**Using FIFOs, develop the client side of the cient/server application to**

**perform a simple instant messaging between two**

**users on the same machine.**

**As server.c is provided, you only need to develop the client.**

**The communication should be done using two FIFOs named after your username.**

#include <wait.h>

#include <fcntl.h>

#include <stdio.h>

#include <string.h>

#include <stdlib.h>

void readerChild(int fd);

int main(int argc, char \*argv[]){

int fd1, fd2, status;

char ch, fifoName1[100]="/tmp/", fifoName2[100]="/tmp/";

pid\_t pid;

if(argc != 2){

printf("Call model: %s <FIFO\_Name>\n", argv[0]);

printf("example: %s tata1299\n", argv[0]);

exit(0);

}

strcat(fifoName1, argv[1]);

strcat(fifoName1, "1");

strcat(fifoName2, argv[1]);

strcat(fifoName2, "2");

unlink(fifoName1);

unlink(fifoName2);

if(mkfifo(fifoName1, 0777)){

perror("main could not create fifo");

exit(1);

}

if(mkfifo(fifoName2, 0777)){

perror("main could not create fifo");

exit(1);

}

chmod(fifoName1, 0777);

chmod(fifoName2, 0777);

while(1){

fprintf(stderr, "Waiting for a friend to chat\n");

fd1= open(fifoName1, O\_RDONLY);

if (!fork())

readerChild(fd1);

fprintf(stderr, "Got a friend:\n");

fprintf(stderr, " Your messages Friend messages\n");

fprintf(stderr, "-------------------------------------------------------------------------------\n");

fd2= open(fifoName2, O\_WRONLY);

while(read(0, &ch, 1) == 1)

write(fd2,&ch,1);

}

}

void readerChild(int fd){

char ch, blanks[55]=" | ";

int flag=1;

while(read(fd, &ch, 1) == 1){

if(flag){

flag=0;

write(1, blanks, sizeof(blanks));

}

write(1, &ch, 1);

if(ch=='\n') flag=1;

}

}