### Laborator 7

## Problema 1

```
package com.home.labó.task1;

public class PCMonitor {
    final int N = 5;
    int oldest = 0, newest = 0;
    volatile int count = 0;
    int buffer[] = new int[N];

public synchronized void append(int v) {
    while (count == N) {
        try {
            wait(); // wait not full
        }
        buffer[newest] = v;
        newest = (newest + 1) % N;
        count++;
        notifyAll(); // signal not empty
}

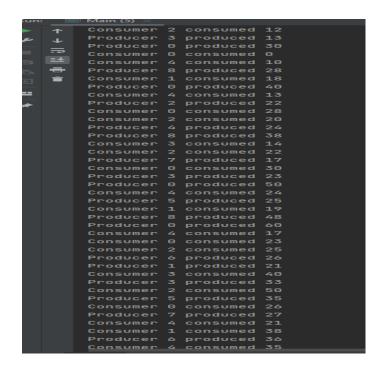
synchronized int take() {
    int temp;
    wait(); // wait not empty
}

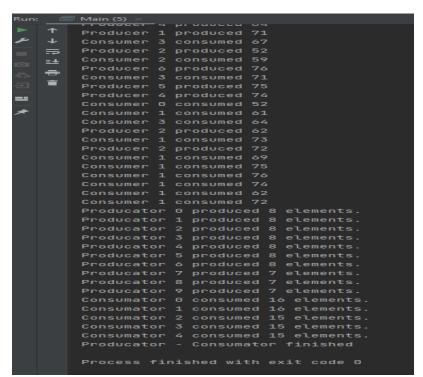
synchronized int take() {
    int temp;
    while (count == 0) {
        try {
            wait(); // wait not empty
        }
        count--;
        notifyAll(); // signal not full
        return temp;
}
```

```
Laboratoare | src | com | home | lab6 | task1 | © Consumer | © Consumer | Con
```

## **Output:**

1:		<b>⊪ Main (5)</b> ×				
П	<u></u> →	C:\Users\	C:\Users\user\.jdks\corretto-16.			
	÷				ator started	
		Producer		produced	5	
	≕	Producer	4	produced	4	
		Producer	0	produced	0	
	<del></del>	Producer	8	produced	8	
	-	Producer		produced	7	
		Producer	2	produced	2	
		Producer		produced	6	
		Producer		produced	1	
		Consumer		consumed	3	
		Consumer		consumed	5	
		Consumer		consumed	8	
		Consumer		consumed	7	
		Consumer		consumed	4	
		Producer		produced	9	
		Consumer		consumed	2	
		Producer		produced	10	
		Consumer		consumed	9	
		Producer		produced	18	
		Consumer		consumed	6	
		Producer		produced	11	
		Producer			16	
		Producer		produced	15	
		Producer		produced	3	
		Consumer		consumed	1	
		Producer		produced	20	
		Consumer		consumed		
		Producer		produced		
		Consumer		consumed		
		Producer		produced		
		Consumer		consumed		
		Producer		produced		
		Consumer		consumed		
		Producer		produced		
		Producer	Θ	produced		
		Consumer		consumed	0	
		Consumer	4	consumed		
		Producer	8	produced		
		Consumer	1	consumed	18	





#### Observatii:

Monitoarele folosesc variabile de stare si un blocaj pentru sincronizare. Un monitor poate fi definit printrun tip de date abstracte cu o semnantica de sincronizare specifica. Sincronizarea intre firele de esecutie producator si consummator este gestionata de variabilele de conditie.

#### Problema 2

```
Monitor.java ×  Global.java ×  STATE.java ×  Philosopher.java ×  Main.java ×

package com.home.labó.task2;

public class Global {
    private static int num;
    static{
        setNum(5);
    }

    public static int Left(int i){
        final int idx = (i - 1 + getNum()) % getNum();
        return idx;
    }

public static int Right(int i){
        final int idx = (i + 1) % getNum();
        return idx;
}

public static int getNum() {
        return num;
}

public static int getNum() {
        return num;
}

public static void setNum(int num) {
        Global.num = num;
}
}
```

```
| Description | Section | Description | Desc
```

# **Output:**