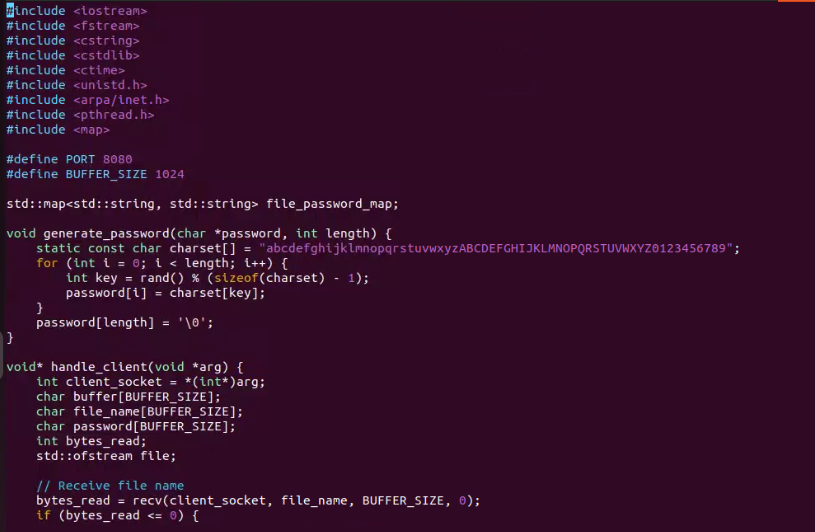
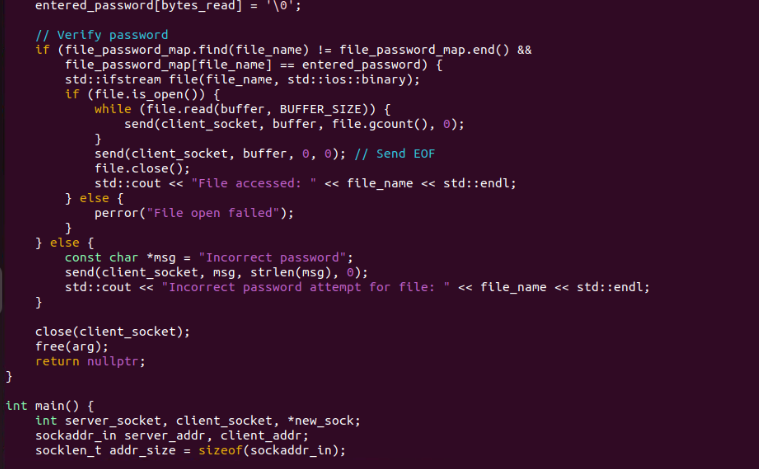
LINUX -29-07-24

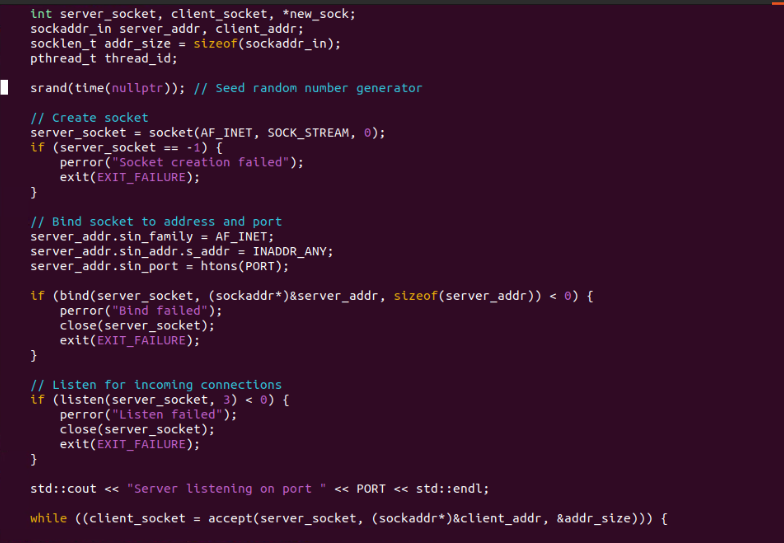
1.client to server access:

