1) Implement the above code and paste the screen shot of the output.

#### CODE

```
#include <stdio.h>
int main() {
  int buffer[10], bufsize, in, out, produce, consume, choice = 0;
  out = 0;
  bufsize = 10;
  while (choice != 3) {
    printf("\n1. Produce \t 2. Consume \t3. Exit");
    printf("\nEnter your choice: ");
    scanf("%d", &choice);
    switch (choice) {
      case 1:
         if ((in + 1) % bufsize == out)
           printf("\nBuffer is Full");
           printf("\nEnter the value: ");
           scanf("%d", &produce);
           buffer[in] = produce;
           in = (in + 1) % bufsize;
         }
         break;
      case 2:
         if (in == out)
           printf("\nBuffer is Empty");
           consume = buffer[out];
           printf("\nThe consumed value is %d", consume);
           out = (out + 1) % bufsize;
         break;
    }
 }
}
```

#### OUTPUT

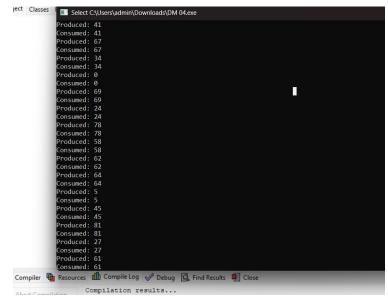
2) Solve the producer-consumer problem using linked list. Note: Keep the buffer size to 10 places.

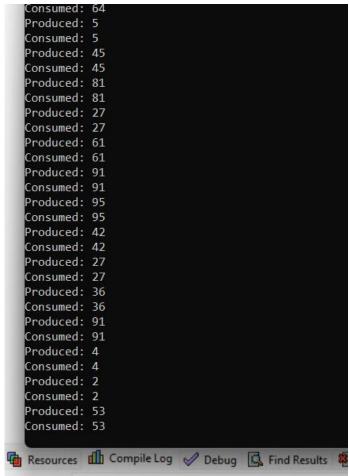
#### CODE

```
#include <stdio.h>
#define BUFFER SIZE 10
typedef struct Node {
  int data;
  struct Node* next;
} Node;
Node* head = NULL;
Node* tail = NULL;
int count = 0;
pthread mutex t mutex;
sem_t empty, full;
void insert(int item) {
  Node* newNode = (Node*)malloc(sizeof(Node));
  newNode->data = item;
  newNode->next = NULL;
  if (tail == NULL) {
    head = tail = newNode;
  } else {
    tail->next = newNode;
    tail = newNode;
  }
  count++;
}
int remove_item() {
  if (head == NULL) return -1;
  Node* temp = head;
  int item = temp->data;
  head = head->next;
  if (head == NULL) tail = NULL;
  free(temp);
  count--;
  return item;
}
void* producer(void* arg) {
```

```
int item;
  while (1) {
    item = rand() % 100;
    sem_wait(&empty);
    pthread mutex lock(&mutex);
    insert(item);
    printf("Produced: %d\n", item);
    pthread_mutex_unlock(&mutex);
    sem_post(&full);
    sleep(1);
  }
}
void* consumer(void* arg) {
  int item;
  while (1) {
    sem_wait(&full);
    pthread_mutex_lock(&mutex);
    item = remove_item();
    printf("Consumed: %d\n", item);
    pthread_mutex_unlock(&mutex);
    sem_post(&empty);
    sleep(1);
  }
}
int main() {
  pthread_t prod, cons;
  pthread_mutex_init(&mutex, NULL);
  sem init(&empty, 0, BUFFER SIZE);
  sem_init(&full, 0, 0);
  pthread_create(&prod, NULL, producer, NULL);
  pthread_create(&cons, NULL, consumer, NULL);
  pthread_join(prod, NULL);
  pthread_join(cons, NULL);
  pthread mutex destroy(&mutex);
  sem_destroy(&empty);
  sem destroy(&full);
  return 0;
}
```

#### Output





# 3) In producer-consumer problem what difference will it make if we utilize stack for the buffer rather than an array?

Using a stack instead of a queue in the producer-consumer problem fundamentally changes the processing order from FIFO to LIFO, which may not be suitable for many traditional producer-consumer use cases.

1) Implement the above code and paste the screen shot of the output.

#### CODE

```
#include <semaphore.h>
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
#include <pthread.h>
sem_t x, y;
pthread t tid;
pthread_t writerthreads[100], readerthreads[100];
int readercount = 0;
void *reader(void *param) {
  sem_wait(&x);
  readercount++;
  if (readercount == 1) {
    sem_wait(&y);
  sem post(&x);
  printf("%d reader is inside\n", readercount);
  usleep(3);
  sem_wait(&x);
  readercount--;
  if (readercount == 0) {
    sem_post(&y);
  sem_post(&x);
  printf("%d Reader is leaving\n", readercount + 1);
  return NULL;
}
void *writer(void *param) {
  printf("Writer is trying to enter\n");
  sem_wait(&y);
  printf("Writer has entered\n");
```

```
sem_post(&y);
  printf("Writer is leaving\n");
  return NULL;
}
int main() {
  int n2, i;
  printf("Enter the number of readers:");
  scanf("%d", &n2);
  int n1[n2];
  sem_init(&x, 0, 1);
  sem_init(&y, 0, 1);
  for (i = 0; i < n2; i++) {
    pthread_create(&writerthreads[i], NULL, reader, NULL);
    pthread_create(&readerthreads[i], NULL, writer, NULL);
  }
  for (i = 0; i < n2; i++) {
    pthread_join(writerthreads[i], NULL);
    pthread_join(readerthreads[i], NULL);
  return 0;
```

#### **Output**

```
peEnter the number of readers:
  1 reader is inside
  Writer is trying to enter
  Writer is trying to enter
  Writer is trying to enter
  3 reader is inside
  3 Reader is leaving
  2 reader is inside
   2 Reader is leaving
  Writer has entered
  1 Reader is leaving
  Writer has entered
  Writer is leaving
  Writer has entered
  Writer is leaving
  Writer is leaving
  Process exited after 31.37 seconds with return value 0
  Press any key to continue . . . _
```