Bài 1:

Share memory:

```
#include <stdio.h>
#include <unistd.h>
#include <limits.h>
#include <string.h>
#include <stdlib.h>
#include <sys/types.h>
#include <sys/ipc.h>
#include <sys/shm.h>
#define SIZE 256
int main(int argc, char* argv[])
{
	int *shm, shmid, k,pid;
	key_t key;
	if((key=ftok(".",65))==-1){
		perror("Key created.\n");
		return 1;
	}
	shmid = shmget(key, SIZE, IPC_CREAT | 0666);
	if (shmid == -1) {
		perror("Shared memory created.\n");
		return 2;
	}
	shm = (int*) shmat(shmid, 0, 0);
	pid = fork();
	if(pid==0) { // child
		shm[0] = atoi(argv[1]);
		sleep(4);
```

```
                printf("%d!= %d\n", shm[0],shm[1]);
                shmdt((void*) shm);
                shmctl(shmid, IPC_RMID, (struct shmid_ds*) 0);
                return 0;
        }
        else if(pid >0) { // parent

                sleep(2);
                int i,cnt=1;
    for(i=1;i<=shm[0];i++){
       cnt*=i;
    }
    shm[1]=cnt;
                shmdt((void*) shm);
                sleep(5);
                return 0;
        }
        else { perror("Fork failed."); return 4; }
        return 0;
}
```

```
vm@vm-virtual-machine:~$ cd Lab5.3/Bai1
vm@vm-virtual-machine:~/Lab5.3/Bai1$ gcc -c Fork.c
vm@vm-virtual-machine:~/Lab5.3/Bai1$ gcc -o Fork.out Fork.o
vm@vm-virtual-machine:~/Lab5.3/Bai1$ ./Fork.out 4
4!= 24
vm@vm-virtual-machine:~/Lab5.3/Bai1$
```

Message queue:

File: Writer.c

//Write

// C Program for Message Queue (Writer Process)

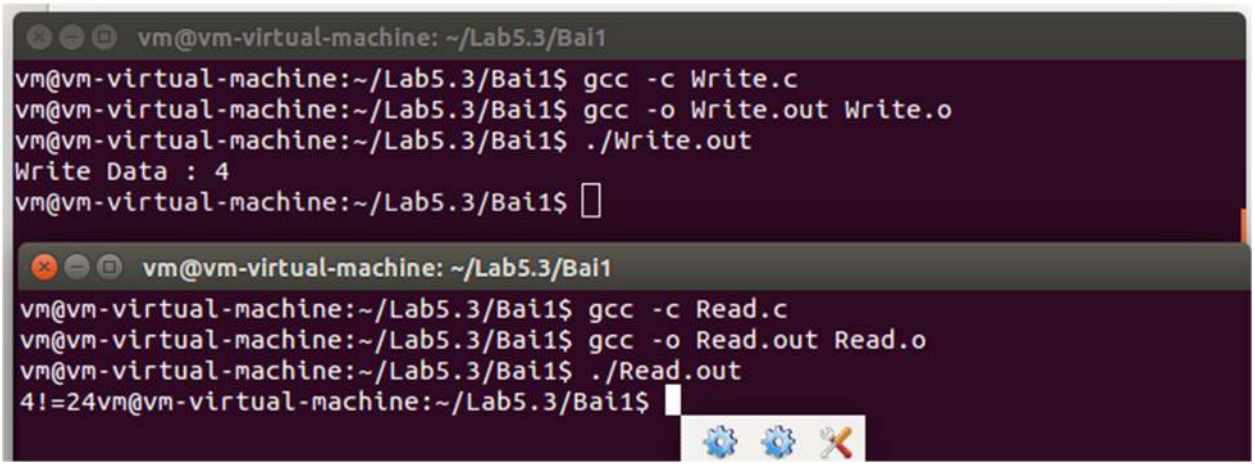
```
#include <stdio.h>
#include <sys/ipc.h>
#include <sys/msg.h>
#include <string.h>
// structure for message queue
struct mesg_buffer {
        long mesg_type;
        char mesg_text[100];
} message;
int main()
{
        key_t key;
        int msgid;
// ftok to generate unique key
        key = ftok("msg.txt",1);
// msgget creates a message queue
// and returns identifier
        msgid = msgget(key, 0666 | IPC_CREAT);
        message.mesg_type = 1;
        printf("Write Data : ");
        fgets(message.mesg_text, sizeof(message.mesg_text), stdin);
// msgsnd to send message
        msgsnd(msgid, &message, sizeof(message),0);
        return 0;
}
```

