

SHARED MEMORY CLIENT – SERVER

```
/*
 * shm-client - client program to demonstrate shared memory.
 */
#include <stdlib.h>
#include <sys/types.h>
#include <sys/ipc.h>
#include <sys/shm.h>
#include <stdio.h>

#define SHMSZ 27

int main() // Change made here
{
    int shmid;
    key_t key;
    char *shm, *s;

    /*
     * We need to get the segment named
     * "5678", created by the server.
     */
    key = 5678;

    /*
     * Locate the segment.
     */
    if ((shmid = shmget(key, SHMSZ, 0666)) < 0) {
        perror("shmget");
        exit(1);
    }

    /*
     * Now we attach the segment to our data space.
     */
    if ((shm = shmat(shmid, NULL, 0)) == (char *) -1) {
        perror("shmat");
        exit(1);
    }

    /*
     * Now read what the server put in the memory.
     */
    for (s = shm; *s != '\0'; s++) // Change made here
        putchar(*s);
    putchar('\n');

    /*
     * Finally, change the first character of the
     * segment to '*', indicating we have read
     * the segment.
     */
}
```

```
*/  
*shm = '*';  
  
exit(0);  
}
```

/*Output :

SHM Server compilation :

```
pl-lab@pplab-OptiPlex-3000:~$ gcc shm_server.c  
pl-lab@pplab-OptiPlex-3000:~$ ./a.out
```

SHM Client Compilation :

```
pl-lab@pplab-OptiPlex-3000:~$ gcc shm_client.c  
pl-lab@pplab-OptiPlex-3000:~$ ./a.out  
abcdefghijklmnopqrstuvwxyz
```

```
*/
```