**TITLE: INTER PROCESS COMMUNICATION**

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#include<stdio.h>

#include<unistd.h>

#include<sys/wait.h>

#include<sys/types.h>

int main()

{

char \*str1="HELLO";

char \*str2;

int f[2],i;

i=pipe(f);

if(i<0)

{

printf("Pipe not created in process\n"); // process is exit if pipe value is -1

return -1;

}

pid\_t P;

P=fork();

if(P<0)

{

printf("Child process is not created\n"); // pid returns -1 value means child process not created

}

if(P>0) // pid value greater than zero means it is parent process

{

printf("This is parent\n");

close(f[0]);

printf("String present in parent = %s\n",str1);

write(f[1],&str1,8);

wait(NULL);

}

if(P== 0) // pid value returns zero means the process is child process

{

printf("This is child\n");

sleep(1);

close(f[1]);

read(f[0],&str2,8);

printf("String read from parent = %s\n",str2);

}

return 0;

}

OUTPUT:

This is parent

This is child

String present in parent = HELLO

String read from parent = HELLO