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Inter Process Communicaton

Sometime communication between two processes requires to accomplish a task. Symbian OS provides client-server architecture for IPC.

Read the following sections for more theoretical explanation.

Lets take an example of communication between two applications, **ClientAppliacion** and **ServerApplication**.

ClientAppliacion

- Create a class and derive it from RSessionBase.
 - Create Session with server using RSessionBase::CreateSession(). //for creating session server must be running on there side.
 - Send messege through RSessionBase::SendReceive(). // first parameter is message id, second is message.
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ServerApplication

- Create a class and derive it from CServer2 and CSession2.
 - Start a server using CSever2::StartL().
 - Create a session with CServer2::NewSessionL().
 - Receive message in CSession2::ServiceL().
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Note: For second edition use **CServer**,**CSharableSession** instead of **CSever2** and **CSession2**.

External Links.

[InterProcessCommunicationOverview](#) And [ClientServerOverview](#)

Internal Links.

- [How to create a server from scratch](#)
- [Client side implementation of a server](#)
- [Client-Server Framework](#)