

- `Message Queue` `myQueue01`
- `sizeof(uint16_t)` `struct`
- `Queue` `10` `10`

Step 2??? Handle ????

```
osMessageQueueId_t myQueue01Handle;

const osMessageQueueAttr_t myQueue01_attributes = {
    .name = "myQueue01"
};

myQueue01Handle = osMessageQueueNew(10, sizeof(uint16_t), &myQueue01_attributes);
```

? ????????????

?? A?????? - ????????????

```
void StartSenderTask(void *argument)
{
    uint16_t value = 0;
    for(;;)
    {
        osMessageQueuePut(myQueue01Handle, &value, 0, 0);
        value++;
        osDelay(1000);
    }
}
```

?? B?????? - ????????????

```
void StartReceiverTask(void *argument)
{
    uint16_t recvVal;
    for(;;)
    {
        if(osMessageQueueGet(myQueue01Handle, &recvVal, NULL, osWaitForever) == osOK)
```

