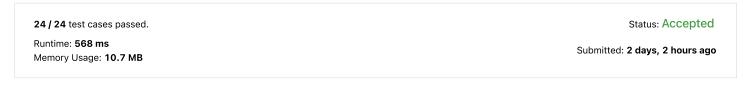
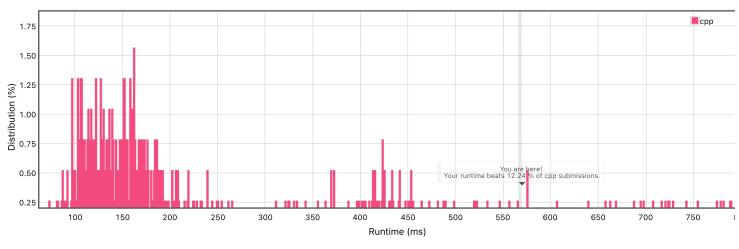
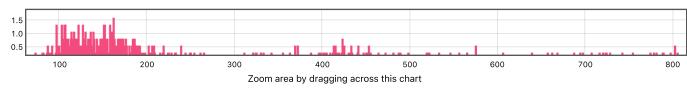
The Dining Philosophers (/problems/the-dining-philosophers/)

## **Submission Detail**

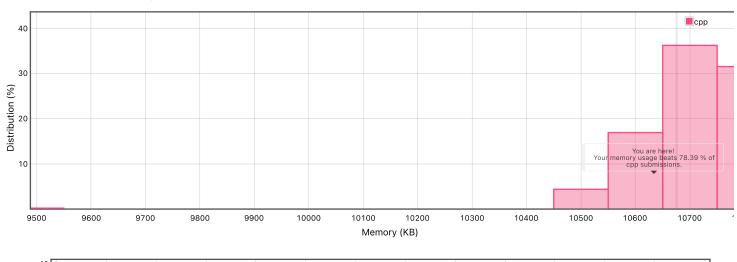


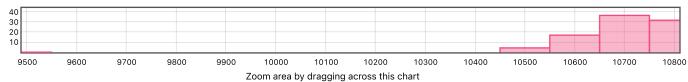
## **Accepted Solutions Runtime Distribution**





## **Accepted Solutions Memory Distribution**





Invite friends to challenge The Dining Philosophers

Submitted Code: 2 days, 2 hours ago

Language: cpp

Edit Code

```
class DiningPhilosophers {
        private:
 3
        //mutex array for managing forks
 4
        mutex mtx[5];
 5
 6
        //fixed fork positions for easy recall using philosopher id
        const int RightFork[5] = \{4, 0, 1, 2, 3\};
 7
        const int LeftFork[5] = \{0, 1, 2, 3, 4\};
 8
 9
10
        public:
11
12
        DiningPhilosophers() {
13
14
        }
15
        void wantsToEat(int philosopher, function<void()> pickLeftFork, function<void()> pickRightFork, function<void()> eat,
16
            function<void()> putLeftFork, function<void()> putRightFork) {
            //Grab both forks at the same time but only if both are available
17
18
            //Allows only two philosophers sitting opposite to each other to pick up forks and eat at the same time
19
            //Scoped lock prevents deadlocks by design and checks for
            //both locks' availability but does not acquire them unless both are available
20
            scoped_lock ForkLock(mtx[LeftFork[philosopher]], mtx[RightFork[philosopher]]);
21
22
            //Eating ritual...
23
            pickLeftFork();
24
            pickRightFork();
25
            eat();
            putLeftFork();
26
27
            putRightFork();
            //End of scope automatically releases the fork locks
28
29
            //because scope_lock uses RAII-style mechanism
30
        }
31 };
```

Back to problem (/problems/the-dining-philosophers/)

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