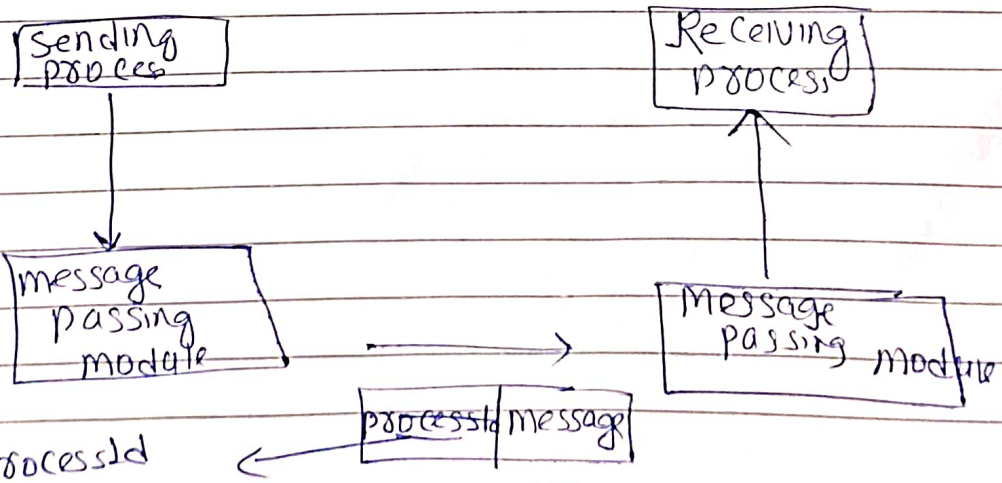
How to do Interprocess Communication

1) Message passing
   - Communication takes place by exchanging message directly between cooperating process.
   - Easy to implement
   - useful for small amount of data
   - implemented using System calls so takes more time than Shared memory
   - In this method processes communicate with each other without using any kind of shared memory.
   - If two processe p1 and p2 want to communicate with each other they proceed as follow
     1) Establish a Communication link (if a link already exist, no need to establish it again)
     2) Start exchanging message using basic primitive, we need at least two primitive
        - Send (message, destination) or Send (message)
        - receive (message, host) or receive (message)



↳ The message size can be of fixed size or of variable size. If it is of fixed size, it is easy for an OS designer but complicated for a programmer and if it is of variable size then it is easy for a programmer but complicated for OS designer.

↳ A standard message can have two part header and body

↳ The header part is used for storing message type, destination id, source id, message length and control inform

↳ Generally message is sent using FIFO style