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#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
#include <sys/types.h>
#include <sys/wait.h>

#define MSGSIZE      16

char *msg1 = "Hello, world #1";
char *msg2 = "Hello, world #2";
char *msg3 = "Hello, world #3";

void main()
{
    char inbuf[MSGSIZE];
    int p[2];
    int i;
    pid_t pid;

    if (pipe(p) == -1) {
        perror("pipe call");
        exit(1);
    }

    switch (pid = fork()) {
        case -1:
            perror("fork call");
            exit(2);
        case 0:
            close(p[0]);
            write(p[1], msg1, MSGSIZE);
            write(p[1], msg2, MSGSIZE);
            write(p[1], msg3, MSGSIZE);
            break;
        default:
            close(p[1]);
            for (i = 0; i < 3; i++) {
                read(p[0], inbuf, MSGSIZE);
                printf("%s\n", inbuf);
            }
            wait(NULL);
    }

    exit(0);
}

```