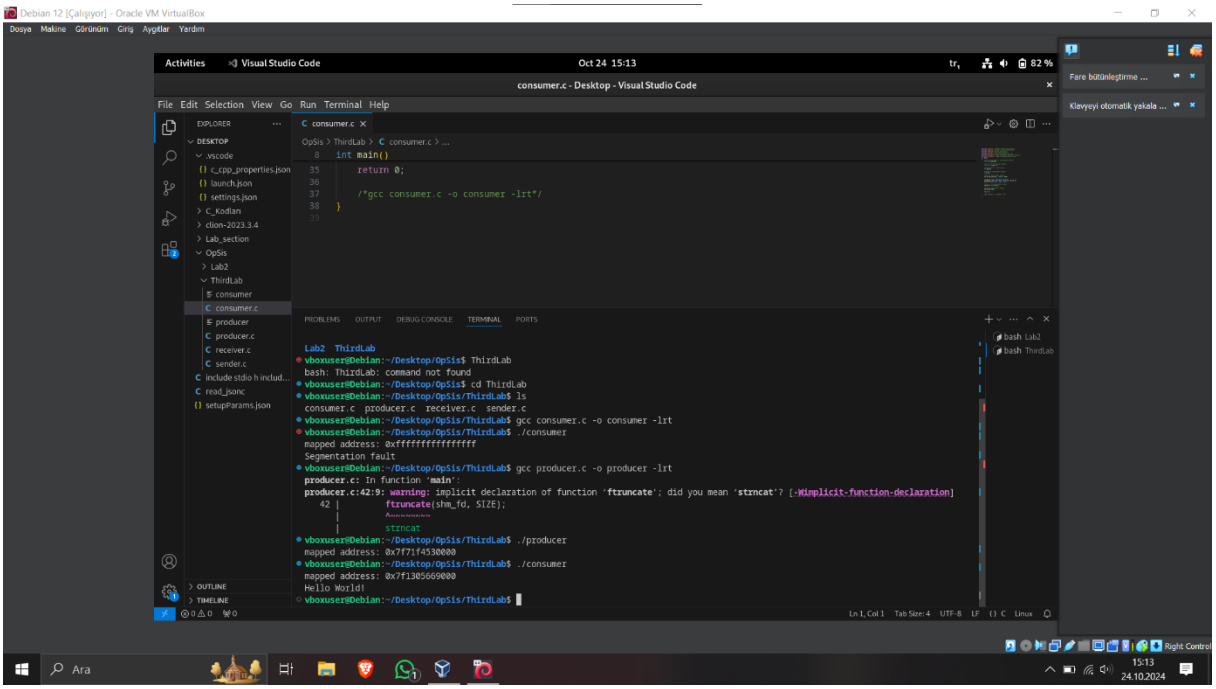
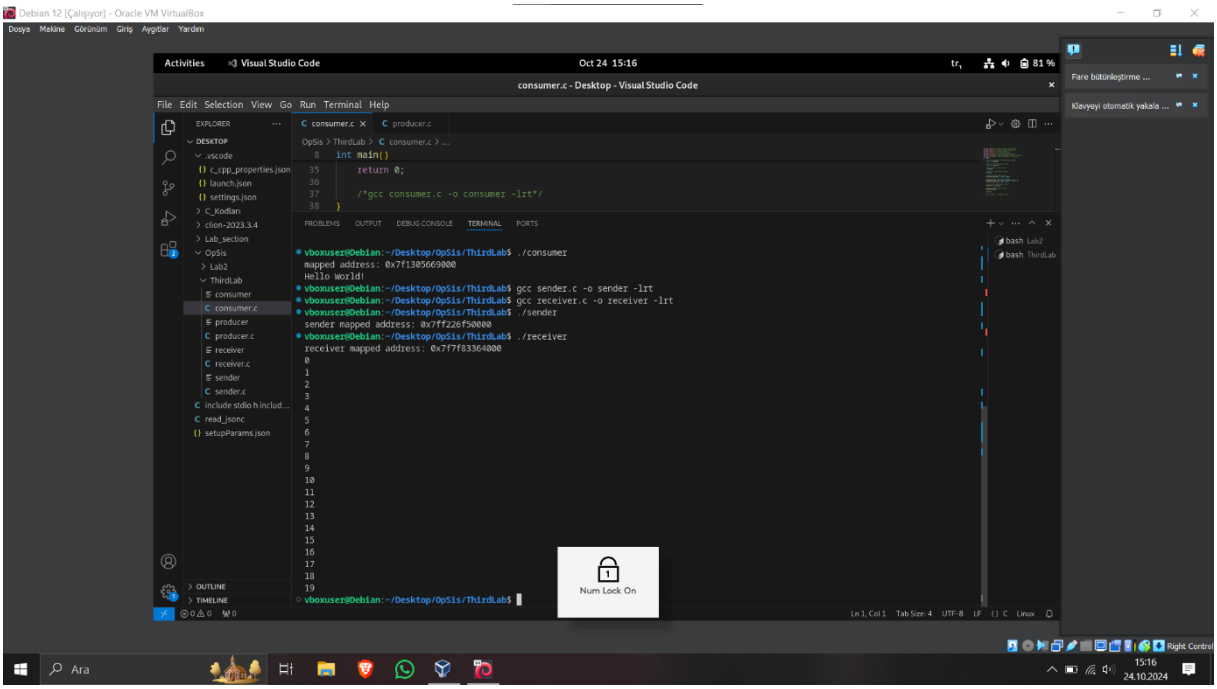
LAB 02 - PART B



The producer.c and consumer.c files demonstrate how two programs can communicate by using shared memory. In producer.c, the program sets up a shared memory region, where it writes data that will be accessible to another process. This is accomplished with functions like shm_open, which creates the shared memory object, and mmap, which maps this memory into the process's address space. The producer.c program acts as a sender, storing information in the shared memory.



The files sender.c and receiver.c show how two programs can share information using shared memory like producer and consumer but the only difference between them is consumer read string reciver reads int values.