File reader.c

```
//read
```

```
// C Program for Message Queue (Reader Process)
#include <stdio.h>
#include <sys/ipc.h>
#include <sys/msg.h>
#include <string.h>
// structure for message queue
struct mesg_buffer {
        long mesg_type;
        char mesg_text[100];
} message;
int main()
{
        key_t key;
        int msgid;
// ftok to generate unique key
        key = ftok("msg.txt",1);
// msgget creates a message queue
// and returns identifier
        msgid = msgget(key, 0666 | IPC_CREAT);
// msgrcv to receive message
        msgrcv(msgid, &message, sizeof(message),1,0);
   int cnt=1,i;
   int n=atoi(message.mesg_text);
   for(i=1;i<=n;i++){
      cnt*=i;
   }
   printf("%d!=%d",n,cnt);
// to destroy the message queue
        msgctl(msgid, IPC_RMID, NULL);
```

```
    return 0;
}
```



Bài 2:

Share memory:

```
#include <stdio.h>
#include <unistd.h>
#include <limits.h>
#include <string.h>
#include <stdlib.h>
#include <sys/types.h>
#include <sys/ipc.h>
#include <sys/shm.h>
#define SIZE 256
int main(int argc, char *argv[])
{
    int *shm, shmid, k, pid;
    key_t key;
    if ((key = ftok(".", 65)) == -1)
    {
        perror("Key created.\n");
```

```
        return 1;
}
shmid = shmget(key, SIZE, IPC_CREAT | 0666);
if (shmid == -1)
{
        perror("Shared memory created.\n");
        return 2;
}
shm = (int *)shmat(shmid, 0, 0);
pid = fork();
if (pid == 0)
{ // child
        shm[0] = atoi(argv[1]);
        shm[1] = atoi(argv[2]);
        shm[2] = (int)(argv[3][0]);
        sleep(3);
        switch (shm[2])
        {
                case 43:
                        printf("%d+%d=%d\n", shm[0],shm[1],shm[3]);
                        break;
                case 45:
                        printf("%d-%d=%d\n", shm[0],shm[1],shm[3]);
                        break;
                case 120:
                        printf("%d*%d=%d\n", shm[0],shm[1],shm[3]);
                        break;
                case 47:
                        printf("%d/%d=%d\n", shm[0],shm[1],shm[3]);
```

```
                        break;

        }
        shmdt((void *)shm);
        shmctl(shmid, IPC_RMID, (struct shmid_ds *)0);
        return 0;
}
else if (pid > 0)
{ // parent
        printf("Data %d",shm[2]);
        sleep(1);
        if(shm[2]==43){
                shm[3]=shm[1]+shm[0];
        }else if(shm[2]==45){
                shm[3]=shm[1]-shm[0];
        }else if(shm[2]==120){
                shm[3]=shm[1]*shm[0];
        }else if(shm[2]==47){
                shm[3]=shm[0]*1.0/shm[1];
        }
        shmdt((void *)shm);
        sleep(5);
        return 0;
}
else
{
        perror("Fork failed.");
        return 4;
}
```

```
    return 0;
}
```

Message queue:

File: Writer.c

```
// C Program for Message Queue (Writer Process)
#include <stdio.h>
#include <sys/ipc.h>
#include <sys/msg.h>
#include <string.h>
// structure for message queue
struct mesg_buffer
{
    long mesg_type;
    char mesg_text[100];
} message;
int main()
{
    key_t key;
    int msgid;
    // ftok to generate unique key
    key = ftok("msg.txt", 1);
    // msgget creates a message queue
    // and returns identifier
```

