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//      Reader
#include <stdio.h>
#include <stdlib.h>
#include "SharedMemory.c"

int main() {
    int shm_id, i;
    if ((shm_id = shm_init()) == -1) {
        perror("Error occured while initialising Shared Memory\n");
        exit(-1);
    }

    SharedMemory *mSharedMemory = attach(shm_id);

    if (mSharedMemory->status == READ_BY_CLIENT) {
        printf("Server hasn't written value yet\n");
        exit(-1);
    }

    printf("Printing %d Numbers\n", ARRAY_LENGTH);
    for (i = 0; i < ARRAY_LENGTH; i++) {
        printf("%d\n", mSharedMemory->array[i]);
    }

    mSharedMemory->status = READ_BY_CLIENT;

    if (detach(mSharedMemory) == -1) {
        perror("Error occured while detaching Shared memory\n");
        exit(-1);
    }
}

```

// Writer

```

#include <stdio.h>
#include <stdlib.h>
#include "SharedMemory.c"

int main() {
    int shm_id, i;
    if ((shm_id = shm_init()) == -1) {
        perror("Error occured while initialising Shared Memory\n");
        exit(-1);
    }

    SharedMemory *mSharedMemory = attach(shm_id);

    if (mSharedMemory->status == WRITTEN_BY_SERVER) {
        printf("Client hasn't read value yet\n");
        exit(-1);
    }
}

```

```

printf("Enter %d Numbers\n", ARRAY_LENGTH);
for (i = 0; i < ARRAY_LENGTH; i++) {
    scanf("%d", &mSharedMemory->array[i]);
}

mSharedMemory->status = WRITTEN_BY_SERVER;

if (detach(mSharedMemory) == -1) {
    perror("Error occurred while detaching Shared memory\n");
    exit(-1);
}

char c;
printf("Press any key to exit\n");
scanf(" %c", &c);
}

//      Shared Memory

#include <sys/ipc.h>
#include <sys/shm.h>

#define PROJECT_ID 209

#define READ_BY_CLIENT 0
#define WRITTEN_BY_SERVER 1

#define ARRAY_LENGTH 3

// Status holds either value READ_BY_CLIENT or WRITTEN_BY_SERVER
// Server writes into an array of ARRAY_LENGTH and the client reads this
typedef struct SharedMemory {
    int status;
    int array[ARRAY_LENGTH];
} SharedMemory;

key_t getKey() {
    return ftok(".", PROJECT_ID);
}

int shm_init() {
    return shmget(getKey(), sizeof(SharedMemory), IPC_CREAT | 0666);
}

SharedMemory *attach(int shm_id) {
    return (SharedMemory *) shmat(shm_id, NULL, 0);
}

int detach(SharedMemory *shm) {
    return shmdt((void *) shm);
}

```

}

