9. . Design a C program to simulate the concept of Dining-Philosophers problem

PROGRAM

#include<stdio.h>

#include<stdlib.h>

#include<pthread.h>

#include<semaphore.h>

#include<unistd.h>

sem\_t room;

sem\_t chopstick[3];

void \* philosopher(void \*);

void eat(int);

int main()

{

int i,a[3];

pthread\_t tid[3];

sem\_init(&room,0,4);

for(i=0;i<3;i++)

sem\_init(&chopstick[i],0,1);

for(i=0;i<3;i++){

a[i]=i;

pthread\_create(&tid[i],NULL,philosopher,(void \*)&a[i]);

}

for(i=0;i<3;i++)

pthread\_join(tid[i],NULL);

}

void \* philosopher(void \* num)

{

int phil=\*(int \*)num;

sem\_wait(&room);

printf("\nPhilosopher %d has entered room",phil);

sem\_wait(&chopstick[phil]);

sem\_wait(&chopstick[(phil+1)%5]);

eat(phil);

sleep(2);

printf("\nPhilosopher %d has finished eating",phil);

sem\_post(&chopstick[(phil+1)%5]);

sem\_post(&chopstick[phil]);

sem\_post(&room);

}

void eat(int phil)

{

printf("\nPhilosopher %d is eating",phil);

}

Input And Output



