

Producer Consumer

# Producer Consumer

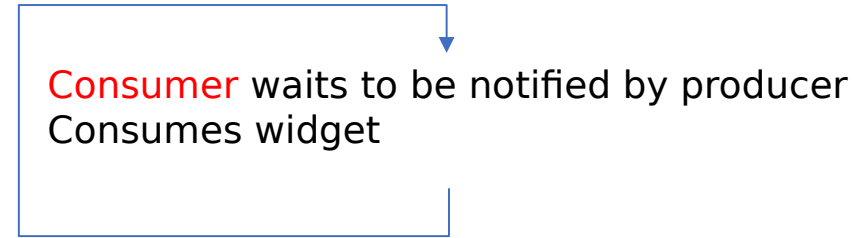
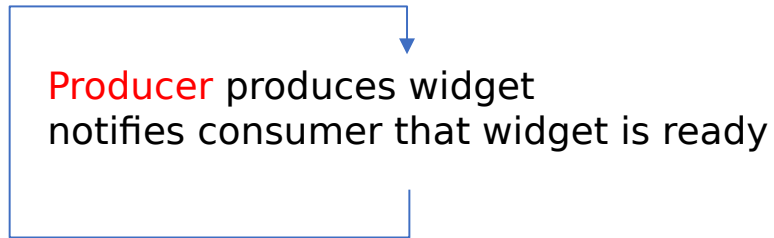
- One thread produces widgets
- One thread consumes widgets
- Producer thread is in charge- tells consumer to get to work
- Consumer thread waits until told to work and then does so

# Producer Consumer

- Can do it 2 ways;

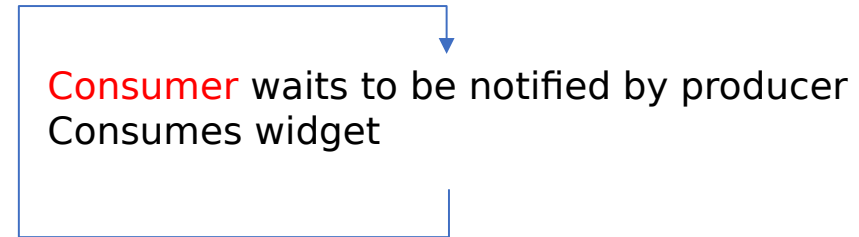
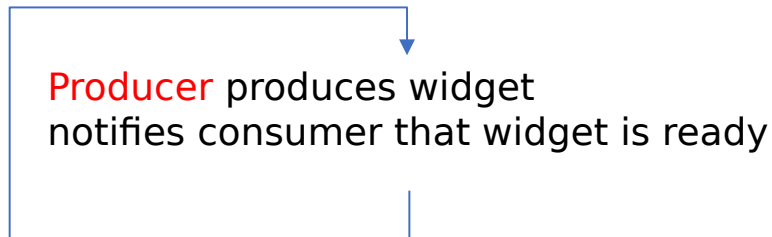
# Producer Consumer

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

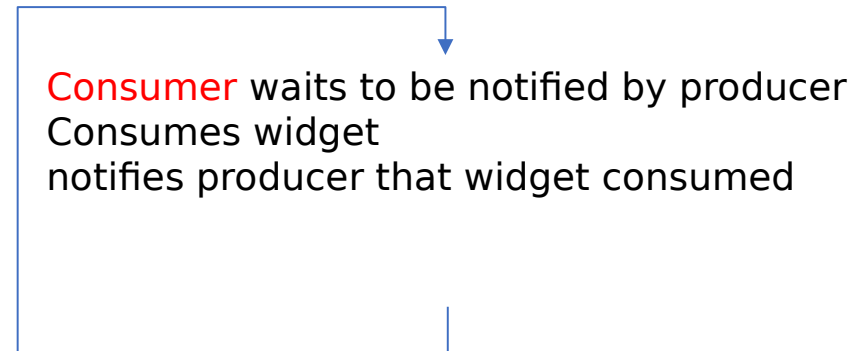
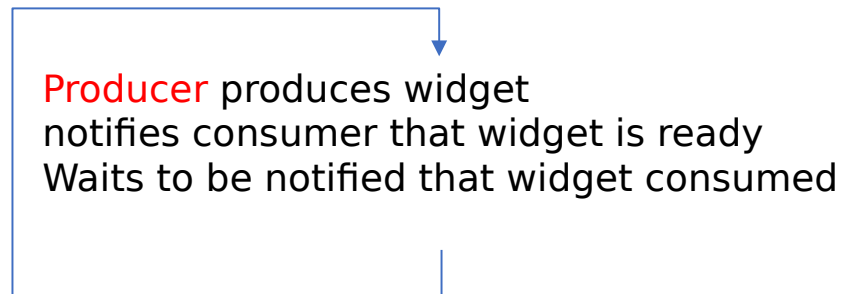


