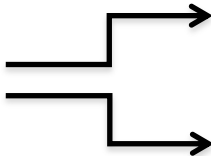




Processore
scrittore



Buffer
condiviso



Processi
lettori

```
typedef struct {  
    int val_1;  
    int val_2;  
} buffer;
```