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CST-321

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Producer & Consumer Activity

# Approach and Implementation

My initial approach was to use two signals, one for the producer sleeping and the other for the consumer. However, I hit a few bumps before hand with getting pointers to work which are still unfinished. The producer (parent) process works fine populating the buffer, but the consumer is stuck at index 0 and that is due to the memory not being shared correctly between the two. From there, I decided to switch to pthreads and that worked, only problem there is that signals are not used and the program seems laggy, which I think is due to the debug sleep(1) calls.

# Screenshot of Failed Attempt

A screenshot of a computer

Description automatically generated

# Screenshot of ‘Successful’ Attempt

A screenshot of a computer

Description automatically generated