

WEEK 5

Write a C program to simulate producer-consumer problem using semaphores.

```
#include<stdio.h>
#include<stdlib.h>

int mutex=1,full=0,empty=3,x=0;

int main()
{
    int n;
    void producer();
    void consumer();
    int wait(int);
    int signal(int);
    printf("\n1.Producer\n2.Consumer\n3.Exit");
    while(1)
    {
        printf("\nEnter your choice:");
        scanf("%d",&n);
        switch(n)
        {
            case 1:  if((mutex==1)&&(empty!=0))
                      producer();
                    else
                      printf("Buffer is full!!");
                    break;
            case 2:  if((mutex==1)&&(full!=0))
                      consumer();
                    else
                      printf("Buffer is empty!!");
                    break;
            case 3:
                      exit(0);
                      break;
        }
    }
}
```

```
    return 0;
}

int wait(int s)
{
    return (--s);
}

int signal(int s)
{
    return(++s);
}

void producer()
{
    mutex=wait(mutex);
    full=signal(full);
    empty=wait(empty);
    x++;
    printf("\nProducer produces the item %d",x);
    mutex=signal(mutex);
}

void consumer()
{
    mutex=wait(mutex);
    full=wait(full);
    empty=signal(empty);
    printf("\nConsumer consumes item %d",x);
    x--;
    mutex=signal(mutex);
}
```

Observation book :

19/11/23 Week 5

Write a C program to simulate producer consumer problem using semaphores.

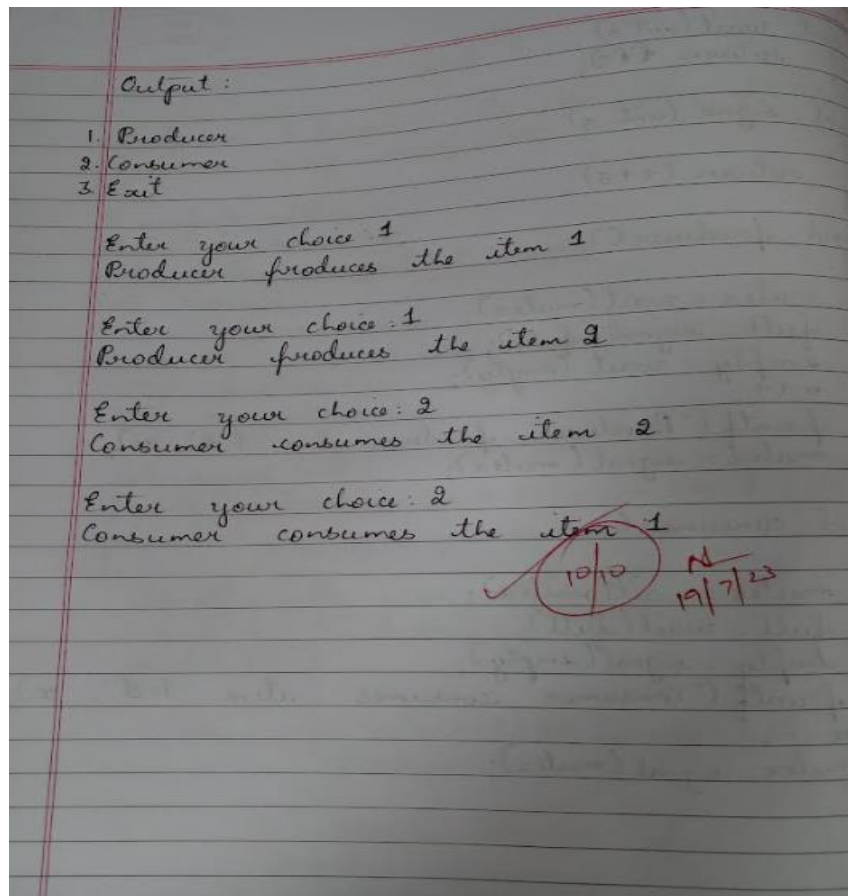
```
#include <stdio.h>
#include <conio.h>
int mutex = 1, full = 0, empty = 3, x = 0;
int main()
{
    int ch;
    void producer();
    void consumer();
    int wait(int);
    int signal(int);
    printf("1. Producer 2. Consumer 3. Exit");
    while(1)
    {
        printf("Enter your choice");
        scanf("%d", &ch);
        switch(ch)
        {
            case 1: if (mutex == 1) && (empty != 0)
                    producer();
                    else
                        printf("Buffer full");
                    break;
            case 2: if ((mutex == 1) && full != 0)
                    consumer();
                    else
                        printf("Buffer empty");
                    break;
            case 3: exit();
        }
    }
}
```

```
int wait(int s)
{
    return --s;
}

int signal(int s)
{
    return ++s;
}

void producer()
{
    mutex = wait(mutex);
    full = signal(full);
    empty = wait(empty);
    x++;
    printf("Producer produces item %d", x);
    mutex = signal(mutex);
}

void consumer()
{
    mutex = wait(mutex);
    full = wait(full);
    empty = signal(empty);
    printf("Consumer consumes item %d", x);
    x--;
    mutex = signal(mutex);
}
```



Output :

```
C:\Users\Admin\Desktop\18M21CS050\pc\bin\Debug\pc.exe
1.Producer
2.Consumer
3.Exit
Enter your choice: 1
Producer produces the item 1
Enter your choice: 1
Producer produces the item 2
Enter your choice: 1
Producer produces the item 3
Enter your choice: 1
buffer is full!!
Enter your choice: 2
Consumer consumes item 3
Enter your choice: 2
Consumer consumes item 2
Enter your choice: 2
Consumer consumes item 1
Enter your choice: 1
Producer produces the item 1
Enter your choice: 2
Consumer consumes item 1
Enter your choice: 2
buffer is empty!!
```