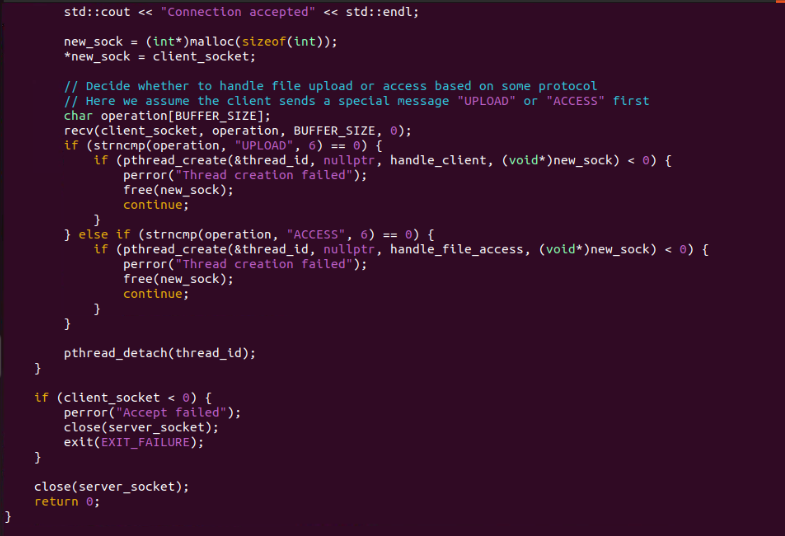




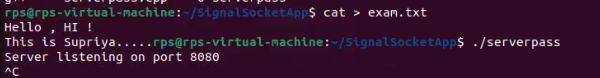


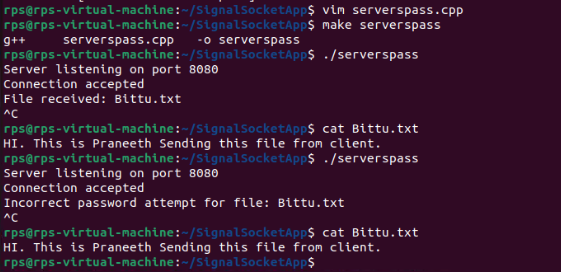






Output:

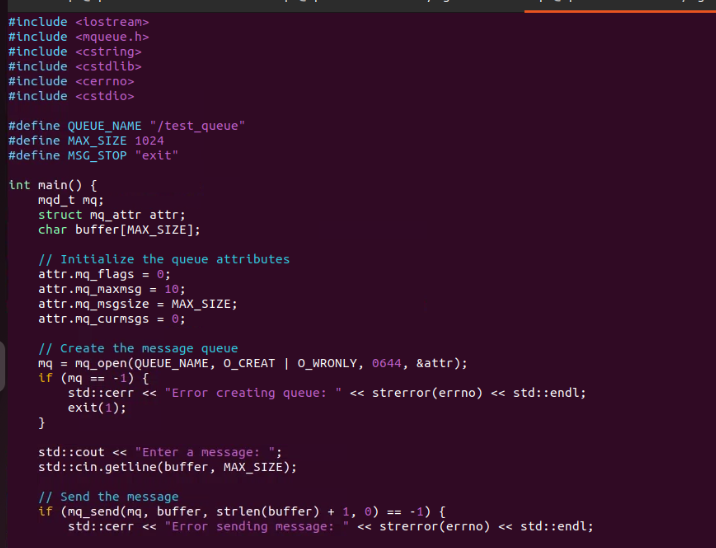


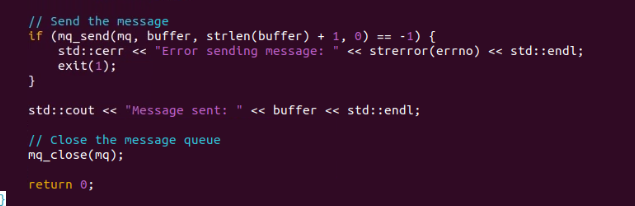


Client code:

