//Message queue receiver

#include<stdlib.h>

#include<stdio.h>

#include<string.h>

#include<errno.h>

#include<unistd.h>

#include<sys/msg.h>

#define MAX\_TEXT 1024

struct my\_msg\_st

{

long int my\_msg\_type;

char some\_text[BUFSIZ];

};

int main()

{

int running=1;

struct my\_msg\_st some\_data;

int msgid;

long int msg\_to\_receive=0;

msgid=msgget((key\_t)1234,0666|IPC\_CREAT);

if(msgid==-1)

{

fprintf(stderr,"Failed to get:\n");

exit(EXIT\_FAILURE);

}

while(running)

{

if(msgrcv(msgid,(void\*) &some\_data,BUFSIZ,msg\_to\_receive,0)==-1)

{

fprintf(stderr,"failed to receive:%d\n",errno);

exit(EXIT\_FAILURE);

}

printf("You wrote:%s",some\_data.some\_text);

if(strncmp(some\_data.some\_text,"end",3)==0)

{

running=0;

}

}

if(msgctl(msgid,IPC\_RMID,0)==-1)

{

fprintf(stderr,"failed to delete\n");

exit(EXIT\_FAILURE);

}

exit(EXIT\_SUCCESS);

}

//Message queue sender

#include<stdlib.h>

#include<stdio.h>

#include<string.h>

#include<errno.h>

#include<unistd.h>

#include<sys/msg.h>

#define MAX\_TEXT 1024

struct my\_msg\_st

{

long int my\_msg\_type;

char some\_text[MAX\_TEXT];

};

int main()

{

int running=1;

struct my\_msg\_st some\_data;

int msgid;

char buffer[BUFSIZ];

msgid=msgget((key\_t)1234,0666|IPC\_CREAT);

if(msgid==-1)

{

fprintf(stderr,"Failed to Create:\n");

exit(EXIT\_FAILURE);

}

printf("msgid=%d",msgid);

while(running)

{

printf("\nEnter some text : ");

fgets(buffer,BUFSIZ,stdin);

some\_data.my\_msg\_type=1;

strcpy(some\_data.some\_text,buffer);

if(msgsnd(msgid,(void\*) &some\_data,MAX\_TEXT,0)==-1)

{

fprintf(stderr,"msgsnd failed\n");

exit(EXIT\_FAILURE);

}

if(strncmp(buffer,"end",3)==0)

{

running=0;

}

}

exit(EXIT\_SUCCESS);

}