# Producer Consumer

- 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?

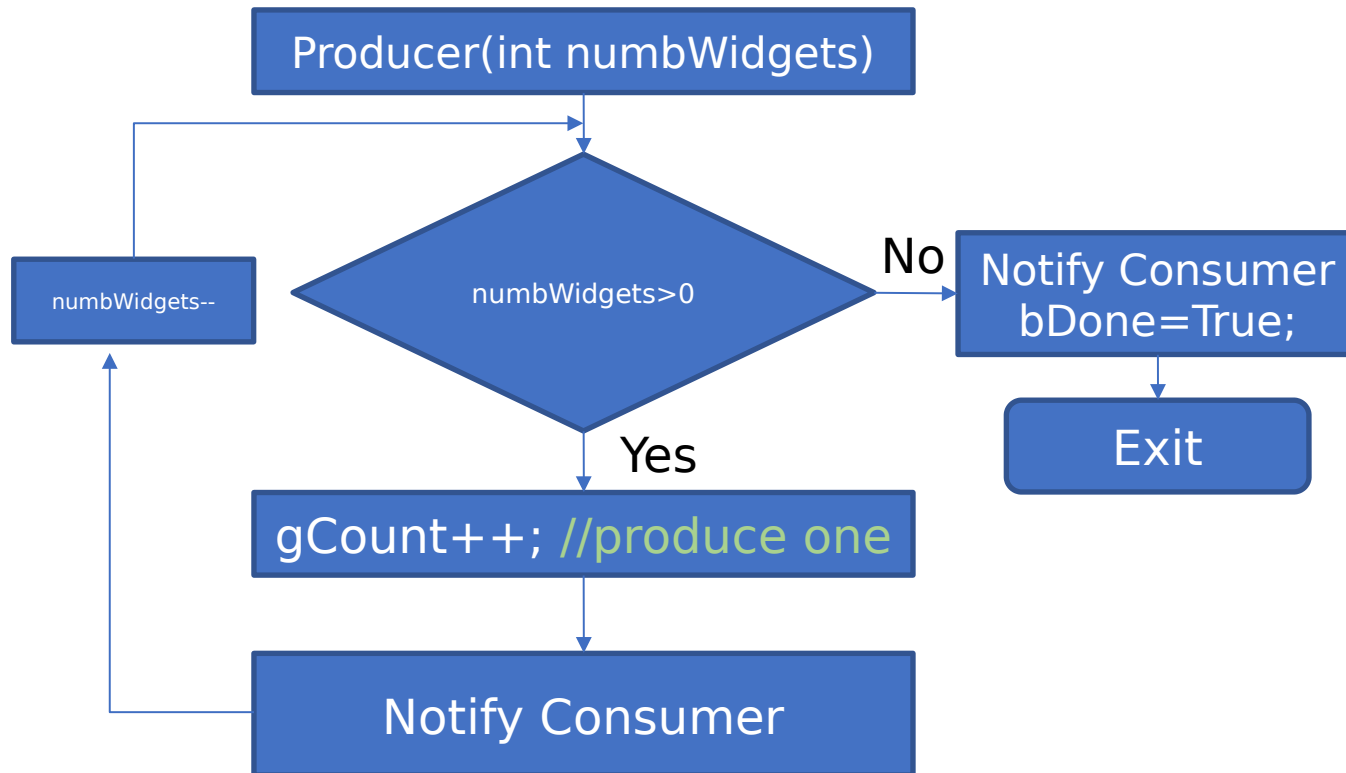
# Producer Consumer- Outline

(partially coordinated)

//Globals

gCount=0; //tracks widgets

bDone = false; //is producer finished?



