

```
#include <iostream>
#include <sys/shm.h>
#include <string>
#include <stdio.h>
#include <cstring>
using namespace std;
```

```
struct Student
{
```

```
    int rollNumber;
    char name[20];
```

```
};
```

```
int main()
{
```

```
    int key=shmget(12320, 1024, 0 ); //We have not passed IPC_CREAT, this means that it will
    always use existing shared region.
```

```
    Student* ptr= (Student*) shmat(key, NULL, 0); //this call will attach the shared region to this
    process's address space, and return the pointer to it. the original pointer returned is void* we
    can typecast it to any kind of pointer.
```

```
    ptr[1].rollNumber=1; //student 1
    strcpy(ptr[1].name,"Razi");
```

```
    ptr[2].rollNumber=2; //student 2
    strcpy(ptr[2].name,"Ahmad");
```

```
    ptr[0].rollNumber=2; //number of students
```

```
    //detach
    shmdt(ptr);
```

```
}
```