Brian Powell

012362894

CECS 326 Sec 05 5288

Assignment 3

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Observed Results

Shmp1 produces the shared memory location that shmc1 consumes from. Shmp1 also produces child processes of type shmc1 so they are all fighting for the shared memory locations. The shmc# consumers do not utilize semaphores or mutex locks therefore there are multiple consumptions even though a seat may not really be there.

I would get strange output where a certain consumer would not see any seats left, but another consumer would still be taking seats. I think this has to do with a combination of the reads that are occurring and the time each child process is sleeping. As the time of each sleep is random each process either gets to read quicker or slower than every other process, meaning they may access the shared memory location as it’s being access by another consumer and what they’re seeing may not be correct.