In the given question we had to send data from an array from one program to another using three different methods

(i) Unix domain sockets, (ii) FIFOs, and (iii) shared memory

Two programs were to be made for each type

**(i) Unix domain sockets:**

The p1 in this program used the socket functions to create a server which then helps to transfer data from an array to the the other program which is p2 using a while loop(total 50 strings 5 at a time)

The p2 program receives the data and the prints the data received with their ids and then sends a signal to the p1 process then the p1 sends the next lot of 5 strings.

**(ii) FIFOs**

Similarly in the fifos

The p1 generates an array with 50 random strings of length 5 each and then sends the data of that array to the p2 function using the mkfifo function(total 50 strings 5 at a time)

The p2 program receives the data and the prints the data received with their ids and then sends a signal to the p1 process then the p1 sends the next lot of 5 strings.

**(iii) shared Memory**

The p1 function here does the same thing but uses the shared memory function to send the data and sends the 50 randomly generated strings to the p2 process

Again The p2 program receives the data and the prints the data received with their ids and then sends to the p1 process then the p1 sends the next lot of 5 strings. Both the sending and receiving messages are also printed