```c
#include<stdio.h>
#include<unistd.h>
#include<sys/msg.h>
#include<sys/ipc.h>

//Amanda Nguyen | axnguye1@uno.edu

struct mesg_buffer{
      long type;
      char text[100];
      };

int main(){
      struct mesg_buffer buf;
      key_t key;
      int msgid;
      key = ftok(".", 'x');

      msgid = msgget (key, 0666 | IPC_CREAT);
      buf.type = 1;

      //parent child fork
      if(fork()) {

      printf("Hello from Parent %d! Enter a chore:\n ", getpid());
      fgets(buf.text, sizeof(buf.text), stdin);//reply

      msgsnd(msgid, &buf, sizeof(buf.text), 0);
      printf("I sent the Chore.\n\n");


      wait(NULL);
      //wait for child to reply then read
      msgrcv(msgid, &buf, sizeof(buf.text), 0, 0);
      printf("I'm Parent %d!\n ", getpid());
      printf("My child says: %s\n", buf.text);

      } else {
            msgrcv(msgid, &buf, sizeof(buf.text), 0, 0);
            printf("Hello from Child %d! My chore is: %s\n ", getpid(), buf.text);
            printf("I Finished my Chore. Sending my parent: \n");
            fgets(buf.text, sizeof(buf.text), stdin);//reply
            msgsnd(msgid, &buf, sizeof(buf.text), 0);
            printf("I sent my parent a reply\n\n)");
            }
}
```