102

A Dialogue on Monitors

Professor: *So it's you again, huh?*

Student: *I bet you are getting quite tired by now, being so, well you know, old? Not that 50 years old is that old, really.*

Professor: *I'm not 50! I've just turned 40, actually. But goodness, I guess to you, being 20-something ...*

Student: *... 19, actually ...*

Professor: *(ugh) ... yes, 19, whatever, I guess 40 and 50 seem kind of similar. But trust me, they're not. At least, that's what my 50-year old friends tell me.*

Student: *Anyhow ...*

Professor: *Ah yes! Why are we talking about again?*

Student: *Monitors. Not that I know what a **monitor** is, except for some kind of old-fashioned name for the computer display sitting in front of me.*

Professor: *Yes, this is a whole different type of thing. It's an old concurrency primitive, designed as a way to incorporate locking automatically into object-oriented programs.*

Student: *Why not include it in the section on concurrency then?*

Professor: *Well, most of the book is about C programming and the POSIX*

threads libraries, where there are no monitors, so there's that. But there are some historical reasons to at least include the information on the topic, so here it is, I guess.

Student: *Ah, history. That's for old people, like you, right?*

Professor: *(glares)*

Student: *Oh take it easy. I kid!*

Professor: *I can't wait until you take the final exam...*