

Write a C program to simulate producer, consumer problem using semaphores

```
#include <stdio.h>
#include <stdlib.h>

int mutex = 1, full = 0, empty = 3, x = 0;

int main()
{
    int n;
    void producer();
    void consumer();
    int wait(int);
    int signal(int);
    printf("\n1. producer\n2. consumer\n3. Exit");
    while(1)
    {
        printf("\nEnter your choice:");
        scanf("%d", &n);
        switch(n)
        {
            case 1: if (mutex == 1) && (empty != 0)
                    producer();
                    else
                    printf("Buffer is full!!");
                    break;
            case 2: if (mutex == 1) && (full != 0)
                    consumer();
                    else
                    printf("Buffer is empty!!");
                    break;
            case 3: exit(0);
                    break;
        }
    }
    return 0;
}
```

```
int wait(int s)
```

```
{
    return (--s);
}
```

```
int signal(int s)
```

```
{
    return (++s);
}
```

```
void producer()
```

```
{
    mutex = wait (mutex);
    full = signal (full);
    empty = wait (empty);
    x++;

```

```
    printf("\n producer produces the item %d", x);
    mutex = signal (mutex);
}
```

```
void consumer()
```

```
{
    mutex = wait (mutex);

```

```
    full = wait (full);

```

```
    empty = signal (empty);

```

```
    printf("\n consumer consumes item %d", x);
    x--;

```

```
    mutex = signal (mutex);
}
```

Output

1. producer 2. consumer 3. Exit.

Enter your choice ;

2.

Buffer is empty!!

Enter your choice: 1 (2 + 1) times
producer produces the item 1

Enter your choice: 1 (2 - 1) times
producer produces the item 2

Enter your choice: 2 (2 + 1) times
Consumer consumes item 2

Enter your choice: 2 (2 + 1) times
Consumer consumes item 1

Enter your choice: 2

Buffer is empty !!

10/10

21/7/23

if (choice == 1) {

if (buff[producer] == 0) {

if (producer == 0) {

buff[producer] = 1;

producer = (producer + 1) % 2;

if (choice == 2) {

if (buff[consumer] != 0) {

if (consumer == 1) {

buff[consumer] = 0;

consumer = (consumer + 1) % 2;

if (choice == 1) {

if (buff[producer] == 0) {

if (producer == 0) {

buff[producer] = 1;

producer = (producer + 1) % 2;

if (choice == 2) {

if (buff[consumer] != 0) {

if (consumer == 1) {

buff[consumer] = 0;

consumer = (consumer + 1) % 2;

[illegible]