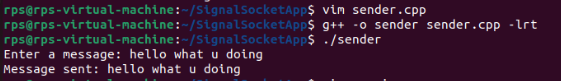
NEW TOPIC: DEMONSTARATION – SENDER AND RECEIVER:

SENDER:

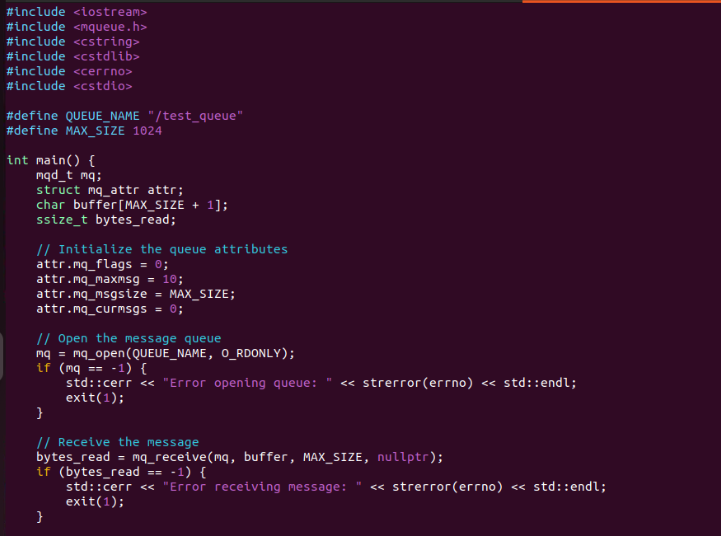


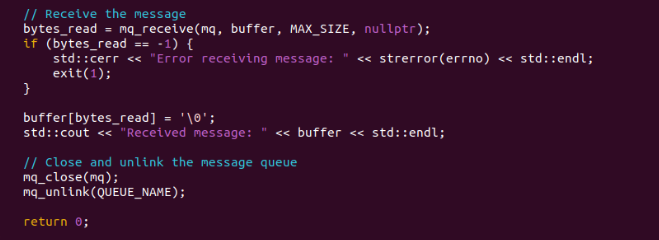


OUTPUT:



RECEIVER:





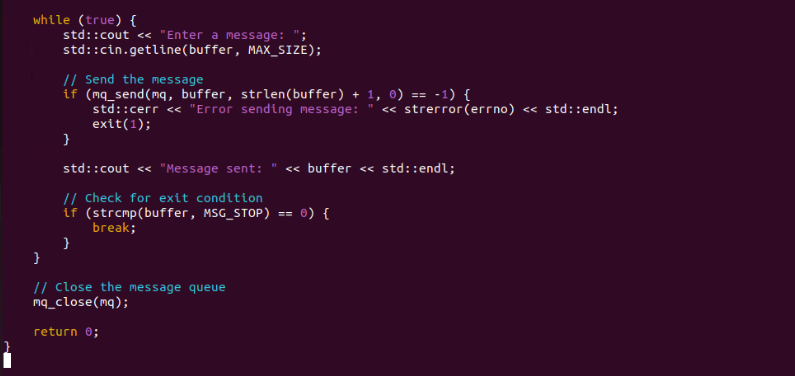
OUTPUT:

