**Expr 7: Sender and Receiver code in the Fedora**

**Sender code:**

// receiver.c

#include <stdio.h>

#include <stdlib.h>

#include <sys/ipc.h>

#include <sys/shm.h>

#include <unistd.h>

#define SHM\_SIZE 1024

#define SHM\_KEY 1234

int main() {

    // Step 1 & 2: Access shared memory

    int shmid = shmget(SHM\_KEY, SHM\_SIZE, 0666);

    if (shmid < 0) {

        perror("shmget failed");

        exit(1);

    }

    // Step 3: Attach to shared memory

    char \*shm\_ptr = (char \*) shmat(shmid, NULL, 0);

    if (shm\_ptr == (char \*) -1) {

        perror("shmat failed");

        exit(1);

    }

    // Step 4: Read and print message from shared memory

    printf("Receiver: Received message: \"%s\"\n", shm\_ptr);

    // Step 5: Detach from shared memory

    shmdt(shm\_ptr);

    return 0;

}

**Receiver code:**

// receiver.c  
#include <stdio.h>  
#include <stdlib.h>  
#include <sys/ipc.h>  
#include <sys/shm.h>  
#include <unistd.h>  
  
#define SHM\_SIZE 1024  
#define SHM\_KEY 1234  
  
int main() {  
    // Step 1 & 2: Access shared memory  
    int shmid = shmget(SHM\_KEY, SHM\_SIZE, 0666);  
    if (shmid < 0) {  
        perror("shmget failed");  
        exit(1);  
    }  
  
    // Step 3: Attach to shared memory  
    char \*shm\_ptr = (char \*) shmat(shmid, NULL, 0);  
    if (shm\_ptr == (char \*) -1) {  
        perror("shmat failed");  
        exit(1);  
    }  
  
    // Step 4: Read and print message from shared memory  
    printf("Receiver: Received message: \"%s\"\n", shm\_ptr);  
  
    // Step 5: Detach from shared memory  
    shmdt(shm\_ptr);  
  
    return 0;  
}// receiver.c

#include <stdio.h>

#include <stdlib.h>

#include <sys/ipc.h>

#include <sys/shm.h>

#include <unistd.h>

#define SHM\_SIZE 1024

#define SHM\_KEY 1234

int main() {

    // Step 1 & 2: Access shared memory

    int shmid = shmget(SHM\_KEY, SHM\_SIZE, 0666);

    if (shmid < 0) {

        perror("shmget failed");

        exit(1);

    }

    // Step 3: Attach to shared memory

    char \*shm\_ptr = (char \*) shmat(shmid, NULL, 0);

    if (shm\_ptr == (char \*) -1) {

        perror("shmat failed");

        exit(1);

    }

    // Step 4: Read and print message from shared memory

    printf("Receiver: Received message: \"%s\"\n", shm\_ptr);

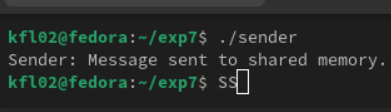
    // Step 5: Detach from shared memory

    shmdt(shm\_ptr);

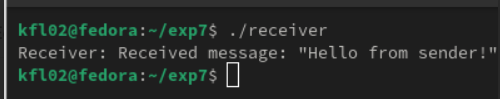
    return 0;

}

**Sender Output:**

****

**Receiver Output:**

****

**Result:**

Thus the Sender and Receiver Code is implemented in fedora using the C language