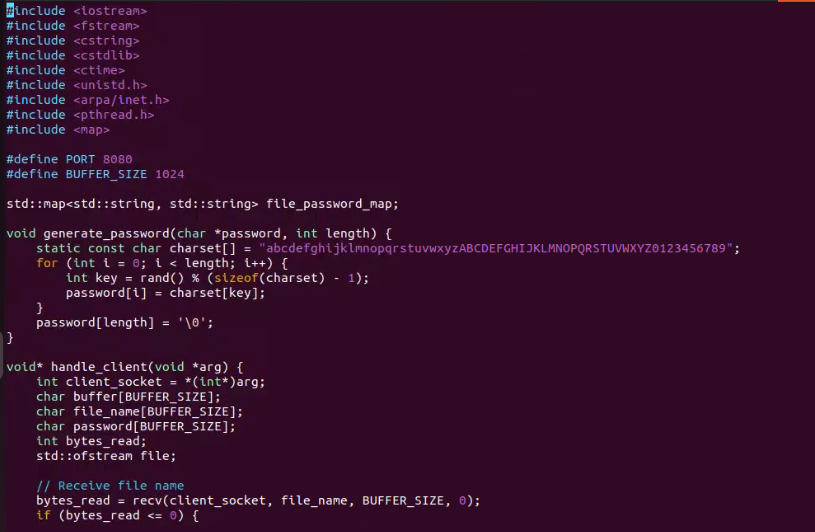
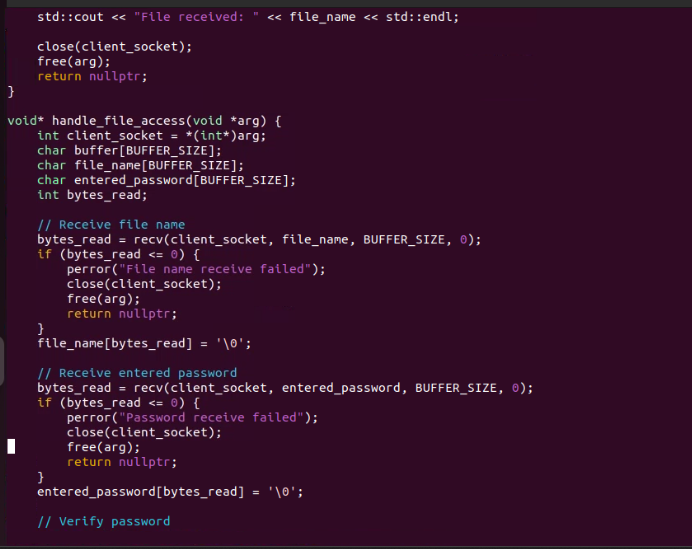
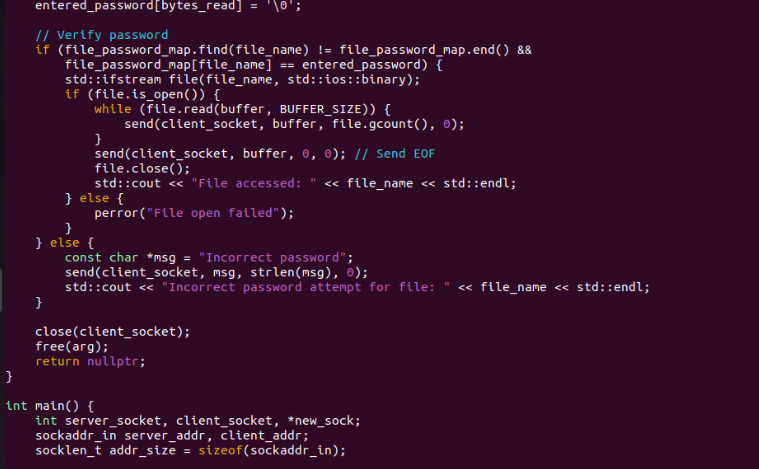
29-07-24 SOCKET PROGRAMMING DAY10

