```
bm1716@sprite16:given$ make
g++    -c -o helper.o helper.cc
g++ -Wall -c helper.cc main.cc
g++ -Wall -pthread -o main helper.o main.o
bm1716@sprite16:given$ ./main 5 6 2 3
Producer(1): Job id 0 duration 8
Consumer(0): Job id 0 executing sleep duration 8
Producer(0): Job id 1 duration 6
Consumer(1): Job id 1 executing sleep duration 6
Producer(1): Job id 2 duration 4
Consumer(2): Job id 2 executing sleep duration 4
Producer(1): Job id 3 duration 6
Producer(0): Job id 4 duration 7
Consumer(2): Job id 2 completed
Consumer(2): Job id 3 executing sleep duration 6
Producer(1): Job id 0 duration 3
Consumer(1): Job id 1 completed
Consumer(1): Job id 4 executing sleep duration 7
Consumer(0): Job id 0 completed
Consumer(0): Job id 0 executing sleep duration 3
Producer(1): Job id 1 duration 10
Producer(0): Job id 2 duration 2
Producer(1): Job id 3 duration 3
Producer(1): No more jobs to generate.
Consumer(0): Job id 0 completed
Consumer(0): Job id 1 executing sleep duration 10
Consumer(2): Job id 3 completed
Consumer(2): Job id 2 executing sleep duration 2
Producer(0): Job id 4 duration 8
Consumer(2): Job id 2 completed
Consumer(2): Job id 3 executing sleep duration 3
Consumer(1): Job id 4 completed
Consumer(1): Job id 4 executing sleep duration 8
Consumer(2): Job id 3 completed
Producer(0): Job id 0 duration 1
Consumer(2): Job id 0 executing sleep duration 1
Consumer(2): Job id 0 completed
Consumer(0): Job id 1 completed
Producer(0): Job id 1 duration 10
Producer(0): No more jobs to generate.
Consumer(2): Job id 1 executing sleep duration 10
Consumer(1): Job id 4 completed
Consumer(2): Job id 1 completed
Consumer(0) No more jobs left.
Consumer(1) No more jobs left.
Consumer(2) No more jobs left.
```