Inter-process communication

#include <stdio.h>

#include <unistd.h>

#include <string.h>

int main() {

int fd[2];

pid\_t pid;

char write\_msg[] = "Hello from parent to child!";

char read\_msg[100];

if (pipe(fd) == -1) {

perror("Pipe failed");

return 1;

}

pid = fork();

if (pid < 0) {

perror("Fork failed");

return 1;

} else if (pid > 0) {

close(fd[0]);

write(fd[1], write\_msg, strlen(write\_msg) + 1);

close(fd[1]);

} else {

close(fd[1]);

read(fd[0], read\_msg, sizeof(read\_msg)); printf("Child received: %s\n", read\_msg);

close(fd[0]);

}

return 0;  
 }