## Code:

```
reader_writer.c
#include <pthread.h>
#include <semaphore.h>
#include <stdio.h>
/*
This program provides a possible solution for first readers writers problem using mutex and semaphore.
I have used 10 readers and 5 producers to demonstrate the solution. You can always play with these values.
*/
sem_t wrt;
pthread_mutex_t mutex;
int cnt = 1;
int numreader = 0;
void *writer(void *wno)
  sem_wait(&wrt);
  cnt = cnt*2;
  printf("Writer %d modified cnt to %d\n",(*((int *)wno)),cnt);
  sem_post(&wrt);
}
void *reader(void *rno)
  // Reader acquire the lock before modifying numreader
  pthread_mutex_lock(&mutex);
  numreader++;
  if(numreader == 1) {
    sem_wait(&wrt); // If this id the first reader, then it will block the writer
pthread_mutex_unlock(&mutex);
  // Reading Section
  printf("Reader %d: read cnt as %d\n",*((int *)rno),cnt);
  // Reader acquire the lock before modifying numreader
  pthread_mutex_lock(&mutex);
  numreader--;
  if(numreader == 0) {
    sem_post(&wrt); // If this is the last reader, it will wake up the writer.
  }
  pthread mutex unlock(&mutex);
```

```
int main()
pthread_t read[10],write[5];
  pthread_mutex_init(&mutex, NULL);
  sem_init(&wrt,0,1);
  int a[10] = {1,2,3,4,5,6,7,8,9,10}; //Just used for numbering the producer and consumer
  for(int i = 0; i < 10; i++) {
    pthread_create(&read[i], NULL, (void *)reader, (void *)&a[i]);
  }
  for(int i = 0; i < 5; i++) {
    pthread_create(&write[i], NULL, (void *)writer, (void *)&a[i]);
  }
  for(int i = 0; i < 10; i++) {
  pthread_join(read[i], NULL);
  for(int i = 0; i < 5; i++) {
    pthread_join(write[i], NULL);
  }
  pthread_mutex_destroy(&mutex);
  sem_destroy(&wrt);
  return 0;
```

## **OUTPUT:**

}

```
Writer 2 modified cnt to 4
Writer 5 modified cnt to 8
Reader 10: read cnt as 8
Reader 7: read cnt as 8
Reader 6: read cnt as 8
Reader 5: read cnt as 8
Reader 4: read cnt as 8
Reader 1: read cnt as 8
Writer 3 modified cnt to 16
Writer 4 modified cnt to 32
Reader 8: read cnt as 32
Reader 9: read cnt as 32
Reader 2: read cnt as 32
Reader 3: read cnt as 32
...Program finished with exit code 0
Press ENTER to exit console.
```