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**Code:**

**server.c**

#include<stdio.h>

#include<unistd.h>

#include<sys/ipc.h>

#include<sys/shm.h>

int main()

{

// ftok to generate a unique id

key\_t key=ftok(".",65);

// shmget returns an identifier in shmid

int shmid=shmget(key,1024,0666|IPC\_CREAT);

//shmat to attach to shared memory

char \*str=(char \*)shmat(shmid,NULL,0);

printf("Enter the data to send from server to client :");

fgets(str,1024,stdin);

printf("\nData written in shared memory :%s\n",str);

//shmdt to detach from shared memory

shmdt(str);

return 0;

}

**client.c**

#include<stdio.h>

#include<unistd.h>

#include<sys/ipc.h>

#include<sys/shm.h>

int main()

{

key\_t key=ftok(".",65);

int shmid=shmget(key,1024,0666|IPC\_CREAT);

char \* str=(char \*)shmat(shmid,NULL,0);

printf("Data from server : %s\n",str);

shmdt(str);

// destroy the shared memory

shmctl(shmid,IPC\_RMID,NULL);

return 0;

}

**Output: -**

**Server.c**

osbox@osboxesorg:~/Desktop$ gcc -o s server.c

osbox@osboxesorg:~/Desktop$ ./s

Enter the data to send from server to client : Is it working?

Data written in shared memory : Is it working?

osbox@osboxesorg:~/Desktop$

**client.c**

osbox@osboxesorg:~/Desktop$ gcc -o c client.c

osbox@osboxesorg:~/Desktop$ ./c

Data from server : Is it working?

osbox@osboxesorg:~/Desktop$