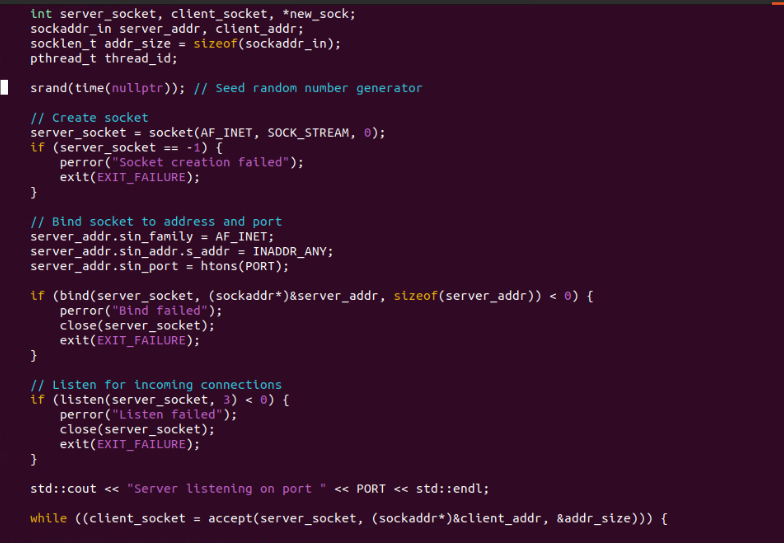
1.client to server

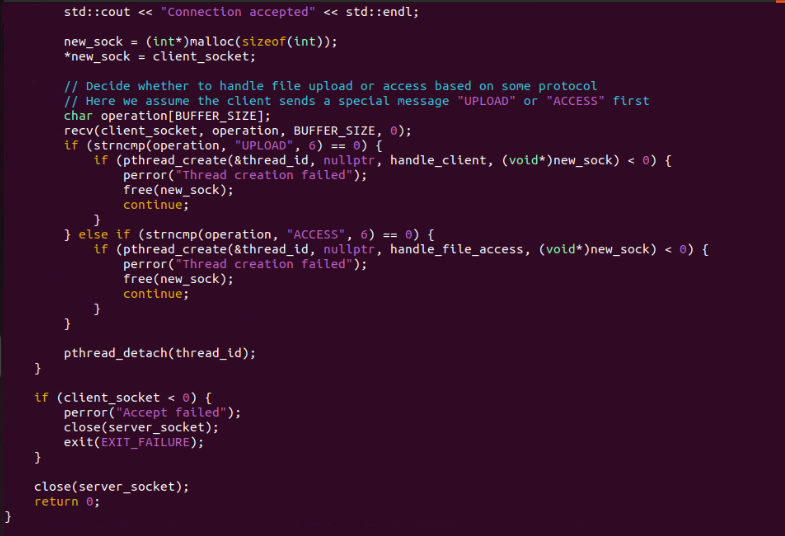






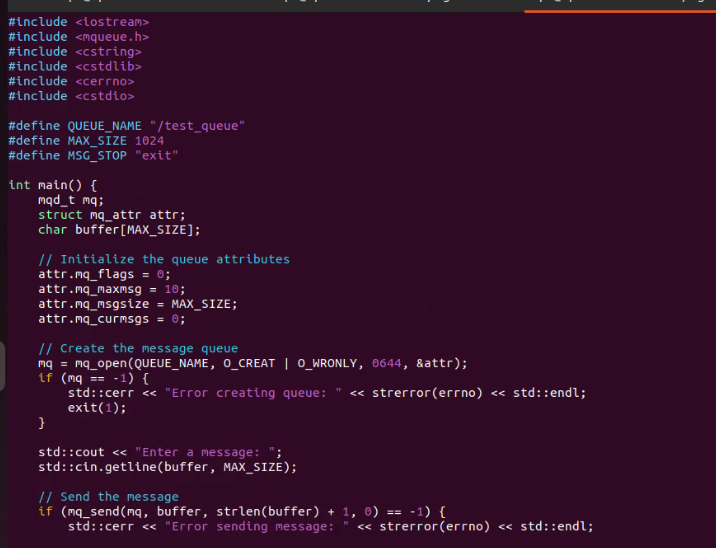


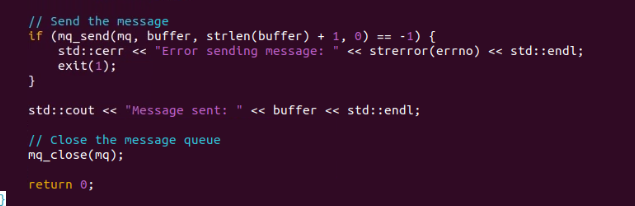




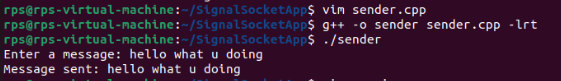
SENDER AND RECEIVER:

