//sender program

#include <stdio.h>

#include <sys/ipc.h>

#include <sys/msg.h>

#include <string.h>

#define MAX 10

struct mesg\_buffer {

long mesg\_type;

char mesg\_text[100];

} message;

int main()

{

key\_t key;

int msgid;

key = ftok("progfile", 65);

msgid = msgget(key, 0666 | IPC\_CREAT);

printf("Writing Data : ");

printf("Enter the message:");

scanf("%s",message.mesg\_text);

do

{

printf("Enter the type for message:");

scanf("%ld",&message.mesg\_type);

msgsnd(msgid, &message, sizeof(message), 0);

printf("Enter the message:");

scanf("%s",message.mesg\_text);

}while(strcmp(message.mesg\_text,"end")!=0);

return 0;

}

//Receiver Program

#include <stdio.h>

#include <sys/ipc.h>

#include <sys/msg.h>

#include <string.h>

#define MAX 10

struct mesg\_buffer {

long mesg\_type;

char mesg\_text[100];

} message;

int main()

{

key\_t key;

int msgid,type;

char choice[10];

key = ftok("progfile", 65);

msgid = msgget(key, 0666 | IPC\_CREAT);

printf("Read Data : ");

do{

printf("Enter the type of the message: ");

scanf("%d",&type);

msgrcv(msgid, &message, sizeof(message),type, 0);

printf("Message is : %s \n", message.mesg\_text);

printf("Do you want to continue: ");

scanf("%s",choice);

}while(strcmp(choice,"no")!=0);

msgctl(msgid, IPC\_RMID, NULL);

return 0;

}