TE IT

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Inter-process Communication using Shared Memory using System V. Application to demonstrate: Client and Server Programs in which server process creates a shared memory segment and writes the message to the shared memory segment. Client process reads the message from the shared memory segment and displays it to the screen.

Client program:

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

#define MAXSIZE 27

void die(char *s)
{
    perror(s);
    exit(1);
}
```

```
int main()
{
    int shmid, retval;
    key_t key;
    char *shm, *s;
    key = 5678;
    if ((shmid = shmget(key, MAXSIZE, IPC_CREAT | 0666)) < 0)
     die("shmget");
    if ((shm = shmat(shmid,NULL,0)) == (char *)-1)
     die("shmat");
    for (s = shm; *s != '\0'; s++)
     putchar(*s);
    putchar('\n');
    *shm = '*';
    retval=shmdt(shm);
    if(retval<0)
             printf("Detachment Failure");
             return 0;
         }
         retval=shmctl(shmid,IPC_RMID,NULL);
    exit(0);
```

Server program:

```
#include <sys/types.h>
#include <sys/ipc.h>
#include <sys/shm.h>
#include <stdio.h>
#include <stdlib.h>
#define MAXSIZE 27
void die(char *s)
{
    perror(s);
    exit(1);
}
int main()
{
    char c;
    int shmid, retval;
    key_t key;
    char *shm, *s;
    key = 5678;
    if ((shmid = shmget(key,MAXSIZE, IPC_CREAT | 0666)) < 0)
```

```
die("shmget");
if ((shm = shmat(shmid,NULL,0)) == (char *)-1)
 die("shmat");
s = shm;
for (c = 'a'; c <= 'z'; c++)
 *s++ = c;
while(*shm != '*');
//sleep(1);
retval=shmdt(shm);
    if(retval<0)
         printf("Detachment Failure");
         return 0;
    }
exit(0);
```

Server Output:

}

```
~$ gcc ass8ser.c -o s1
~$ ./s1
~$
```

Client Output:

~\$ gcc ass8cli.c -o c1

~\$./c1

abc defghijkl mnop qr stuvwxyz