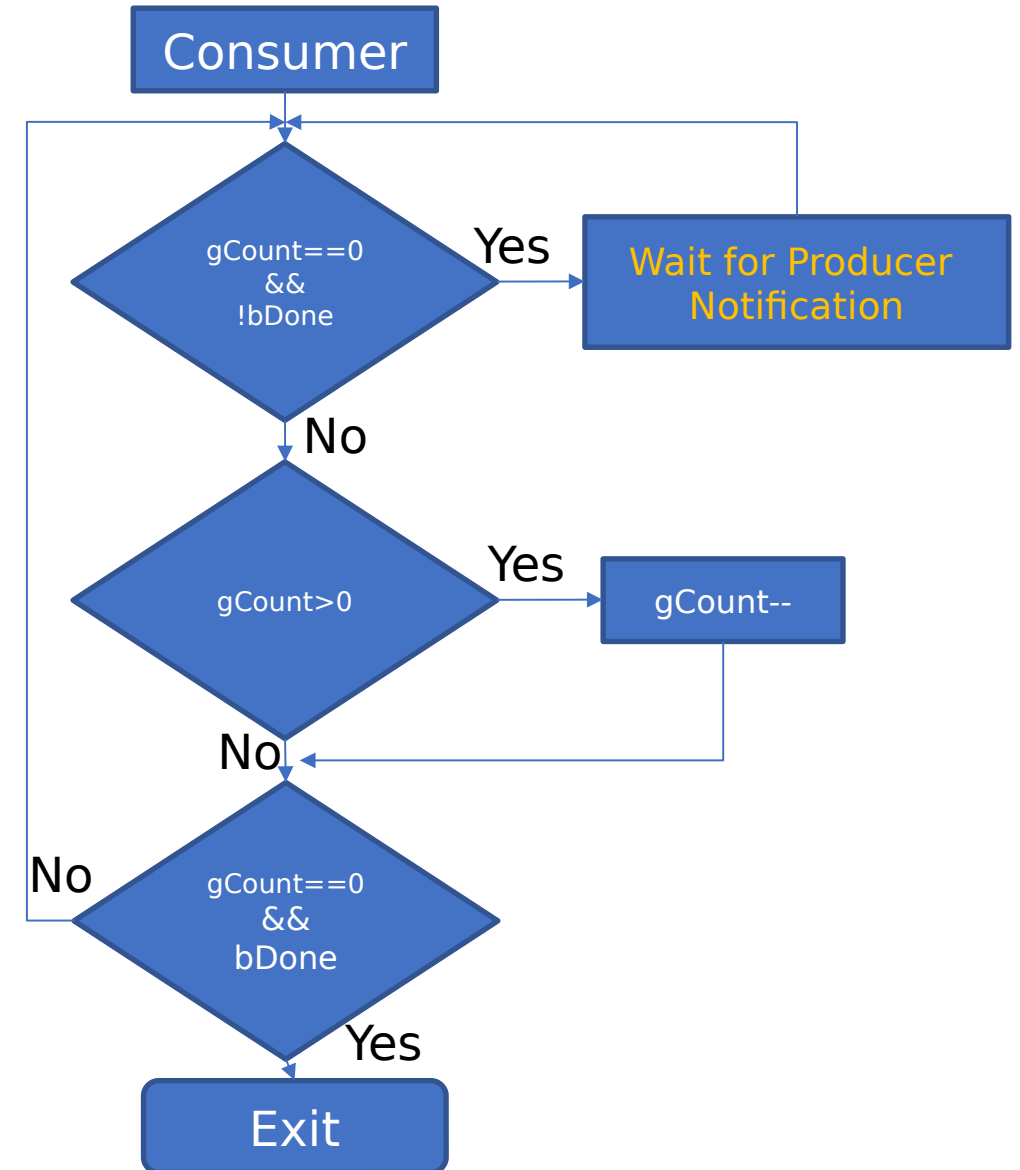
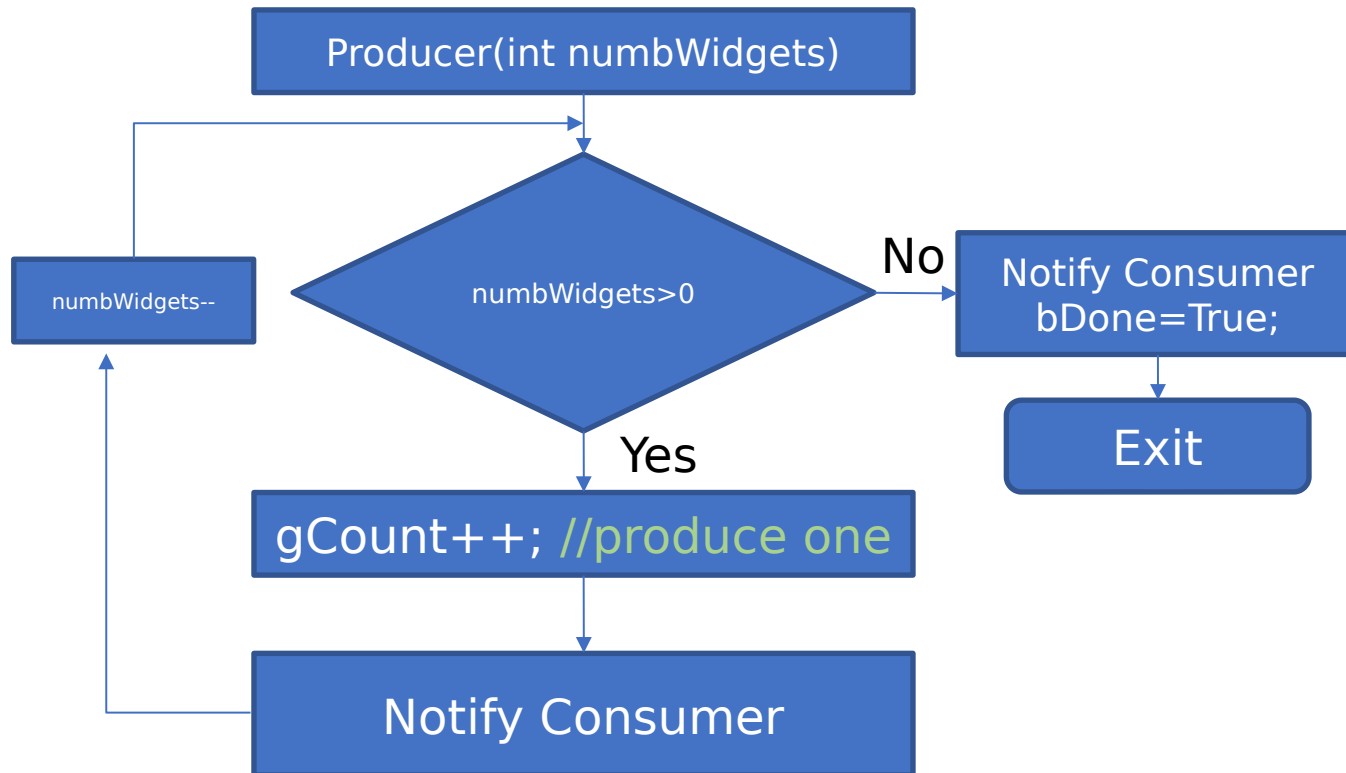
# Producer Consumer- Outline

(partially coordinated)

//Globals

gCount=0; //tracks widgets

bDone = false; //is producer finished?





# Producer Consumer

- See course website examples