**SENDER:**

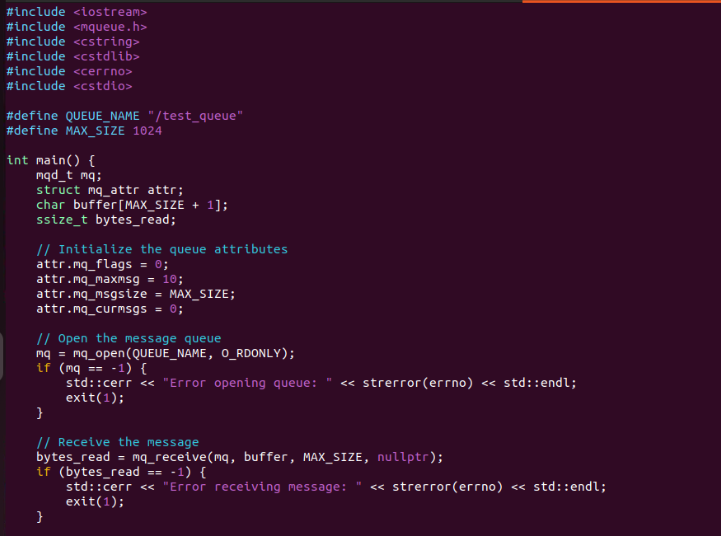


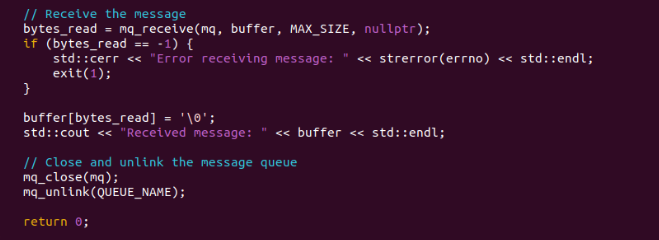


**OUTPUT:**



**RECEIVER:**





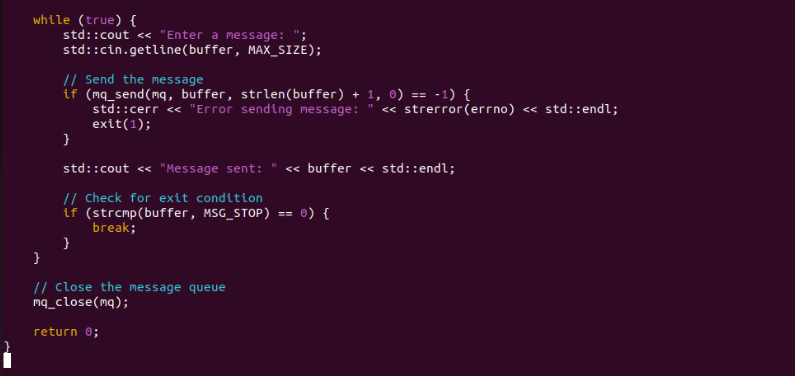
**OUTPUT:**



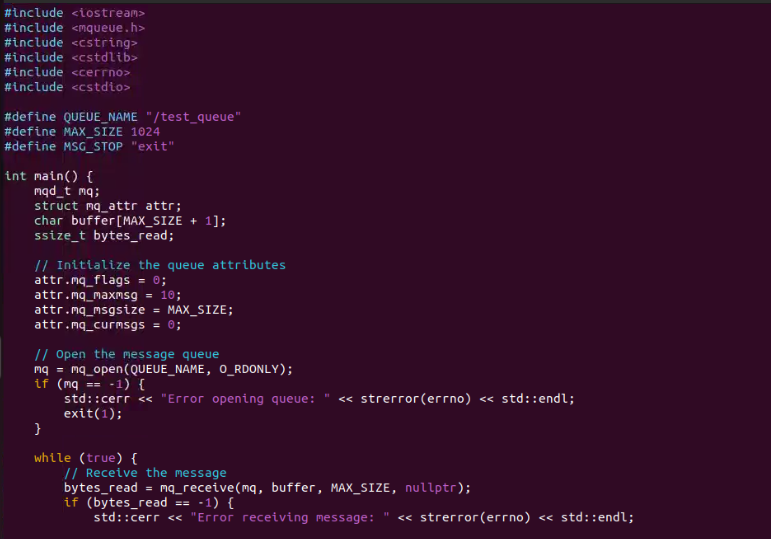
**2.using loops**

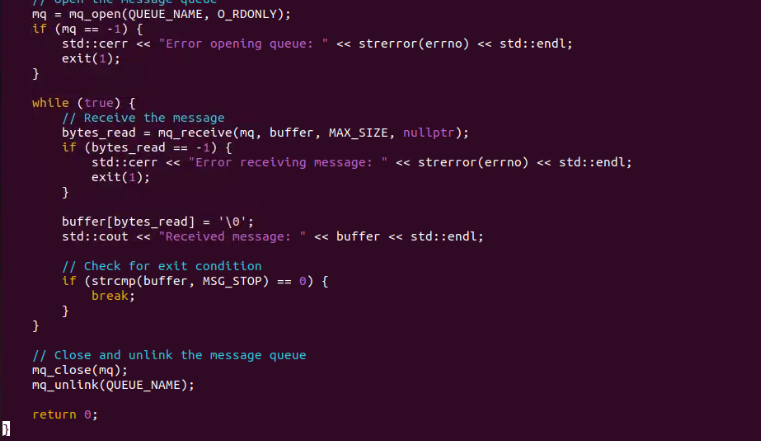
output:



