**Practical - 2**

**Aim: Implement message based IPC**

**Code:**

***sender.c***

#include <stdio.h>

#include <sys/ipc.h>

#include <sys/msg.h>

struct msg\_buffer

{

long msg\_type;

char mesg\_text[100];

} message;

void main()

{

key\_t key;

int id;

key = ftok("file", 65);

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

message.msg\_type = 1;

printf("data write: ");

fgets(message.mesg\_text, 12, stdin);

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

printf("sent data: %s \n", message.mesg\_text);

}

***receiver.c***

#include <stdio.h>

#include <sys/ipc.h>

#include <sys/msg.h>

struct msg\_buffer

{

long msg\_type;

char mesg\_text[100];

} message;

void main()

{

key\_t key;

int id;

key = ftok("file", 65);

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

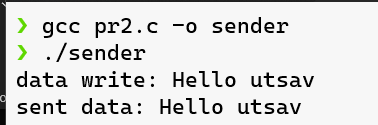
msgrcv(id, &message, sizeof(message), 1, 0);

printf("received data: %s \n", message.mesg\_text);

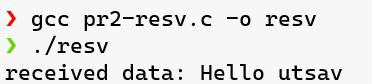
msgctl(id, IPC\_RMID, NULL);

}

**# Sender**



**# Receiver**

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