

Producer Consumer

Producer Consumer

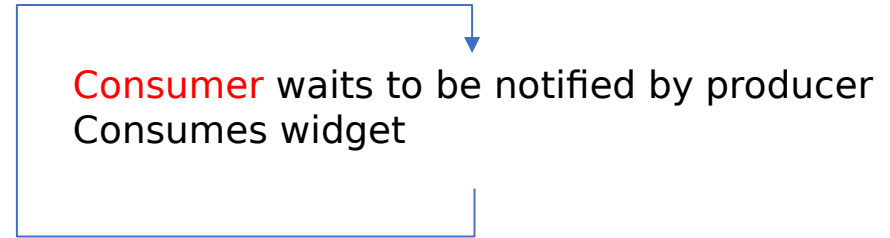
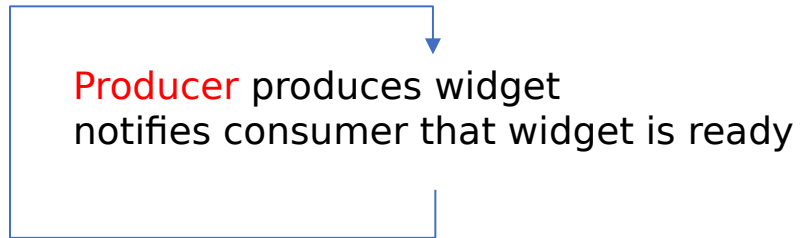
- One thread produces widgets
- One thread consumes widgets
- Producer thread is in charge- tells consumer to get to work
- Consumer thread waits until told to work and then does so

Producer Consumer

- Can do it 2 ways;

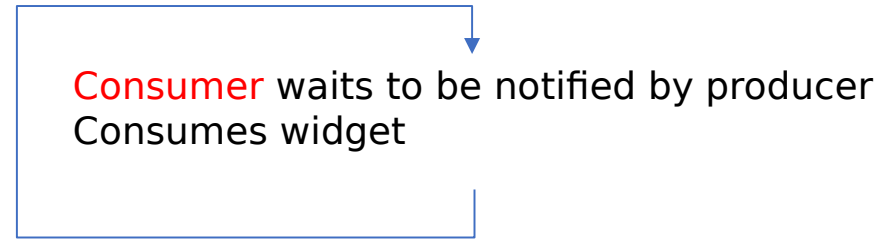
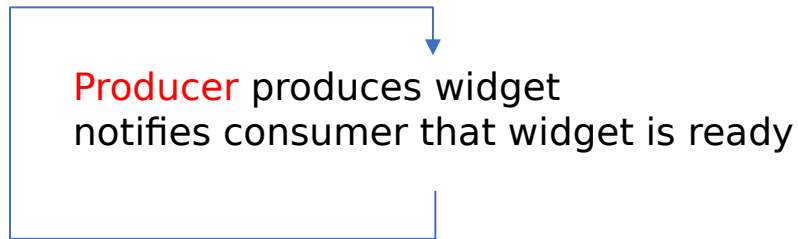
Producer Consumer

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

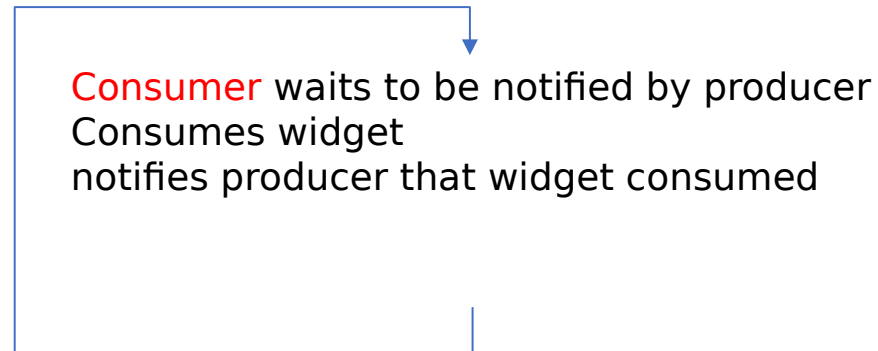
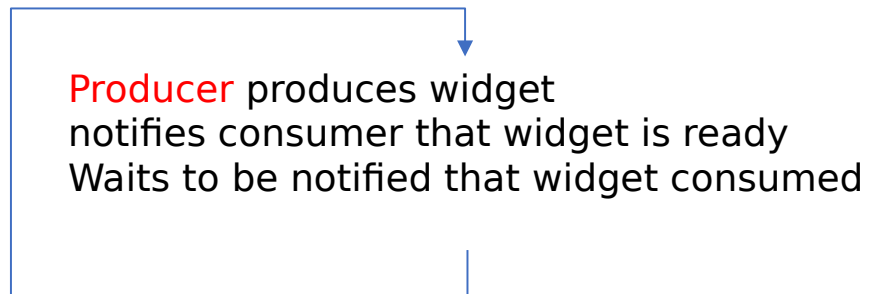