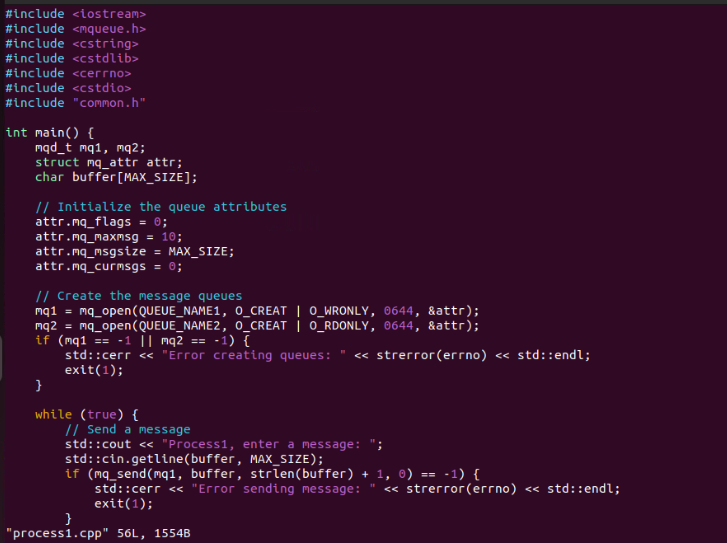


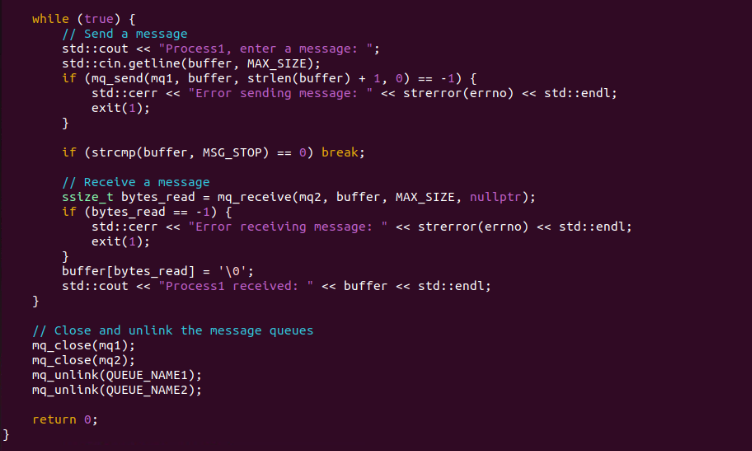
Ques3



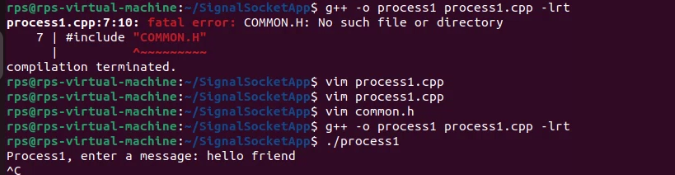


**PROCESS1 CODE:**

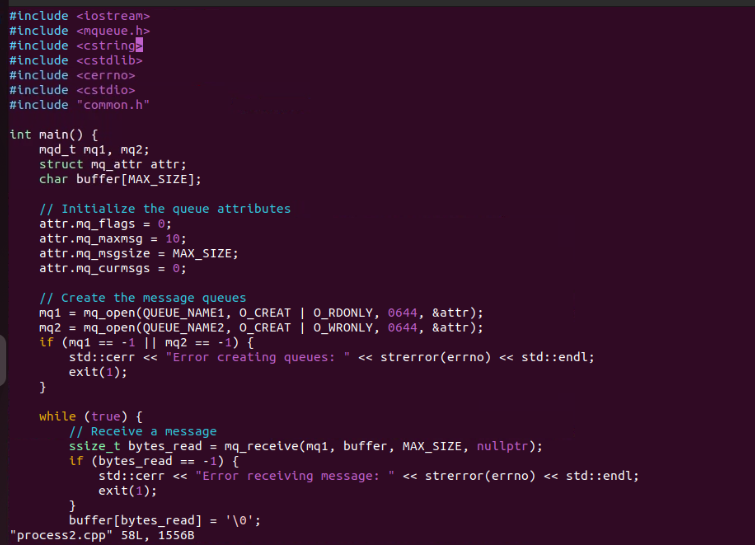


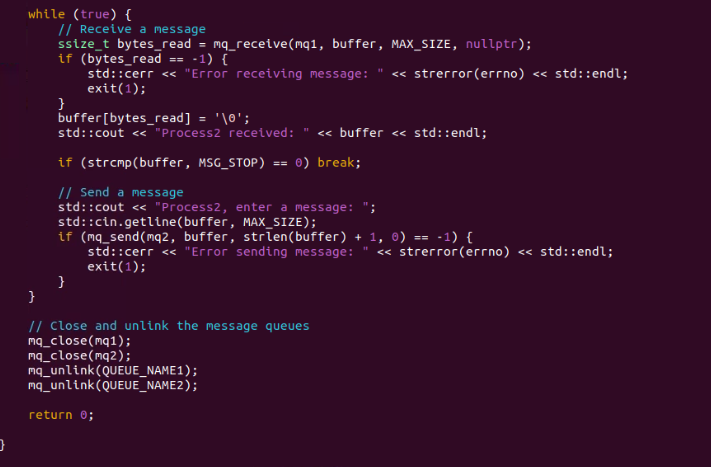


