**Q1 . INTER PROCESS COMMUNICATION**

1. **Using Pipes**

**Q2. Remote Procedure Call**

**Msg.x**

program MSG\_PROG {

version MSG\_VERS {

string MSG(string) = 1;

} = 1;

} = 0x23451444;

**Msg\_client.c**

#include "msg.h"

void

msg\_prog\_1(char \*host)

{

CLIENT \*clnt;

char \* \*result\_1;

char \* msg\_1\_arg;

char\* temp;

temp=malloc(500);

#ifndef DEBUG

clnt = clnt\_create (host, MSG\_PROG, MSG\_VERS, "udp");

if (clnt == NULL) {

clnt\_pcreateerror (host);

exit (1);

}

else printf("Established connection with %s server using udp protocol\n\n",host);

#endif /\* DEBUG \*/

printf("Enter the message to be sent to the server :");

scanf("%[^\n]499s",temp);

msg\_1\_arg = temp;

result\_1 = msg\_1(&msg\_1\_arg, clnt);

if (result\_1 == (char \*\*) NULL) {

clnt\_perror (clnt, "call failed");

}

else

printf("\nMessage successfully delivered!\nReply received : %s\n", \*result\_1);

#ifndef DEBUG

clnt\_destroy (clnt);

#endif /\* DEBUG \*/

}

int main (int argc, char \*argv[])

{

char \*host;

if (argc < 2) {

printf ("usage: %s server\_host\n", argv[0]);

exit (1);

}

host = argv[1];

msg\_prog\_1 (host);

exit (0);

}

**Msg\_server.c**

#include "msg.h"

char \*\*

msg\_1\_svc(char \*\*argp, struct svc\_req \*rqstp)

{

static char \* result;

char \*temp;

printf("Message received from client : %s\n",\*argp);

printf("Enter reply : ");

scanf("%[^\n]s",temp);

result=temp;

return &result;

}

**OUTPUT:**



