# Topic 10: 10. Illustrate the concept of inter-process communication using message queue with a C program.

#include <stdio.h>  
#include <sys/ipc.h>  
#include <sys/msg.h>  
#include <string.h>  
  
struct msg\_buffer {  
 long msg\_type;  
 char msg\_text[100];  
};  
  
int main() {  
 key\_t key = ftok("progfile", 65);  
 int msgid = msgget(key, 0666 | IPC\_CREAT);  
 struct msg\_buffer message;  
 message.msg\_type = 1;  
 strcpy(message.msg\_text, "Hello Message Queue");  
 msgsnd(msgid, &message, sizeof(message), 0);  
 msgrcv(msgid, &message, sizeof(message), 1, 0);  
 printf("%s\n", message.msg\_text);  
 msgctl(msgid, IPC\_RMID, NULL);  
 return 0;  
}