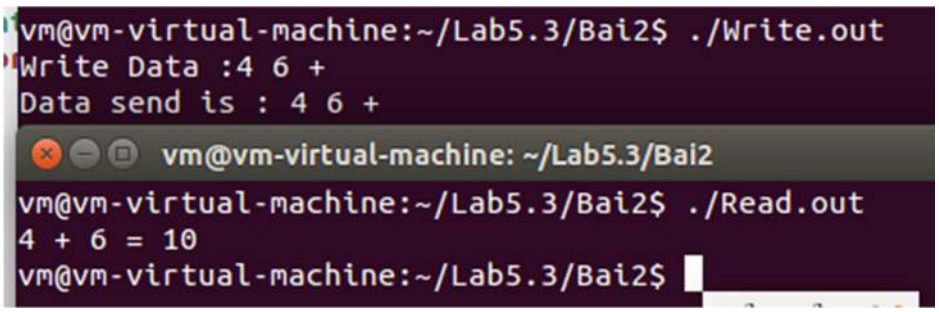
```
        msgid = msgget(key, 0666 | IPC_CREAT);
        message.mesg_type = 1;
        printf("Write Data :");
        fflush(stdin);
        fgets(message.mesg_text, sizeof(message.mesg_text), stdin);
        msgsnd(msgid, &message, sizeof(message), 0);
        // display the message
        printf("Data send is : %s \n", message.mesg_text);
        return 0;
}
```

File reader.c

```
// C Program for Message Queue (Reader Process)
#include <stdio.h>
#include <sys/ipc.h>
#include <sys/msg.h>
#include <string.h>
// structure for message queue
struct mesg_buffer
{
        long mesg_type;
        char mesg_text[100];
} message;
int main()
{
        key_t key;
        int msgid;
        // ftok to generate unique key
        key = ftok("msg.txt", 1);
```

```
// msgget creates a message queue
// and returns identifier
msgid = msgget(key, 0666 | IPC_CREAT);
// msgrcv to receive message
msgrcv(msgid, &message, sizeof(message), 1, 0);
// message.mesg_text
int tmp[20];
int i, cnt = 0;
for (i = 0; i < strlen(message.mesg_text); i++)
{
	if (message.mesg_text[i] != ' ')
	{
		tmp[cnt] = message.mesg_text[i] - '0';
		cnt++;
	}
}
tmp[2] += '0';
switch (tmp[2])
{
	case 43:
		printf("%d + %d = %d\n", tmp[0], tmp[1], tmp[0] + tmp[1]);
		break;
	case 45:
		printf("%d - %d = %d\n", tmp[0], tmp[1], tmp[0] - tmp[1]);
		break;
	case 120:
	case 42:
		printf("%d * %d = %d\n", tmp[0], tmp[1], tmp[0] * tmp[1]);
		break;
```

```
            case 47:
                printf("%d / %d = %f\n", tmp[0], tmp[1], tmp[0] * 1.0 / tmp[1]);
                break;
        }
        // to destroy the message queue
        msgctl(msgid, IPC_RMID, NULL);
        return 0;
}
```



Bài 3:

Message queue:

File: Writer.c

```
// C Program for Message Queue (Writer Process)
#include <stdio.h>
#include <sys/ipc.h>
#include <sys/msg.h>
#include <string.h>
// structure for message queue
struct mesg_buffer
{
        long mesg_type;
        char mesg_text[100];
```

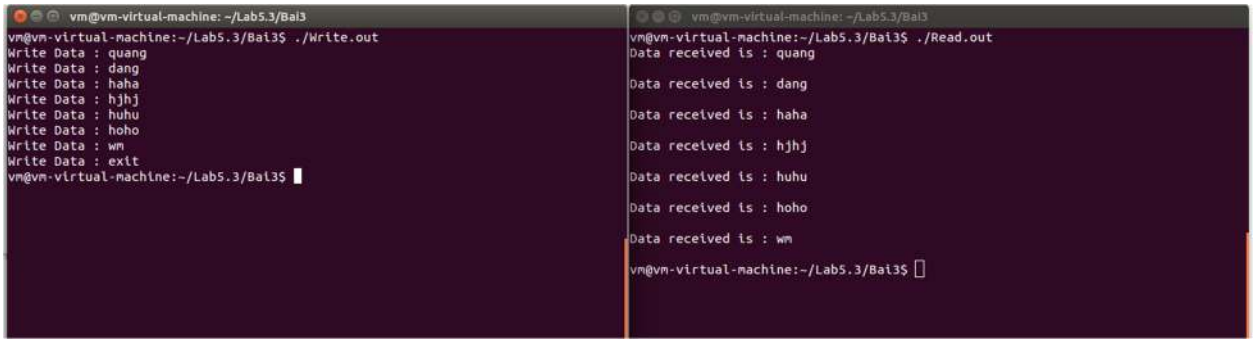
```
} message;
int main()
{
        key_t key;
        int msgid;
        // ftok to generate unique key
        key = ftok("msg.txt", 1);
        // msgget creates a message queue
        // and returns identifier
        msgid = msgget(key, 0666 | IPC_CREAT);
        message.mesg_type = 1;
        while(1){
                printf("Write Data : ");
                fgets(message.mesg_text, sizeof(message.mesg_text), stdin);
                msgsnd(msgid, &message, sizeof(message), 0);
                if(strcmp(message.mesg_text, "exit\n") == 0)
                        break;
        }
        // msgsnd to send message
        // display the message

        return 0;
}
```