**OUTPUT:**



**PROCESS2 CODE:**





**OUTPUT:**

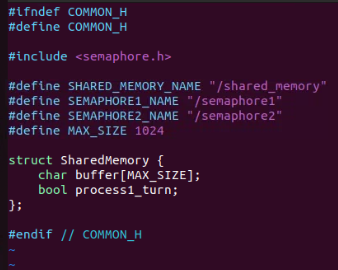


**VIM common.h:**

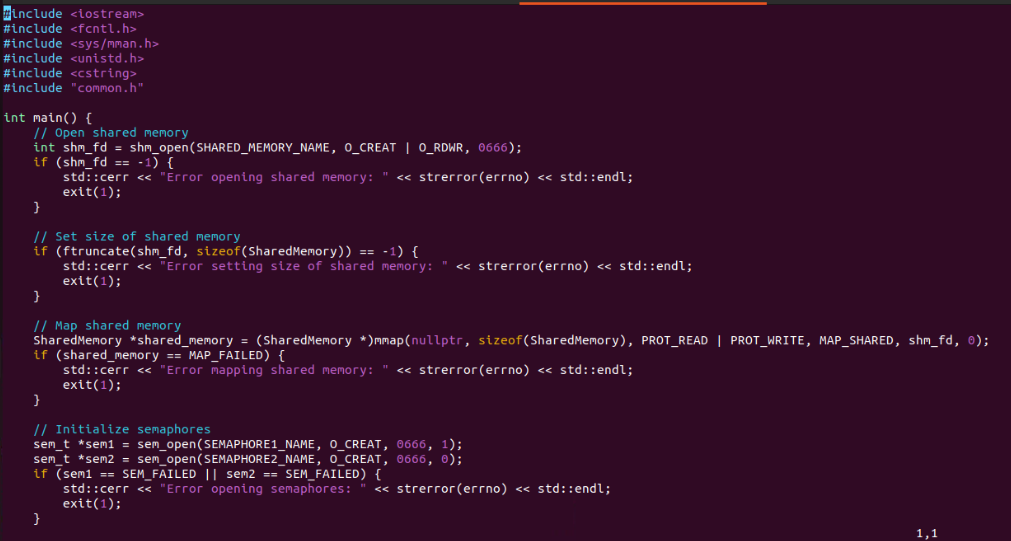


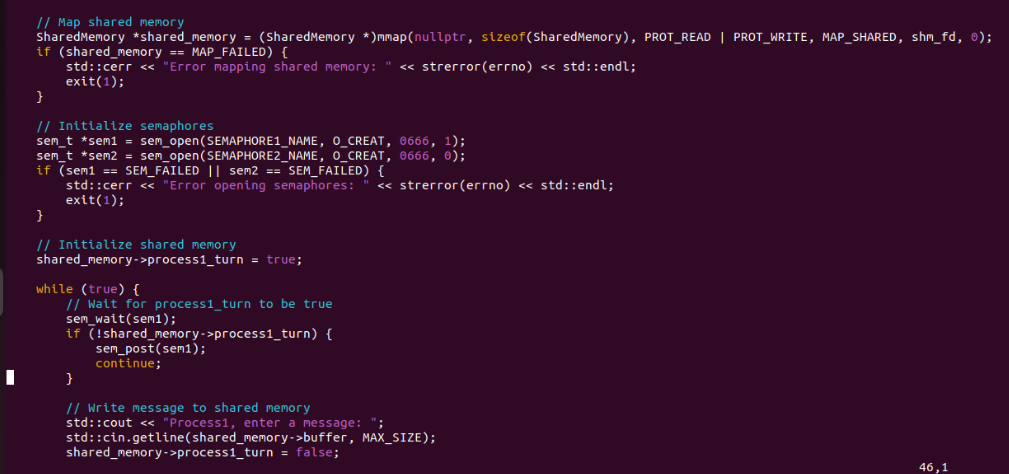
