

Inter-process communication in Linux: Sockets and signals

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This is the third and final article in a series about interprocess communication (IPC) in Linux. The first article focused on IPC through shared storage (files and memory segments), and the second article does the same for basic channels: pipes (named and unnamed) and message queues. This article moves from IPC at the high end (sockets) to IPC at the low end (signals). Code examples flesh out the details.

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[Linux](#)

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[1] <http://www.tuxmachines.org/taxonomy/term/63>

[2] <https://opensource.com/article/19/4/interprocess-communication-linux-networking>