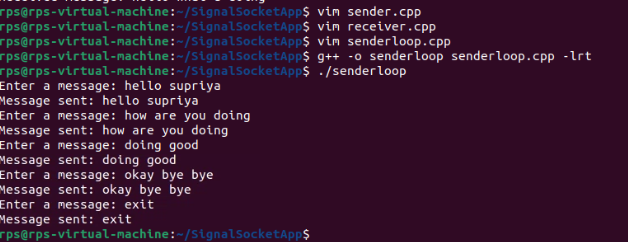


2.using loops

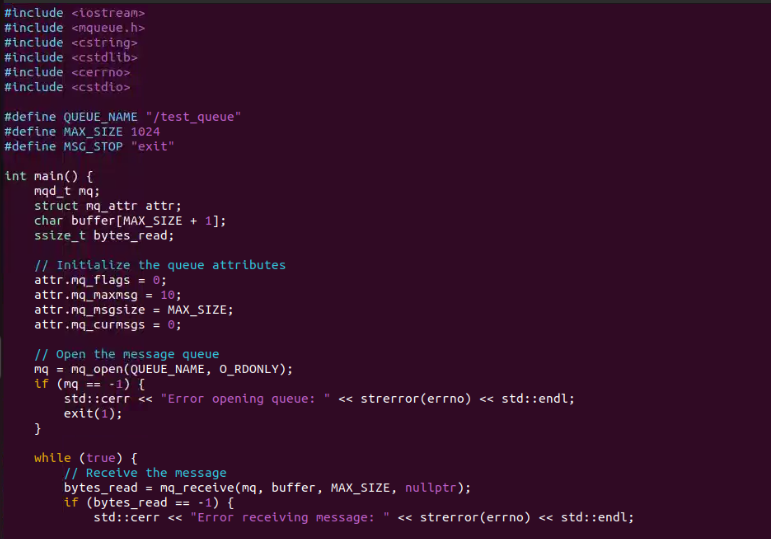
Senderloop- output:

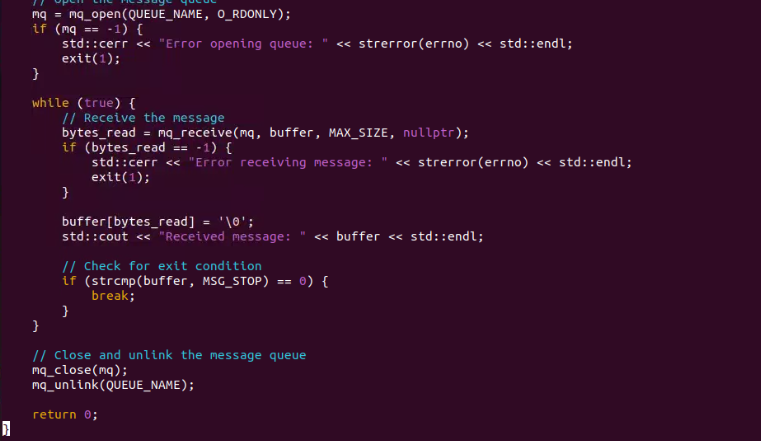


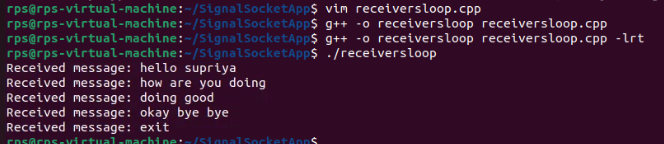




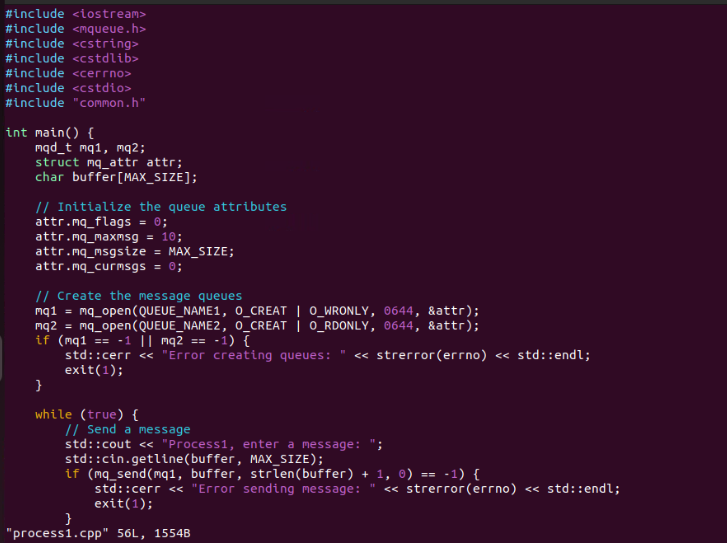
Receiverloop -output:

