



**Operating Systems Design Lab**  
**Computer Engineering Department**  
**Spring 2023/2024**  
Lab 7: IPC Using Message Queues

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## Objectives

1. To understand inter-process communication using message queues.

## Prelab

1. Read the section that addresses message queues in the lab manual.
2. Read the manual pages of the following systems calls:

```
#include <sys/types.h>
#include <sys/ipc.h>
#include <sys/msg.h>
```

```
int msgget(key_t key, int msgflg);
int msgsnd(int msqid, const void *msgp, size_t msgsz, int msgflg);
ssize_t msgrcv(int msqid, void *msgp, size_t msgsz, long msgtyp, int msgflg);
```

## Experiment

1. Write two programs and name them send.c and receive.c to send and receive messages from a message queue respectively. The send program is executed as follows:

```
./send key type data
```

it writes the text message "data " into the message queue whose key is "key", where "type" is the type of the written message. The receive function, on the other hand, is executed as follows:

```
./receive key type
```

it reads a message of type "type" from the message queue whose key is "key" if such message exists, and blocks otherwise. Test your code and show your work to your lab instructor.

Use the following message format:

```
struct Message{
long type;
char data[15];
}
```

2. Assume you have two processes, a parent and a child. The parent prints the numbers from 1 to 5, while the child prints the characters from A to E. Use a single message queue to synchronize the two processes such that they produce the following output:

➔The program is executed as follows: ./run key

```
1
A
2
B
....
5
E
```

3. Use message queues to synchronize three processes  $P_1$ ,  $P_2$ , and  $P_3$  as follows (where  $P_1$  is the parent of the other two):

- (a)  $P_1$  reads a string from the standard input and sends it to  $P_2$
- (b)  $P_3$  converts the string to lowercase and sends it to  $P_2$
- (c)  $P_2$  prints the converted string to the output screen.

The three processes redo the above tasks forever until the user enters "EXIT" as an input string.

➔The program is executed as follows:

./run key