## Week 5

### O 6.3 baboon crossing

Implement with states and semaphores, and without a light switch.

Ensure that an arbitrary number of north-size-baboons and south-size-baboons can be started. As they have identical behavior, implement only one thread-function (e.g. threadBaboon(me, other)) where me and other contain semaphores and counters (etc.) for its own side and the other side.

Hint (change font color):

state = MyString("EMPTY", "state")  
mutex = MyMutex("mutex")  
capacity = MySemaphore(5, "capacity")  
northCount = MyInt(0, "nCount")  
northCand = MyInt(0, "nCand")  
northSem = MySemaphore(0, "nSem"))  
southCount = MyInt(0, "sCount")  
southCand = MyInt(0, "sCand")  
southSem = MySemaphore(0, "sSem"))

(end of hint)

### P 6.4 modus hall

Implement with states and condition variables.

Ensure that an arbitrary number of heathens and prudes can be started. As they have identical behavior, implement only one thread-function (e.g. threadPerson(me, other)) where me and other contain condition variables and counters (etc.) for the own group and the other group.

Hint (change font color):

state = MyString("EMPTY", "state")  
mutex = MyMutex("mutex")  
heathenCount = MyInt(0, "heathenCount",  
heathenCv = MyConditionVariable(mutex, "heathenCV")   
prudeCount = MyInt(0, "prudeCount",  
prudeCv = MyConditionVariable(mutex, "prudeCV")

(end of hint)