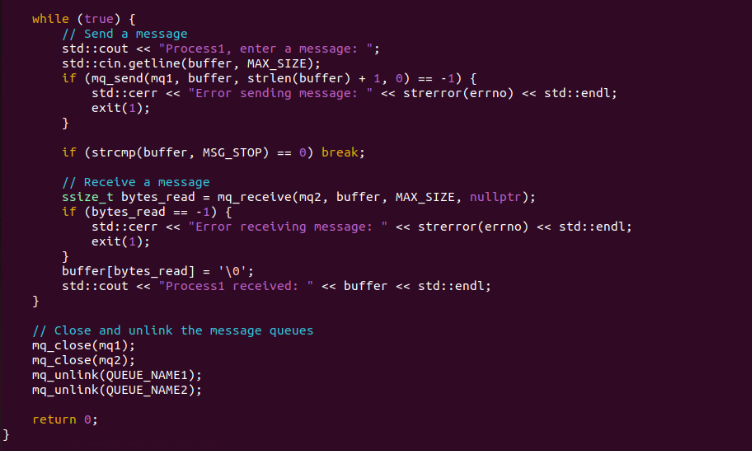




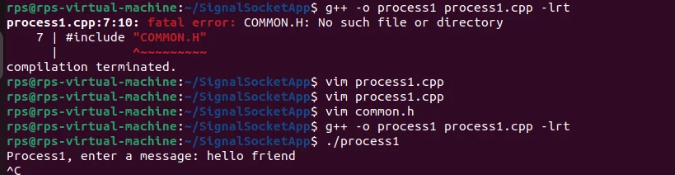


PROCESS1 CODE:

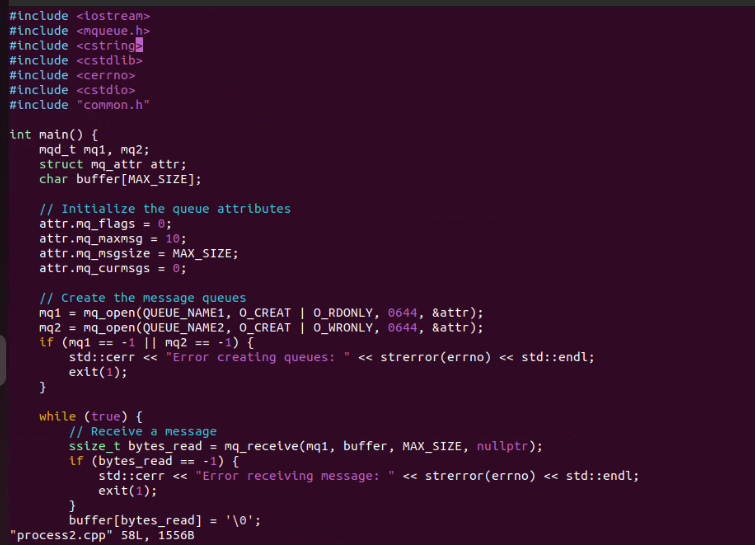


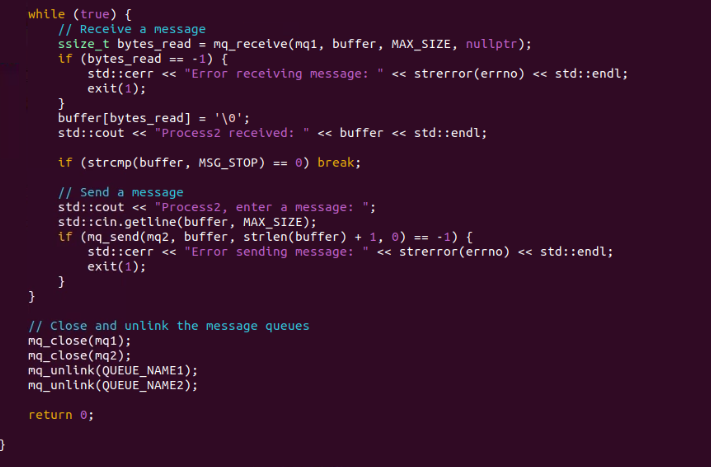


OUTPUT:



