

**ПРАВИТЕЛЬСТВО РОССИЙСКОЙ ФЕДЕРАЦИИ  
НАЦИОНАЛЬНЫЙ ИССЛЕДОВАТЕЛЬСКИЙ  
УНИВЕРСИТЕТ «ВЫСШАЯ ШКОЛА ЭКОНОМИКИ»**

Факультет компьютерных наук

Департамент программной инженерии

**Микропроект 2**

**Вариант 20**

Пояснительная записка

Исполнитель:

Студент группы БПИ198

Мелехин Денис Антонович

13.12.2020

Москва 2020

## Текст задания

20. *Задача о болтунах.* N болтунов имеют телефоны, ждут звонков и звонят друг другу, чтобы побеседовать. Если телефон занят, болтун будет звонить, пока ему кто-нибудь не ответит. Побеседовав, болтун не унимается и или ждет звонка или звонит на другой номер. Создать многопоточное приложение, моделирующее поведение болтунов. Для решения задачи использовать мутексы.

## Описание решения

Для каждого болтуна был определен свой отдельный мьютекс (массив мьютексов). Также был использован один глобальный мьютекс блокирующий запись в консоль. В начале программы было зафиксировано стартовое время для завершения работы программы через PROGRAM\_RUNNING\_TIME секунд. Далее для каждого болтуна был создан свой поток, который вызывал метод start\_calling с параметром id болтуна. В каждом потоке болтун с индексом id начинает обзванивать всех своих товарищей болтунов (в случайном порядке). Во время звонка соответствующие мьютексы болтунов пытаются заблокироваться (try\_lock) (если один из двух болтунов уже с кем-то разговаривает, то звонок не состоится) , после чего болтуны разговаривают на протяжении 1 секунды, потом мьютексы разблокируются. По истечении времени все болтуны прекращают обзвон своих товарищей и программа завершается.

## Тестирование программы

```
Write number of talkers please (int):
```

```
5
```

```
Talker #0 talking to Talker #1  
Talker #3 talking to Talker #2  
Talker #2 talking to Talker #4  
Talker #3 talking to Talker #0  
Talker #0 talking to Talker #1  
Talker #4 talking to Talker #2  
Talker #4 talking to Talker #2  
Talker #1 talking to Talker #0  
Talker #3 talking to Talker #1  
Talker #0 talking to Talker #2  
Talker #4 talking to Talker #2  
Talker #1 talking to Talker #3  
Talker #0 talking to Talker #1  
Talker #3 talking to Talker #4  
Talker #4 talking to Talker #2  
Talker #1 talking to Talker #3  
Talker #3 talking to Talker #0  
Talker #2 talking to Talker #1  
Talker #1 talking to Talker #4  
Talker #0 talking to Talker #3
```

```
Process finished with exit code 0
```

```
Write number of talkers please (int):  
1  
Number of talkers should be more than 1!  
  
Process finished with exit code -1
```

```
Write number of talkers please (int):  
3  
Talker #0 talking to Talker #2  
Talker #2 talking to Talker #1  
Talker #0 talking to Talker #1  
Talker #1 talking to Talker #0  
Talker #0 talking to Talker #1  
Talker #2 talking to Talker #1  
Talker #0 talking to Talker #2  
Talker #2 talking to Talker #1  
Talker #1 talking to Talker #0  
Talker #2 talking to Talker #0  
  
Process finished with exit code 0
```

Write number of talkers please (int):

10

Talker #0 talking to Talker #1  
Talker #2 talking to Talker #7  
Talker #3 talking to Talker #4  
Talker #5 talking to Talker #9  
Talker #6 talking to Talker #8  
Talker #0 talking to Talker #1  
Talker #2 talking to Talker #7  
Talker #3 talking to Talker #4  
Talker #5 talking to Talker #9  
Talker #3 talking to Talker #4  
Talker #2 talking to Talker #7  
Talker #0 talking to Talker #1  
Talker #8 talking to Talker #6  
Talker #8 talking to Talker #6  
Talker #1 talking to Talker #0  
Talker #7 talking to Talker #2  
Talker #4 talking to Talker #3  
Talker #5 talking to Talker #9  
Talker #8 talking to Talker #6  
Talker #9 talking to Talker #5  
Talker #4 talking to Talker #3  
Talker #2 talking to Talker #7  
Talker #1 talking to Talker #0  
Talker #1 talking to Talker #0  
Talker #7 talking to Talker #2  
Talker #4 talking to Talker #3  
Talker #9 talking to Talker #5  
Talker #8 talking to Talker #6

Process finished with exit code 0

|

```
Write number of talkers please (int):
```

```
30
```

```
Talker #0 talking to Talker #11
```

```
Talker #1 talking to Talker #17
```

```
Talker #2 talking to Talker #4
```

```
Talker #3 talking to Talker #10
```

```
Talker #5 talking to Talker #29
```

```
Talker #6 talking to Talker #18
```

```
Talker #7 talking to Talker #22
```

```
Talker #8 talking to Talker #14
```

```
Talker #9 talking to Talker #27
```

```
Talker #12 talking to Talker #25
```

```
Talker #13 talking to Talker #21
```

```
Talker #16 talking to Talker #24
```

```
Talker #15 talking to Talker #26
```

```
Talker #19 talking to Talker #23
```

```
Talker #20 talking to Talker #28
```

```
Talker #14 talking to Talker #8
```

```
Talker #7 talking to Talker #22
```

```
Talker #6 talking to Talker #18
```

```
Talker #29 talking to Talker #5
```

```
Talker #3 talking to Talker #10
```

```
Talker #2 talking to Talker #4
```

```
Talker #1 talking to Talker #17
```

```
Talker #0 talking to Talker #11
```

```
Talker #15 talking to Talker #26
```

```
Talker #16 talking to Talker #24
```

```
Talker #13 talking to Talker #21
```

```
Talker #12 talking to Talker #25
```

```
Talker #27 talking to Talker #9
```

```
Talker #19 talking to Talker #23
```

```
Process finished with exit code 0
```

## Список литературы

1. <http://softcraft.ru/>
2. <https://en.cppreference.com/w/cpp/chrono/c/time>
3. <http://www.cse.cuhk.edu.hk/~ericlo/teaching/os/lab/9-PThread/Pass.html>
4. <https://stackoverflow.com/questions/9258308/how-to-use-pthread-mutex-trylock>