

PPC DIAGRAM : HANNABIS

Explanation:

- **Game Process:**
 - Manages the game session, deck, and tracks suits in construction.
 - Utilizes a message queue for communication with player processes.
- **Player Processes:**
 - Interact with users, the game process, and other player processes.
 - Communicate with the game process via message queue.
 - Player processes may use sockets for inter-process communication.
- **Message Queues:**
 - Used for communication between game and player processes.
 - Messages exchanged include player actions, game state updates, etc.
- **Sockets:**
 - Used for communication between player processes.
 - Facilitates exchange of information such as player actions, game state updates, etc.
- **Shared Memory:**
 - Shared memory contains information on tokens and suits in construction.
 - Accessed by both game and player processes.
- **Signals:**
 - Signals are exchanged between processes to notify end-of-game events or other critical situations.
 - Handlers for signals are defined in each process to respond appropriately.
- **Synchronization Primitives:**
 - Utilized to protect access to shared resources (e.g., shared memory) or count resources.
 - Includes locks, semaphores, or other synchronization mechanisms.

