The goal of this project was to demonstrate the philosopher problem using message passing. I was supposed to use message to trigger actions done by a master that effected the philosophers. For example, each philosopher is to wake up, be hungry, ask to eat, and then according to the number of available forks, be either given permission to eat or be told to wait until both forks were available. I have a much better understanding of how messages work now, but I was unable to completely get my code working. I think that the biggest issue is that I couldn’t get the philosophers to listen properly. I believe that my master is communicating correctly but my philosophers are not listening accordingly. I tried many different iterations of implementing the “receive” function from the MPI files into the philosopher portion of the code, but I was still unable to get them to communicate properly. I wish that I were to have had better understanding of the syntax prior to the project to be able to interpret the example code better.