



# Operating Systems Lab

## IPC - Shared Memory

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### 1. Shared Memory

- Region of Memory that is shared by cooperating processes
- Processes exchange Data by reading/writing to the shared region

#### **Example 1:** **shareMemory\_server.c**

```
#include<stdio.h>
#include<stdlib.h>
#include<sys/ipc.h>
#include<sys/shm.h>
#include<sys/types.h>
#include<unistd.h>
#include<string.h>
#define SHMSZ 1024
void main()
{
    key_t key = 12345;
    int shmid = shmget(key, SHMSZ, 0777 | IPC_CREAT );
    char *shm = shmat(shmid, NULL, 0 );
    memcpy(shm, "Hello Pakistan\n", SHMSZ );
}
```

#### **sharedMemory\_client.c**

```
#include<stdio.h>
#include<stdlib.h>
#include<sys/ipc.h>
#include<sys/shm.h>
#include<sys/types.h>
#include<unistd.h>
#include<string.h>
#define SHMSZ 1024
void main()
{
    key_t key = 12345;
    int shmid = shmget(key, SHMSZ, 0777 | IPC_EXCL);
    char *shm = shmat(shmid, NULL, 0);
```

```

    printf("shm = %s\n", shm);
    shmdt(shm);
    shmctl(shmid, IPC_RMID, NULL);
}

```

**Example 2:**  
***sharedMemory.c***

```

#include<stdio.h>
#include<stdlib.h>
#include<sys/ipc.h>
#include<sys/shm.h>
#include<sys/types.h>
#include<unistd.h>
#include<string.h>
#define SHMSZ 1024
void main()
{
    key_t k = 12345;
    int x = fork();
    if(x > 0)
    {
        //parent - Server Side - write
        int shmid ;
        // shared memory id
        char *shm; // char pointer that points to the shm
        char *c;
        // creating shared memory and checking for error
        shmid = shmget (k, 1024, 0777 | IPC_CREAT);
        if (shmid < 0 ){
            perror("shmget");
            exit(1);
        } // end if
        // attaching data to the shared mem and checking for error
        shm = shmat(shmid, NULL, 0);
        if (shm == (char *) -1){
            perror("shmat");
            exit(1);
        } // end if
        memcpy(shm,"Hello world", 11);
    } // end if x > 0
    else if ( x==0 )
    {

```

```

        //child - client side - read
        int shmid ;
        // shared memory id
        char *shm; // char pointer that points to the shm
        // to creating shared memory and checking for error
        shmid = shmget (k, 1024, 0777 | IPC_EXCL);
        if (shmid < 0 ){
            perror("shmget");
            exit(1);
        } // end if
        // attaching data to the shm and checking for error
        shm = shmat(shmid, NULL, 0);
        if (shm == (char *) -1){
            perror("shmat");
            exit(1);
        } // end if
        printf("shm = %s \n",shm);
        // to de-attach data from the shared mem
        shmdt(shm);
        // destroying shared memory
        shmctl(shmid, IPC_RMID, NULL);
    } // end else if
}

```

### **Example 3:** **shm\_server.c**

```

#include <sys/types.h>
#include <sys/ipc.h>
#include <sys/shm.h>
#include <stdio.h>
#define SHMSZ 27
int main()
{
    char c;
    int shmid;
    key_t key;
    char *shm, *s;
    key = 5678;
    if ((shmid = shmget(key, SHMSZ, IPC_CREAT | 0666)) < 0) {
        perror("shmget");
        exit(1);
    }
    if ((shm = shmat(shmid, NULL, 0)) == (char *) -1) {
        perror("shmat");
        exit(1);
    }
    s = shm;
    for (c = 'a'; c <= 'z'; c++)

```

```

        *s++ = c;
*s = NULL;
while (*shm != '*'){
    sleep(1);
}
exit(0);
}

```

### shm\_client.c

```

#include <sys/types.h>
#include <sys/ipc.h>
#include <sys/shm.h>
#include <stdio.h>
#define SHMSZ 27
void main()
{
    int shmid;
    key_t key;
    char *shm, *s;
    key = 5678;
    if ((shmid = shmget(key, SHMSZ, 0666)) < 0)
    {
        perror("shmget");
        exit(1);
    }
    if ((shm = shmat(shmid, NULL, 0)) == (char *) -1) {
        perror("shmat");
        exit(1);
    }
    for (s = shm; *s != NULL; s++){
        putchar(*s);
        putchar("\n");
    }
    *shm = '*';
    shmdt(shm);
    shmctl(shmid,IPC_RMID,NULL);
    exit(0);
}

```

