# Week 3 Assignments

# 5.1 Dining Savages (4 points)

Implement with real meals. Choose your data structure for the pot carefully. (3 points).

Additional requirement: have a chef cook who only comes into action when the chief-savage wants to eat (1 point)

# Building H2O (3 points)

Implement without counters (but semaphores, mutexes, pipets, queues, barriers are allowed).

Ensure that an arbitrary number of H and O threads can be started (e.g. N=7). See paragraph 5.6 (LBOS).