- One thread produces widgets
- One thread consumes widgets
- Producer thread is in charge- tells consumer to get to work
- Consumer thread waits until told to work and then does so

Can do it 2 ways;

- Can do it 2 ways;
- Partially coordinated: No confirmation from consumer

Producer produces widget notifies consumer that widget is ready

Consumer waits to be notified by producer Consumes widget

- Can do it 2 ways;
- Partially coordinated: No confirmation from consumer

Producer produces widget notifies consumer that widget is ready

Consumer waits to be notified by producer Consumes widget

 Coordinated: lockstep coordination between producer and consumer

Producer produces widget notifies consumer that widget is ready Waits to be notified that widget consumed Consumer waits to be notified by producer Consumes widget notifies producer that widget consumed

Producer Consumer- Outline (partially coordinated)

```
//Globals
```

```
gCount=0; //tracks widgets
bDone = false; //is producer finished?
```

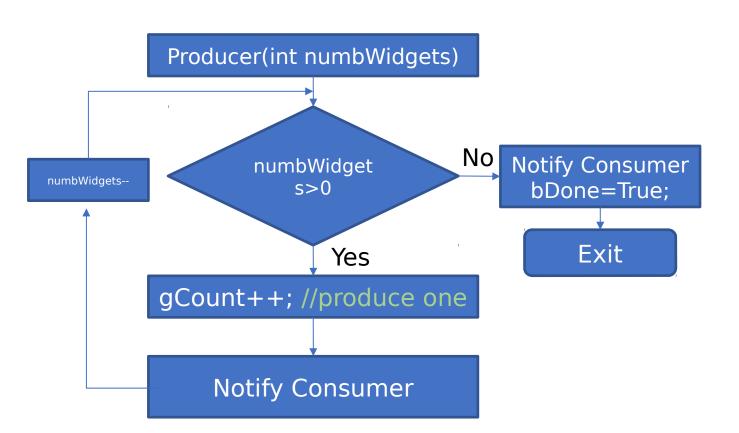
Producer Consumer- Outline

(partially coordinated)

```
//Globals
```

```
gCount=0; //tracks widgets
```

bDone = false; //is producer finished?



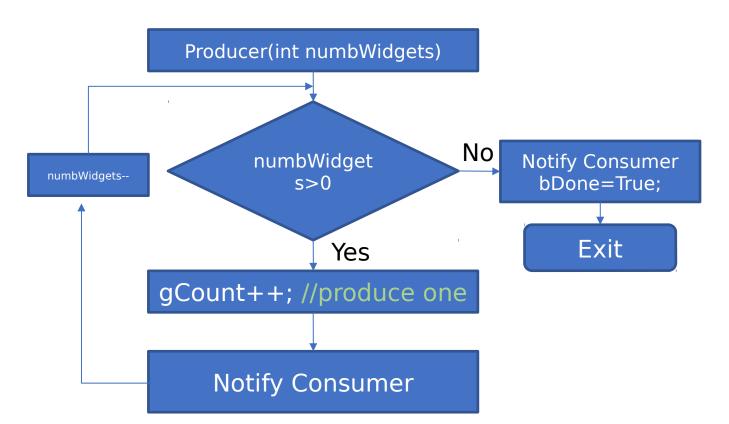
Producer Consumer- Outline

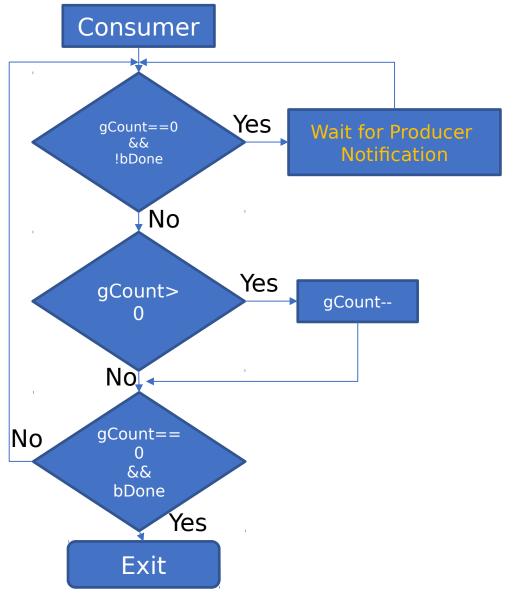
(partially coordinated)

//Globals

gCount=0; //tracks widgets

bDone = false; //is producer finished?





• See course website examples