File reader.c

```
// C Program for Message Queue (Reader Process)
#include <stdio.h>
#include <sys/ipc.h>
#include <sys/msg.h>
```

```
#include <string.h>
// structure for message queue
struct mesg_buffer {
	long mesg_type;
	char mesg_text[100];
} message;
int main()
{
	key_t key;
	int msgid;
// ftok to generate unique key
	key = ftok("msg.txt",1);
// msgget creates a message queue
// and returns identifier
	msgid = msgget(key, 0666 | IPC_CREAT);
// msgrcv to receive message
// display the message
	while(1){
		msgrcv(msgid, &message, sizeof(message), 1, 0);
		if(strcmp(message.mesg_text, "exit\n") == 0)
			break;
		printf("Data received is : %s \n", message.mesg_text);
	}
// to destroy the message queue
	msgctl(msgid, IPC_RMID, NULL);
	return 0;
}
```



Bài thêm:

Share memory:

```
#include <stdio.h>
#include <unistd.h>
#include <limits.h>
#include <string.h>
#include <stdlib.h>
#include <sys/types.h>
#include <sys/ipc.h>
#include <sys/shm.h>
#include<time.h>

#define SIZE 256
int main(int argc, char* argv[])
{
        srand(time(NULL));
        int i;

        int *shm, shmid, k,pid;
        key_t key;
        if((key=ftok(".",65))==-1){
                perror("Key created.\n");
                return 1;
```

```
}
shmid = shmget(key, SIZE, IPC_CREAT | 0666);
if (shmid == -1) {
        perror("Shared memory created.\n");
        return 2;
}
shm = (int*) shmat(shmid, 0, 0);
pid = fork();
if(pid==0) { // child
        FILE *f = fopen("data", "w");
        int n = atoi(argv[1]);
        for (i = 0; i < n; ++i)
        {
                fprintf(f,"%d\n", rand() % 100);
        }
        fclose(f);

        FILE *f1 = fopen("data","r");
        int k,x=1;
        shm[0]=n;
        shm[shm[0]+1]=-1;
        while(fscanf(f1,"%d",&k) != EOF)
        {
                shm[x] = k;
                x++;
        }
        fclose(f1);
        //
        sleep(3);
```

```
		printf("Sum=%d\n",shm[shm[0]+1]);
		printf("Mang sau khi sap xep:\n");
		for (i = 1; i <= shm[0]; ++i)
		{
			printf("%d ",shm[i]);
		}
		shmdt((void*) shm);
		shmctl(shmid, IPC_RMID, (struct shmid_ds*) 0);
		return 0;
}
else if(pid >0) { // parent
		sleep(1);
		int sum=0;
		for (i = 1; i <= shm[0]; ++i)
		{
			sum+=shm[i];
		}
		shm[shm[0]+1]=sum;
		//sort
		int j,k;
		for (i = 1; i < shm[0]; ++i)
		{
			for (j = 1; j < shm[0]; ++j)
			{
				if (shm[i] < shm[j])
				{
					k = shm[i];
					shm[i] = shm[j];
					shm[j] = k;
```

```
                        }
                    }
                }
                //TODO
                shmdt((void*) shm);
                sleep(5);
                return 0;
        }
        else { perror("Fork failed."); return 4; }
        return 0;
}
```