Assignment #8 Dining Philosopher’s Problem

This assignment tasks students with the creation and handling of the classic dining philosopher’s problem. Utilize the Little Book of Semaphores Chapter 4.4 to assist you with the understanding and implementation of a good solution that avoids deadlock and starvation. Additionally, the video in Unit 7 > Additional Resources will assist students in visualizing the task at hand. To complete this assignment, you should:

* Establish your own Dining Philosopher’s Problem by taking 2 arguments from the command line (30%)
  + First argument for # of Philosophers, second argument for # of utensils
  + You will need at LEAST 4 Philosophers and 4 utensils (equal number of each)
* Your solution should
  + Avoid deadlock (20%)
  + Avoid starvation (20%)
  + Allow each philosopher to ‘eat’ at least 5 times (to show that the program is working correctly (30%)

Save your program file as 8.cpp. Each of the bullets are worth the listed percentage.

**Due date: Sunday, October 29th, by 11:59 PM**