

```

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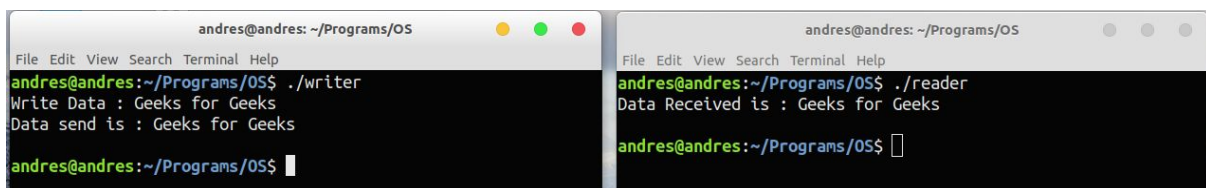
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    msgsnd(msgid, &message, sizeof(message), 0);

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    return 0;
}

```

**output:**



```

andres@andres: ~/Programs/OS
File Edit View Search Terminal Help
andres@andres:~/Programs/OS$ ./writer
Write Data : Geeks for Geeks
Data send is : Geeks for Geeks
andres@andres:~/Programs/OS$

andres@andres: ~/Programs/OS
File Edit View Search Terminal Help
andres@andres:~/Programs/OS$ ./reader
Data Received is : Geeks for Geeks
andres@andres:~/Programs/OS$

```