Readme

Steps to run:

1. Run the following command

\$ source setup.sh

This builds the necessary object files to execute the program.

2. Open 3 terminals and run the following commands in 3 different terminals.

\$./p1

\$./p2

\$./p3

API's used:

1. ftok():

key t ftok(const char *path, int id);

a. is used to generate a unique key.

2. shmget():

int shmget(key_t,size_tsize,int shmflg);

 a. upon successful completion, shmget() returns an identifier for the shared memory segment

3. **shmat()**:

void *shmat(int shmid ,void *shmaddr ,int shmflg);

- a. Before you can use a shared memory segment, you have to attach yourself to it using shmat(). shmid is shared memory id.
- b. shmaddr specifies specific address to use but we should set it to zero and OS will automatically choose the address.

4. shmdt():

int shmdt(void *shmaddr).

a. When you're done with the shared memory segment, your program should detach itself from it using shmdt().

5. **shmctl()**:

shmctl(int shmid,IPC RMID,NULL)

- a. When you detach from shared memory, it is not destroyed.
- b. So, to destroy shmctl() is used.

Output: