AIM : 7B. Inter-process Communication using Shared Memory using System V. Application to demonstrate: Client and Server Programs in which server process creates a shared memory segment and writes the message to the shared memory segment. Client process reads the message from the shared memory segment and displays it to the screen.

```c
//LAB 7B – Client.c

#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <sys/ipc.h>
#include <sys/shm.h>

#define SHM_KEY 1234 // Same key as used by the server

int main() {
        int shmid;
        char *shared_memory;

        // Locate the shared memory segment
        shmid = shmget(SHM_KEY, 1024, 0666);
        if (shmid == -1) {
                perror("shmget");
                exit(EXIT_FAILURE);
        }

        // Attach the shared memory segment
        shared_memory = (char *)shmat(shmid, NULL, 0);
        if (shared_memory == (char *)-1) {
                perror("shmat");
                exit(EXIT_FAILURE);
        }

        // Read message from shared memory and display it
        printf("Client: Message read from shared memory: %s\n",
shared_memory);

        // Detach the shared memory segment
        shmdt(shared_memory);

        // Remove the shared memory segment
        shmctl(shmid, IPC_RMID, NULL);

        return 0;
}
```