**NEW DIRECTOY: shared\_mem:**

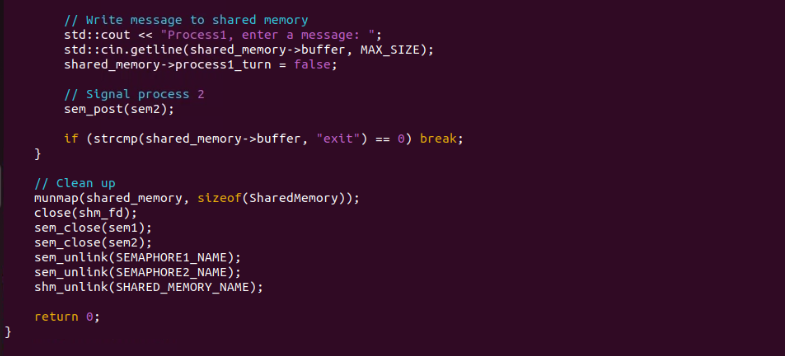
**Vim common.h:**



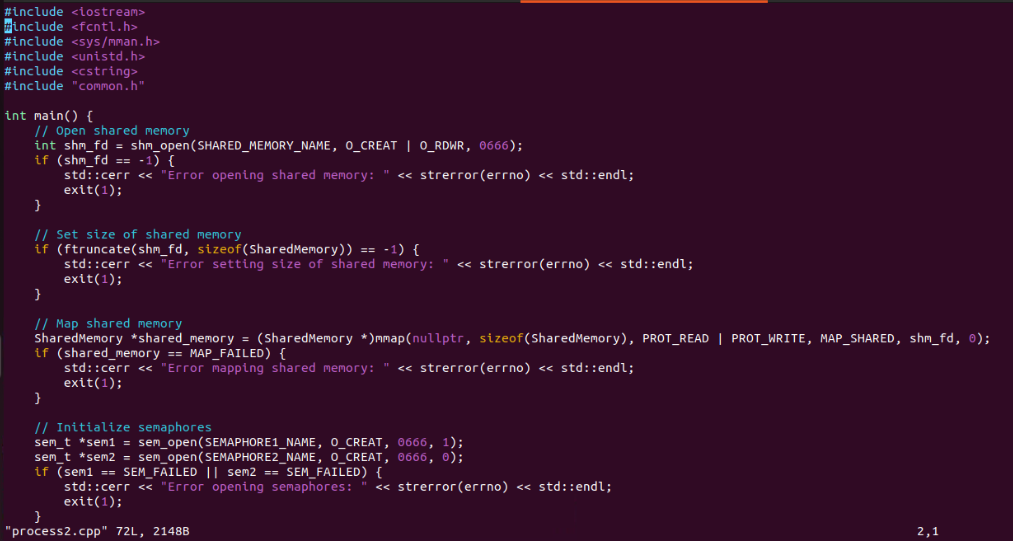
**Process1:**

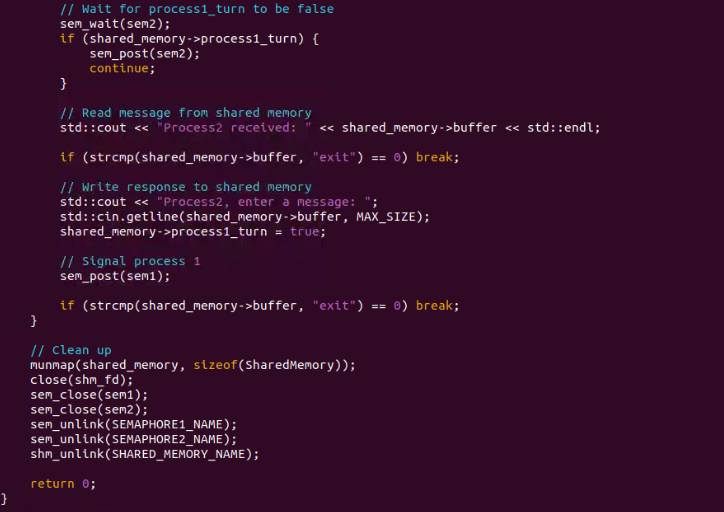


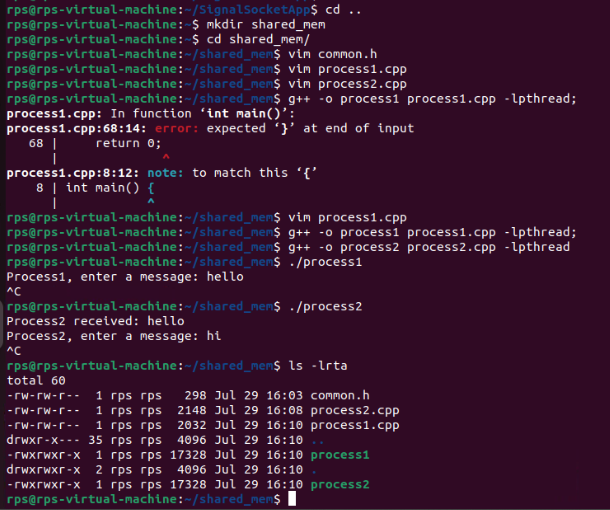