PROCESS2 CODE:





OUTPUT:

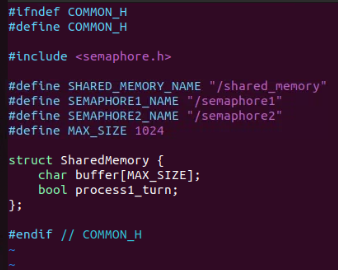


VIM common.h:

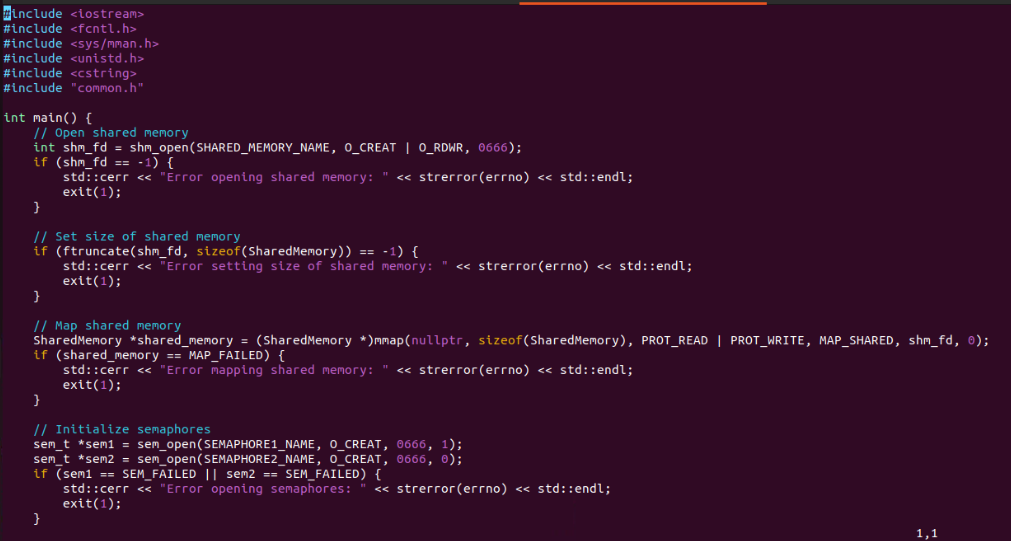


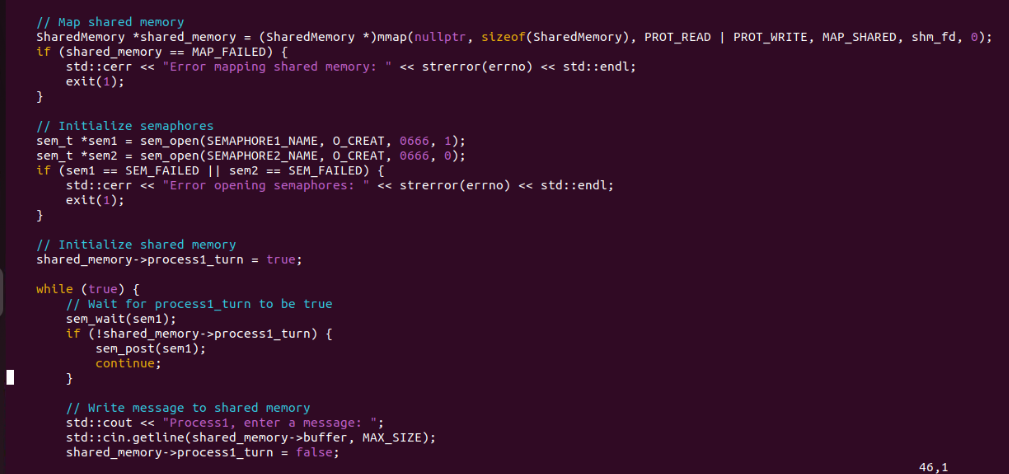
NEW DIRECTOY: shared\_mem:

