

## Sender App

```
#include<stdio.h>
#include<sys/ipc.h>
#include<sys/msg.h>
#include<stdlib.h>

#define MSGSIZE 1024

struct msgdata
{
    int mtype;
    char msgbuff[MSGSIZE];
};

int main()
{
    int msgid, ret;
    struct msgdata msgObj;

    key_t key = ftok(".",0);

    msgid = msgget(key, 0666);
    if(msgid == -1)
    {
        perror("msgget");
        exit(-1);
    }
    printf("msgid is : %d\n",msgid);

    ret = msgrcv(msgid, &msgObj, sizeof(msgObj), 0, IPC_NOWAIT);
    if(ret == -1)
    {
        perror("msgrcv");
        exit(-1);
    }
    printf("msg received : %s\n",msgObj.msgbuff);

    exit(0);
}
```

## Receiver App

```
#include<stdio.h>
#include<sys/ipc.h>
#include<sys/msg.h>
#include<stdlib.h>

#define MSGSIZE 1024

struct msgdata
{
    int mtype;
    char msgbuff[MSGSIZE];
};

int main()
{
    int msgid, ret;
    struct msgdata msgObj;

    key_t key = ftok(".",0);

    msgid = msgget(key, 0666);
    if(msgid == -1)
    {
        perror("msgget");
        exit(-1);
    }
    printf("msgid is : %d\n",msgid);

    ret = msgrcv(msgid, &msgObj, sizeof(msgObj), 0, IPC_NOWAIT);
    if(ret == -1)
    {
        perror("msgrcv");
        exit(-1);
    }
    printf("msg received : %s\n",msgObj.msgbuff);

    exit(0);
}
```