#include <stdio.h>

#include <sys/ipc.h>

#include <sys/mgs.h>

struct mesg\_buffer {

long mesg\_type;

char mesg\_text[100];

} message;

int main()

{

key\_t key;

int msgid;

key = ftok(".", 1);

msgid = msgget(key, 0666 | IPC\_CREAT);

message.mesg\_type = 1;

printf("Write Data : ");

gets(message.mesg\_text);

msgsnd(msgid, &message, sizeof(message), 0);

printf("Data send is : %s \n", message.mesg\_text);

return 0;

}

|  |
| --- |
| #include <stdio.h>  #include <sys/ipc.h>  #include <sys/mgs.h>  struct mesg\_buffer {  long mesg\_type;  char mesg\_text[100];  }  message;  int main()  {  key\_t key;  int msgid;  key = ftok(".", 1);  msgid = msgget(key, 0666 | IPC\_CREAT);  msgrcv(msgid, &message, sizeof(message), 1, 0);  printf("Data Received is : %s \n", message.mesg\_text);  msgctl(msgid, IPC\_RMID, NULL); return 0; } |