Producer Consumer

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



- Coordinated: lockstep coordination between producer and consumer



Producer Consumer- Outline

(partially coordinated)

//Globals

gCount=0; //tracks widgets

bDone = false; //is producer finished?

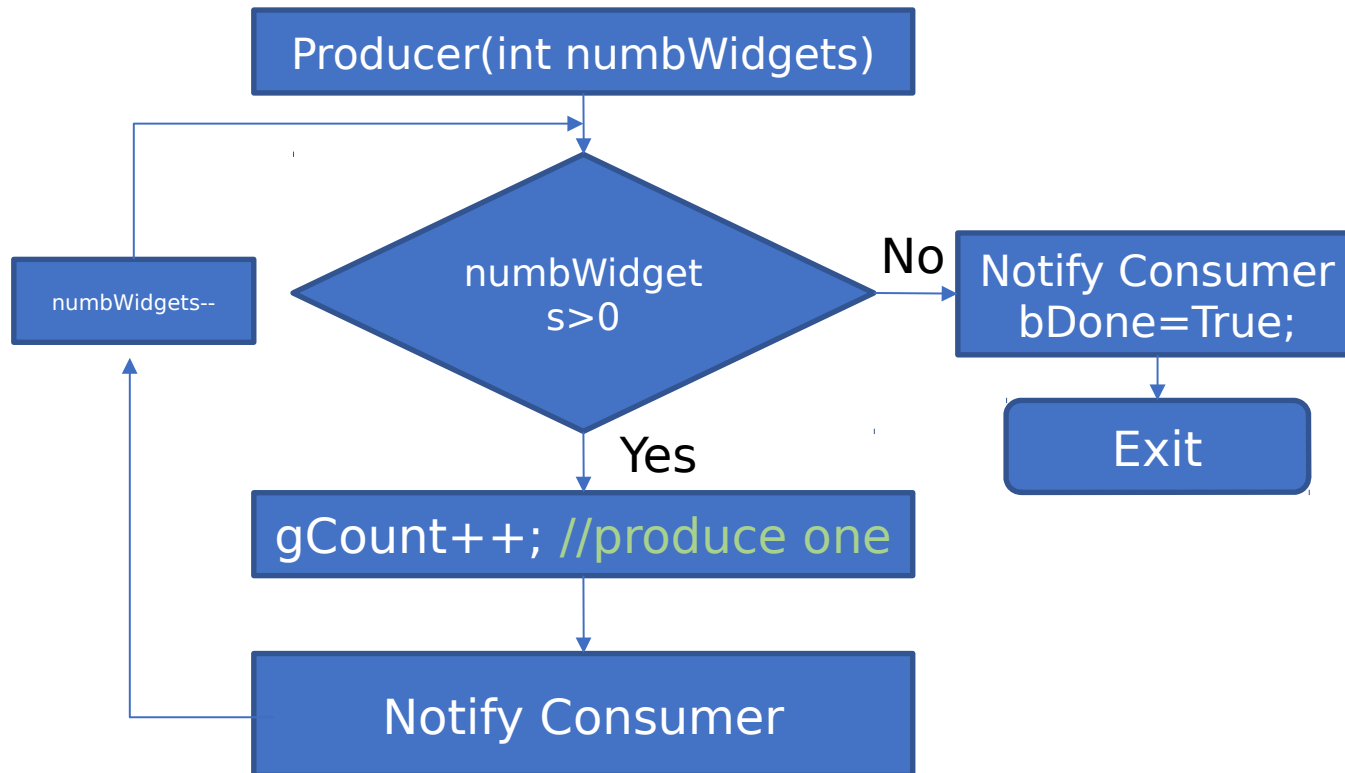
Producer Consumer- Outline

(partially coordinated)

