#include <stdio.h>

#include <sys/ipc.h>

#include <sys/msg.h>

#define MAX 10

// structure for message queue

struct mesg\_buffer {

long mesg\_type;

char mesg\_text[100];

} message;

int main()

{

key\_t key;

int msgid;

// ftok to generate unique key

key = ftok("progfile", 65);

// msgget creates a message queue

// and returns identifier

msgid = msgget(key, 0666 | IPC\_CREAT);

message.mesg\_type = 1;

printf("Write Data : ");

fgets(message.mesg\_text,MAX,stdin);

// msgsnd to send message

msgsnd(msgid, &message, sizeof(message), 0);

// display the message

printf("Data send is : %s \n", message.mesg\_text);

return 0;

}