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#include <stdio.h>
#include <sys/types.h>
#include <string.h>
#include <stdlib.h>
#include <sys/ipc.h>
#include <sys/msg.h>

struct msgq
{
    long type;
    char text[200];
}mq;

void main()
{
    int msqid2, len;
    key_t key2=1001;
    if((msqid2= msgget(key2, 0644)) == -1)
    {
        printf("server not active");
        exit(1);
    }
    printf("client 2 ready: \n");
    while(msgrcv(msqid2, &mq ,sizeof(mq.text), 1, 0)!= -1)
    {
        printf("from server : \"%s\\n\"",mq.text);
        printf("enter the text :");
        fgets(mq.text, sizeof(mq.text),stdin);
        len=strlen(mq.text);
        if(mq.text[len-1]== '\\n')
            mq.text[len-1]== '\\0';
        msgsnd(msqid2, &mq, len+1, 0);
    }
    printf("server disconnected \n");
}
```