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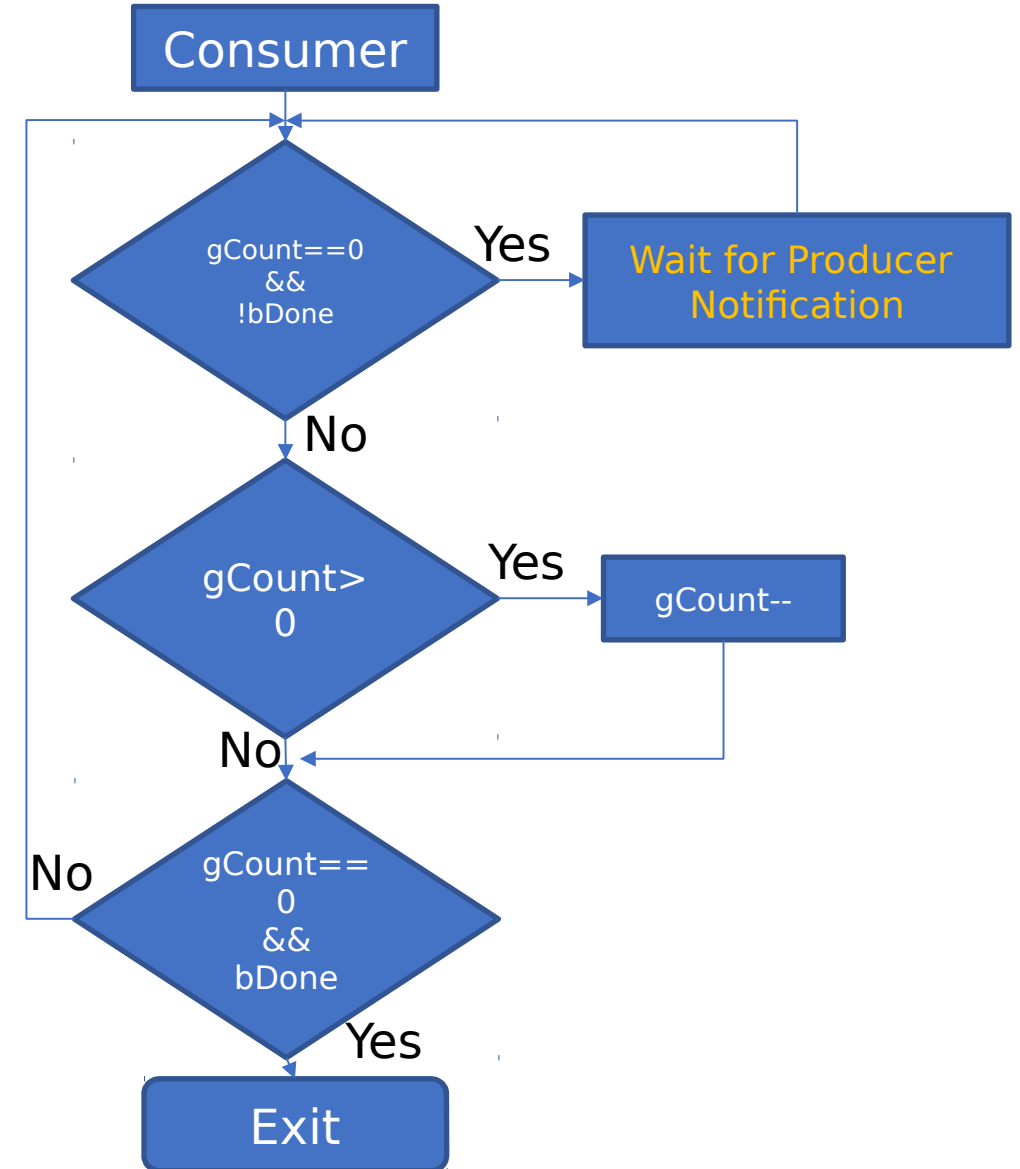
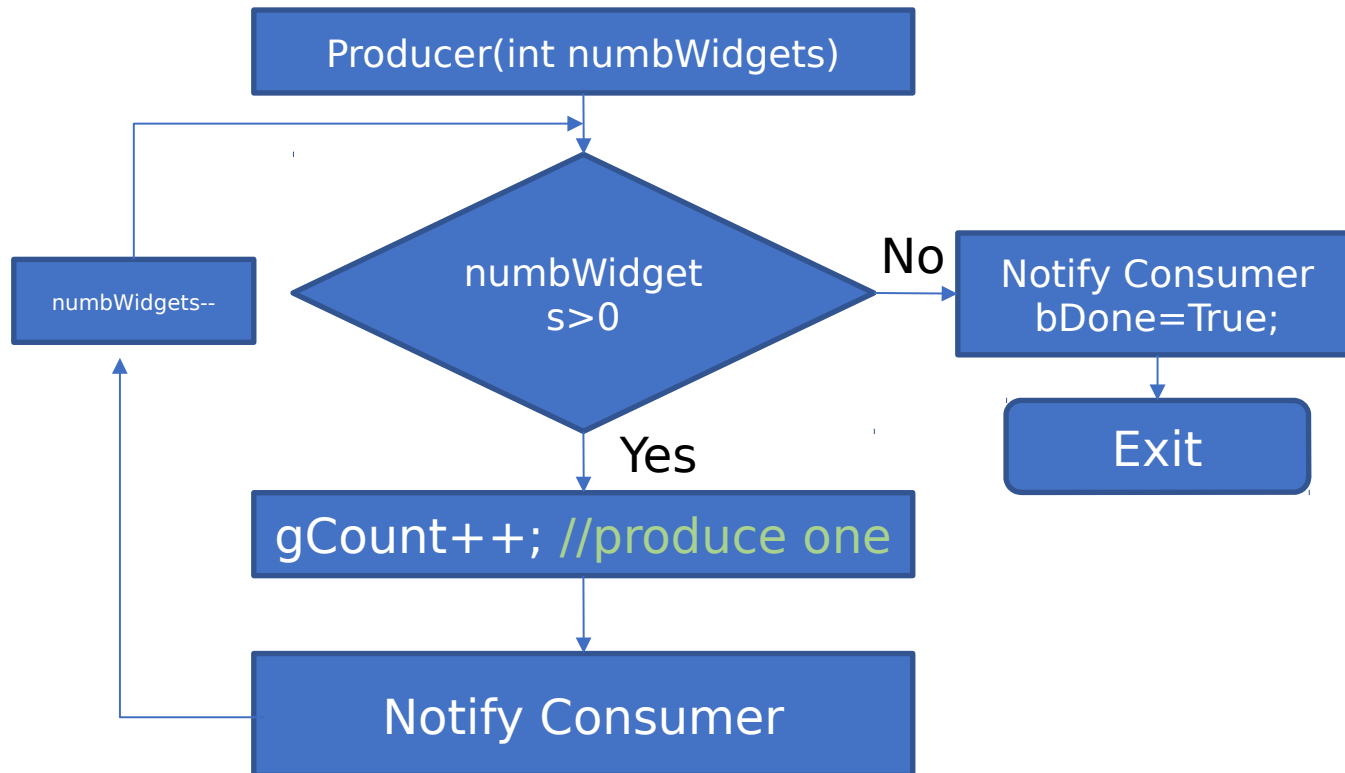
Producer Consumer- Outline

(partially coordinated)

//Globals

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- See course website examples