**Process2:**

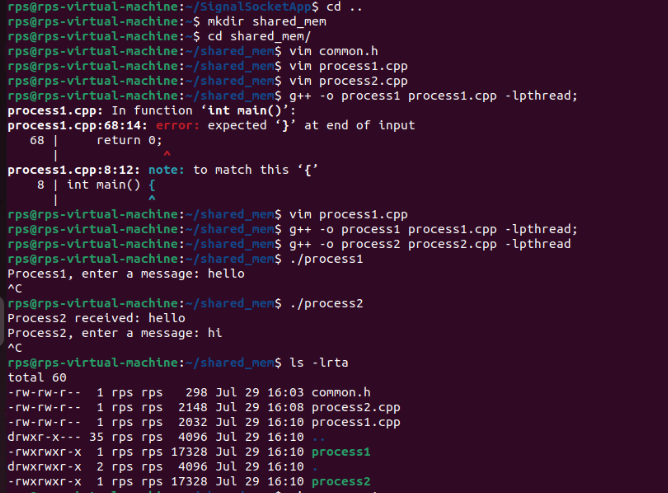




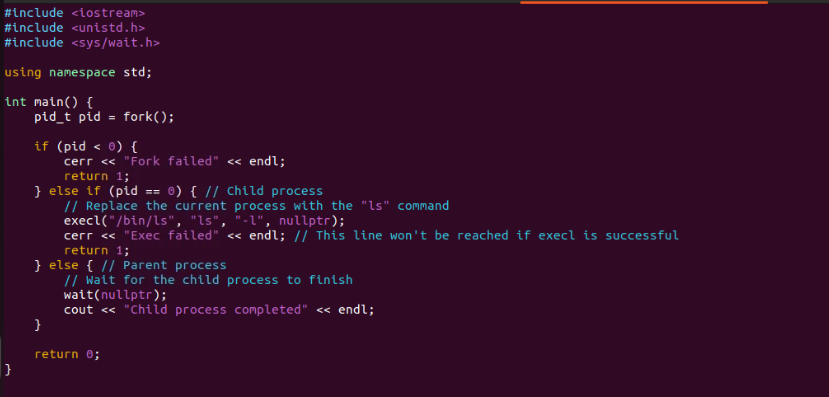
******

*g++ -o process1 process1.cpp -lpthread ,*

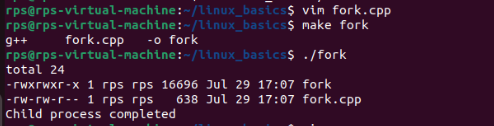
