|  |
| --- |
| #include <stdio.h> |
|  | #include <stdlib.h> |
|  | #include <unistd.h> |
|  | #include <sys/types.h> |
|  | #include <sys/types.h> |
|  | #include <fcntl.h> |
|  | #include <string.h> |
|  |  |
|  | int main() |
|  | { |
|  | int n; |
|  | puts("Server"); |
|  | char strMessage[5000]; |
|  | int fd = open("file1.txt", O\_WRONLY); |
|  | int fd2 = open("file2.txt", O\_RDONLY); |
|  | if (fd == -1) |
|  | { |
|  | perror("cannot open file1"); |
|  | return EXIT\_FAILURE; |
|  | } |
|  | if (fd2 == -1) |
|  | { |
|  | perror("cannot open file2"); |
|  | return EXIT\_FAILURE; |
|  | } |
|  | puts("FIFO OPEN"); |
|  |  |
|  | char stringBuffer[5000]; |
|  | memset(stringBuffer, 0, 5000); |
|  | int res; |
|  | char Len; |
|  |  |
|  | { |
|  | printf("\n\n\t\tEnter the Message to be passed (hitting ENTER without any string will terminate program): "); |
|  | fgets(strMessage, 100, stdin); |
|  | char L = (char)strlen(strMessage); |
|  |  |
|  | write(fd, &L, 1); |
|  | write(fd, strMessage, strlen(strMessage)); |
|  | fflush(stdin); |
|  | strMessage[0] = 0; // reseting the character array |
|  |  |
|  | int len2; |
|  | res = read(fd2, &len2, 1); |
|  |  |
|  | read(fd2, stringBuffer, 5000); // Read String Characters |
|  |  |
|  | printf("\nServer Received: %s\n", stringBuffer); |
|  | stringBuffer[(int)len2] = 0; |
|  | }; |
|  | } |