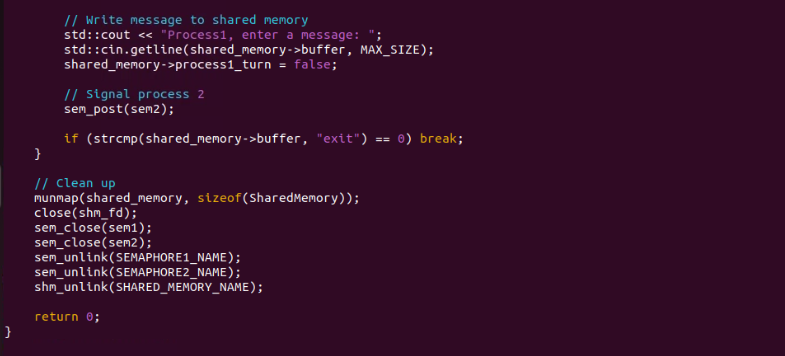
Vim common.h:



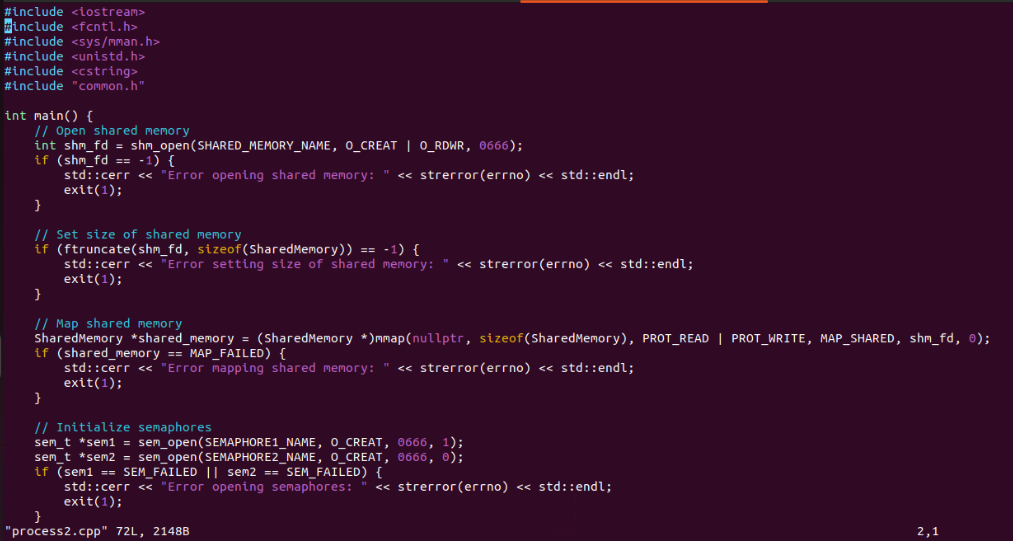
Process1:

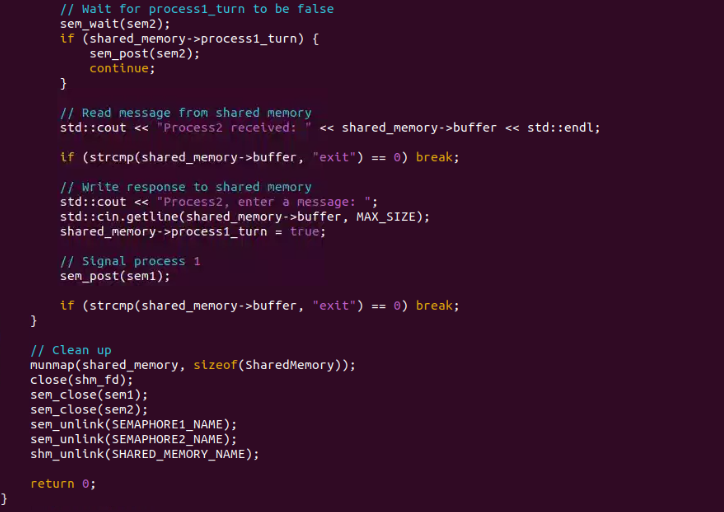






Process2:

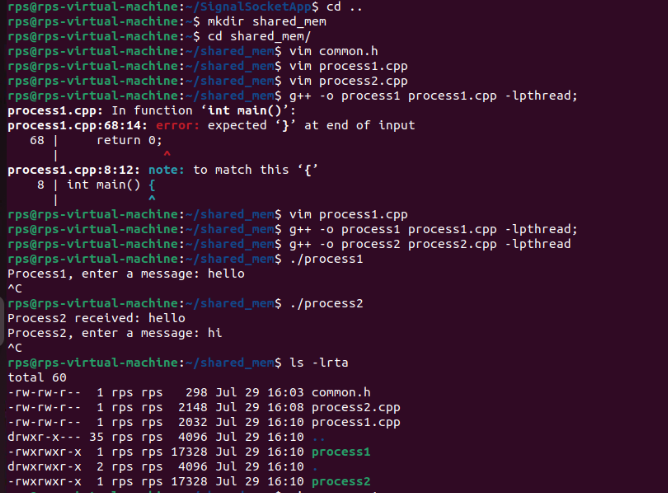




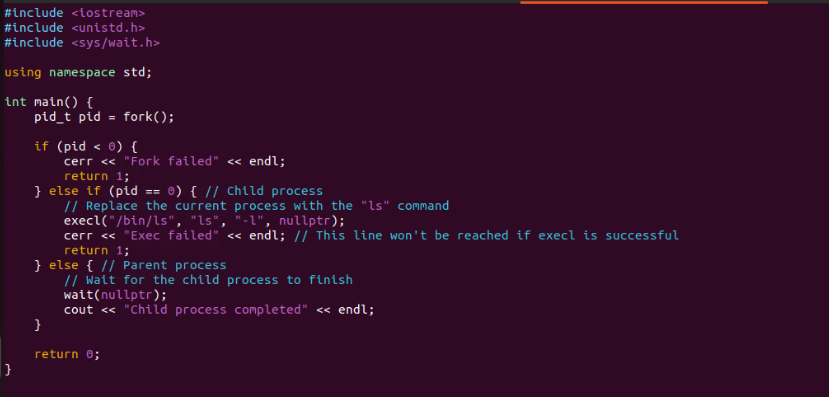
******

***g++ -o process1 process1.cpp -lpthread ,***

***g++ -o process2 process2.cpp -lpthread:***

******

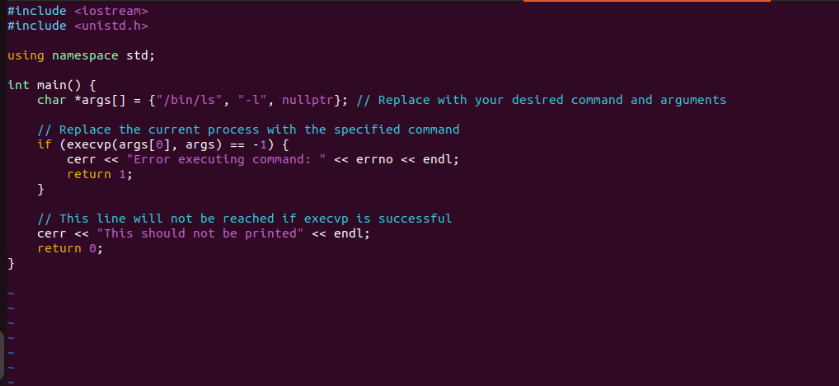
***FORK:***

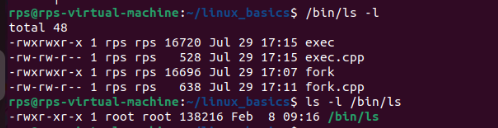
******

***Output:***

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***Exec:***

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