*g++ -o process2 process2.cpp -lpthread:*

******

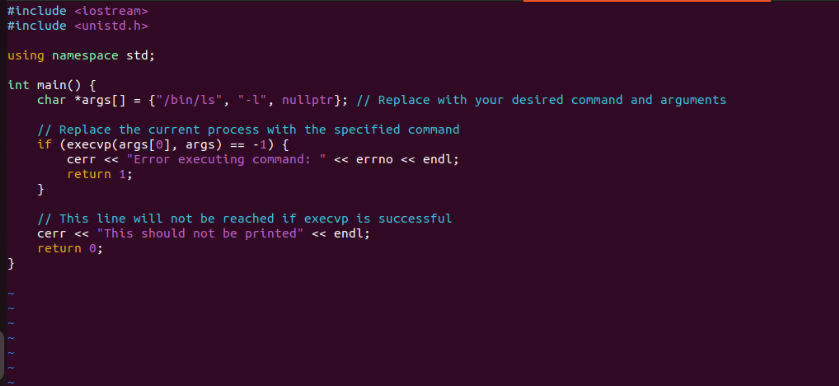
*FORK:*

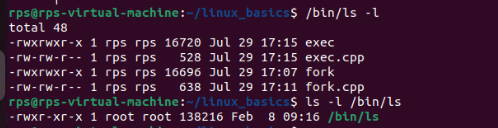
******

***Output:***

******

***Exec:***

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