OS ASSIGNMENT 3

README FOR Q2:

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(c)Shared Memory

Sender:

In this just similar to client in Sockets and we generate a random string from the function defined outside the main function we then generate the 50 random string in the main function and store it in a 2d array which of length 3 and set of 50 strings.the shared memory part:in this we create a key ftok for the shared memory. Then we create a shared memory which shmget with the file id and the file access number .. then we attach the shared memory to the address space . now we generate the random string and store it in random strings we store it in the str variable and then add the end variable as a null pointer which we use to sent the data to the receiver file. we run the loop 1-time to send the data back and fort to received the maximum id and then get the maximum id from the received cross check it then again write the next 5 string sent. Then we detach the shared memory.

Receiver:

in this we do the same process that is done in the sender we run the loop ten files then we allocate a key which is shmfile and then get the shared memory. then we attach the shared memory to the receiver address space . we wait for the data to be sent from the sender and then print the data that is doesn't then we again write back in the file the maximum id and it checked by sender and then it sends the next 5 batch of data we read it and then close the shared memory connection at last.