```c
// C Program for Message Queue (Writer Process)
#include <stdio.h>
#include <sys/ipc.h>
#include <sys/msg.h>

// structure for message queue
struct mesg_buffer {
	long mesg_type;
	char mesg_text[100];
} message;

int main()
{
	key_t key;
	int msgid;

	// ftok to generate unique key
	key = ftok("progfile", 65);

	// msgget creates a message queue
	// and returns identifier
	msgid = msgget(key, 0666 | IPC_CREAT);
	message.mesg_type = 1;

	printf("Write Data : ");
	gets(message.mesg_text);

	// msgsnd to send message
	msgsnd(msgid, &message, sizeof(message), 0);

	// display the message
	printf("Data send is : %s \n", message.mesg_text);

	return 0;
}

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output: