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Interprocess communication:

Unnamed pipe:-

pipe() SystemCall:-

pipe.c

```
#include<stdio.h>
#include<unistd.h>
#include<sys/types.h>
#include<sys/wait.h>
int main()
{
    int fd[2],n;
    char buffer[100];
    pid_t p;
    pipe(fd); //creates a unidirectional pipe with two end fd[0] and fd[1]
    p=fork();
    if(p>0) //parent
    {
        printf("Parent Passing value to child\n");
        write(fd[1],"hello\n",6); //fd[1] is the write end of the pipe
        wait(NULL);
    }
    else // child
    {
        printf("Child printing received value\n");
        n=read(fd[0],buffer,100); //fd[0] is the read end of the pipe
        write(1,buffer,n);
    }
}
```

/*OUTPUT-

lm@lm-VirtualBox:~\$ gcc pipe.c

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lm@lm-VirtualBox:~\$./a.out

Parent Passing value to child

Child printing received value

hello*/