Team Front Row

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CPSC 351-02

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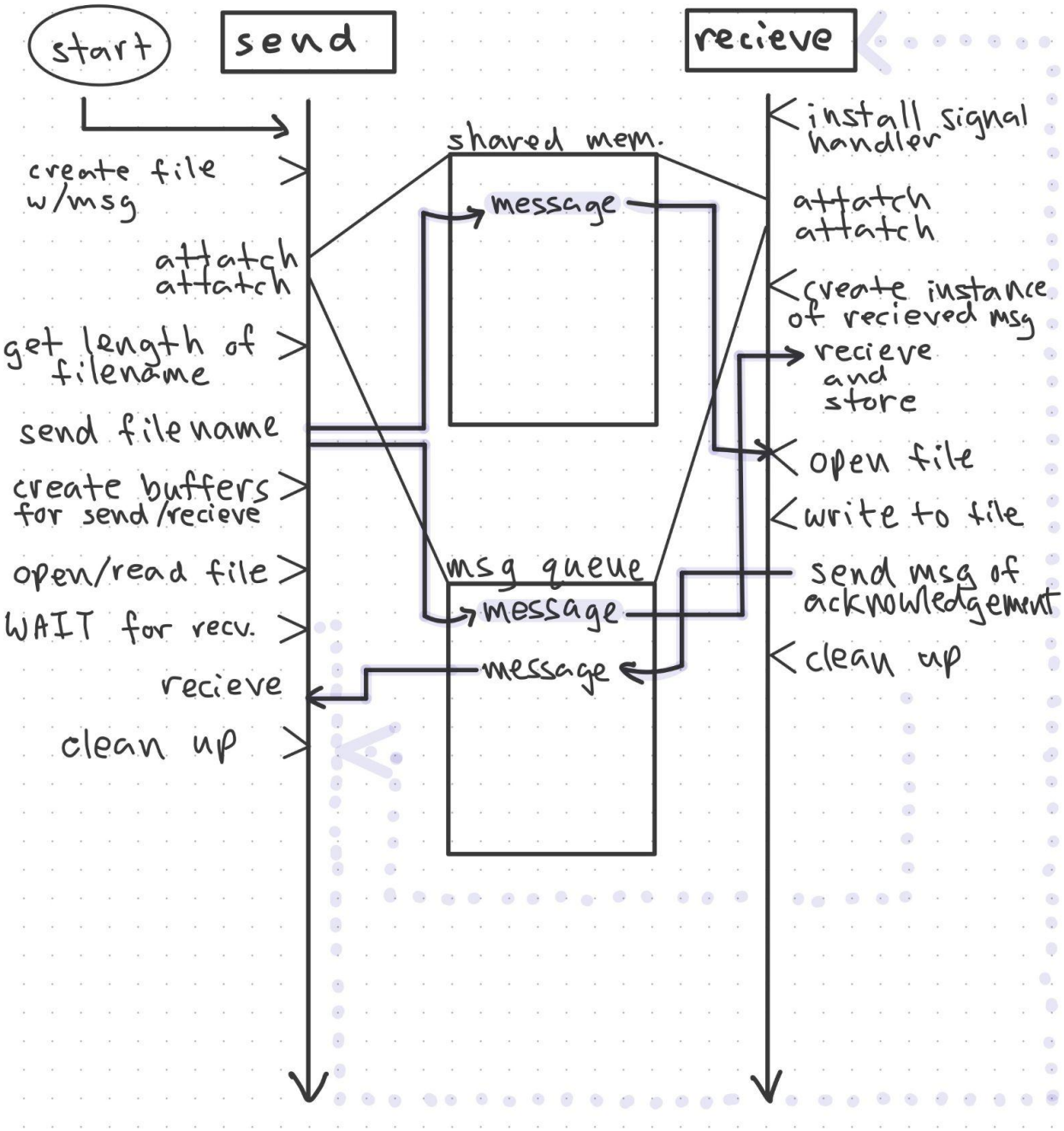

Our project design starts with the sender.cpp program invoking a shared memory segment and a system call to create a message queue. After this, it attaches to both the memory queue and the shared memory segment. An instance of a message (declared in msg.h) is created and sent to the message queue, along with copying the name of the file to the shared memory. After the message is sent, the program sender.cpp waits for a message back.

The program recv.cpp now attaches to both the shared memory segment and memory queue. It receives the filename from the shared memory segment and stores it. Then it receives the buffer from the memory queue along with the message. After calling the cleanup function, recv.cpp closes and returns control to sender.cpp which calls it's own cleanup function.