Output

Verified

O/P &

Writer

Write Data: Hello World
Data sent is: Hello World

Reader

Data Received is: Hello World

Lab: 3

28/1/2020

INTERPROCESS COMMUNICATION USING MESSAGE QUEUE

Aim

To implement program for Inter Process Communication using Message Queue.

Program

Writer

```
#include <stdio.h>
#include <sys/ipc.h>
#include <sys/msg.h>
struct mesg_buffer {
        long mesg_type;
        char mesg_text[100];
}message;
void main()
{
    key_t key;
    int msgid;
    key = ftok("file",65);
    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 sent is: %s \n", message.mesg_text);
}
```

Reader

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

struct mesg_buffer {
    long mesg_type;
    char mesg_text[100];
} message;

void main()
{
    key_t key;
    int msgid;
    key = ftok("file", 65);
    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);
}
```

Result

Implemented program for Inter Process Communication using Message Queue.

28/11/20