**UNX511/DPS912: Unix Systems Programming**

Quiz 10 [1 mark each]

1. What is shared memory?
2. Can you think of an application for shared memory?
3. Is it a good idea to specify where in RAM the shared memory should be, or should we let the Linux operating system decide?
4. Do we need semaphores to synchronize processes using shared memory, or would a status byte in shared memory suffice?
5. Compare shared memory to socket. Which is faster?
6. Compare shared memory to socket. Which can communicate between processes on different machines?

In general, explain the following function calls (no need to explain each parameter):

1. int shmget(key\_t key, size\_t size, int shmflg);
2. void \*shmat(int shmid, const void \*shmaddr, int shmflg);
3. int shmdt(const void \*shmaddr);
4. int shmctl(int shmid, int cmd, struct shmid\_ds \*buf);