

Name: Yukio Rivera
Date: 4/12/2022
Title: Lab 6 – Makefile
Description: Writeup for Lab6

Explain what happens when you run the threadSync.c program?

I compiled and ran the program a few different times and it had a similar behavior, there were some small variations but for the most part it was similar. The first two threads (0, 1) will enter the critical section then the first (0) thread returns. Then after that it will alternate between entering and returning until the last 2 are returned. Then the main thread is done. I tried running an intensive game while running the thread in the background and when the game was rendering intense graphics, it caused a slight delay in the thread being printed to the screen.

Step2

For this lab we were asked to create 2 threads that are used by a producer and consumer to display the alphabet. The main display would look like, “ Producer thread [thread number]:: [Char] >> buffer” and “Consumer thread [Thread number]:: buffer >>[Char]”. The key was that there were only 2 threads being interacted with 1 for the consumer and 1 for the producer. Producer would add a char, such as ‘A’ to the buffer and then the consumer would remove the char from the buffer. The threads would alternate between adding and removing to the buffer. Using semaphores for synchronization.