```c
#include <stdio.h>
#include <unistd.h>
#include <string.h>
void syserr(char str[])
{
        perror(str);
        exit(1);
        //kgtdfhydfh
} /* sys_arr */
int main(int argc, char *argv[])
{
        int pfd[2],space=0;
        char* argv2[5];
        char msg[80];
        int status;
        char delims[] = " ";
        char *result = NULL;
        if (pipe(pfd) == -1)
        syserr("pipe");
        switch(fork())
        {
                case -1:
                syserr("fork");

                case 0:
                close(1);
                if (dup(pfd[1]) == -1)
                syserr("dup");
                if (close(pfd[0]) == -1 || close(pfd[1]) == -1)
                syserr("close");
                argv[0]="a.out";
                execv(argv[0], argv);
                syserr("execlp");
                exit(1);
        } /* switch */
        switch(fork())
        {
                case -1:
                syserr("fork");

                case 0:
                  if(read(pfd[0], msg, 80) == -1)
                        syserr("read");
                 // printf("Received = %s\n", msg);
                  result = strtok( msg,delims );
                  while( result != NULL ) {
                        space++;
                        if(space ==3)
                        {
                                     argv2[3]=result;
                                     break;
                        }
                            result = strtok( NULL, delims );
                }
                close(1);
                if (dup(0) == -1)
                        syserr("dup");
                if (close(pfd[1]) == -1 )
                        syserr("close");
                argv2[0]="moti2";
                argv2[1]=argv[3];
                argv2[2]=argv[6];
                argv2[4]=NULL;
                execv(argv2[0],argv2);
                syserr("execlp2");
                exit(1);
        } /* switch */
        if (close(pfd[0]) == -1 || close(pfd[1]) == -1)
        syserr("close");
        while (wait(&status) != -1);
}
```