CS 1550 – Intro to OS
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Process Synchronization

My solution is fair on many aspects. It has a check to confirm that each guide process that opens the museum only ever lets in at most 10 visitors. Guides sleep when they can't enter the museum as well as Visitors. They get woken up when they are supposed to. No process ever gets stranded or caught up in a deadlock. Anytime a process does changes on a shared variable, the other processes get locked while it makes changes which helps prevent a deadlock.