Server

#include<stdio.h>

#include<sys/ipc.h>

#include<sys/shm.h>

struct dbase

{

char buffer[1024];

int status;

}

void main()

{

key\_t key = ftok(“shmchat”,A);

int shmid = shmget( key, sizeof(struct dbase),0666 | IPC\_CREAT);

struct dbase \*str = (struct dbase\*) shmat( shmid,(void\*) 0,0);

str->status=0;

printf(“\nWrite the Data : “);

gets(str->buffer);

str->status=1;

while(str->status !=0)

{

printf(“\nWaiting);

sleep(1);

}

printf(“Data Written in the Memory : %s\n”,str->buffer);

shmdt(str);

}

CLIENT

#include<stdio.h>

#include<sys/ipc.h>

#include<sys/shm.h>

struct dbase

{

char buffer[1024];

int status;

}

void main()

{

key\_t key = ftok(“shmchat”,A);

int shmid = shmget( key, sizeof(struct dbase),0666 | IPC\_CREAT);

struct dbase \*str = (struct dbase\*) shmat( shmid,(void\*) 0,0);

while(str->status!=1)

{

printf(“\nWrite data”);

sleep(1);

}

printf(“\nData read from the Memory : %s\n”,str->buffer);

printf(“\nWrite Data”);

gets(str->buffer);

Str->status=0;

shmdt(str);

shmctl( shmid,IPC\_RMID,NULL);

return 0;

}