

EXP -10 :-

PROGRAM :-

```
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <sys/ipc.h>
#include <sys/msg.h>

struct message {
    long msg_type;
    char text[100];
};

int main() {
    key_t key = 1234;
    int msg_id = msgget(key, 0666 | IPC_CREAT);
    struct message msg = {1, "Hello, Message Queue!"};
    msgsnd(msg_id, &msg, sizeof(msg.text), 0);
    printf("Message sent: %s\n", msg.text);
    msgrcv(msg_id, &msg, sizeof(msg.text), 1, 0);
    printf("Message received: %s\n", msg.text);
    msgctl(msg_id, IPC_RMID, NULL);
    return 0;
}
```

OUTPUT :-

```
Message sent: Hello, Message Queue!
Message received: Hello, Message Queue!
```

```
=== Code Execution Successful ===
```