Name : Manasi Rathod

Roll No : 23552

* **CODE**

//Server

#include <stdio.h>

#include <stdlib.h>

#include <string.h>

#include <sys/ipc.h>

#include <sys/shm.h>

#define SHM\_SIZE 1024

int main()

{

int shm\_id;

key\_t key = 5678;

char \*shm\_ptr;

if ((shm\_id = shmget(key, SHM\_SIZE, IPC\_CREAT | 0666)) < 0) {

perror("shmget");

exit(1);

}

if ((shm\_ptr = shmat(shm\_id, NULL, 0)) == (char \*) -1) {

perror("shmat");

exit(1);

}

char message[] = "Hello from the server!";

strncpy(shm\_ptr, message, SHM\_SIZE);

printf("Message written to shared memory: %s\n", message);

shmdt(shm\_ptr);

return 0;

}

// Client

#include <stdio.h>

#include <stdlib.h>

#include <string.h>

#include <sys/ipc.h>

#include <sys/shm.h>

#define SHM\_SIZE 1024

int main()

{

int shm\_id;

key\_t key = 5678;

char \*shm\_ptr;

if ((shm\_id = shmget(key, SHM\_SIZE, 0666)) < 0) {

perror("shmget");

exit(1);

}

if ((shm\_ptr = shmat(shm\_id, NULL, 0)) == (char \*) -1) {

perror("shmat");

exit(1);

}

printf("Message read from shared memory: %s\n", shm\_ptr);

shmdt(shm\_ptr);

return 0;

}

* **OUTPUT**

