

## 1. Pipes vs Shared Memory

- a. Pipes basically have multiple write sources but only one read process. I would use pipes for one-to-one communication since it can be difficult to manage resources when adding more processes. Shared memory is essentially “published” to a more accessible place, where multiple processes can read. However, this requires all the code to be constantly updated, so shared memory results in more complex code. I would use it when multiple users are communicating.