```c
#include <windows.h>

#include <stdio.h>

#include <string.h>

struct message {
    long mtype;   // Message type (must be > 0)
    char mtext[100]; // Message data
};

int main() {
    HANDLE hMapFile;
    struct message* msg;

    // Open the named file mapping
    hMapFile = OpenFileMapping(
        FILE_MAP_ALL_ACCESS,   // Read/write permission
        FALSE,            // Do not inherit the name
        "Local\\MyFileMappingObject"); // Name of the mapping object

    if (hMapFile == NULL) {
        printf("Could not open file mapping object (%d).\n", GetLastError());
        return 1;
    }

    // Create a message structure pointer to the shared memory
    msg = (struct message*)MapViewOfFile(
        hMapFile,          // Handle to map object
        FILE_MAP_ALL_ACCESS,   // Read/write permission
        0,
        0,
        sizeof(struct message));
```

```c
    if (msg == NULL) {

        printf("Could not map view of file (%d).\n", GetLastError());

        CloseHandle(hMapFile);

        return 1;

    }


    // Sender process

    strcpy(msg->mtext, "Hello from the sender!");

    msg->mtype = 1; // Message type (can be any positive value)


    printf("Sender: Message sent\n");


    // Unmap shared memory and close handle

    UnmapViewOfFile(msg);

    CloseHandle(hMapFile);


    return 0;

}
```

```
Could not open file mapping object (2).

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Process exited after 0.05313 seconds with return value 1
Press any key to continue . . .
```