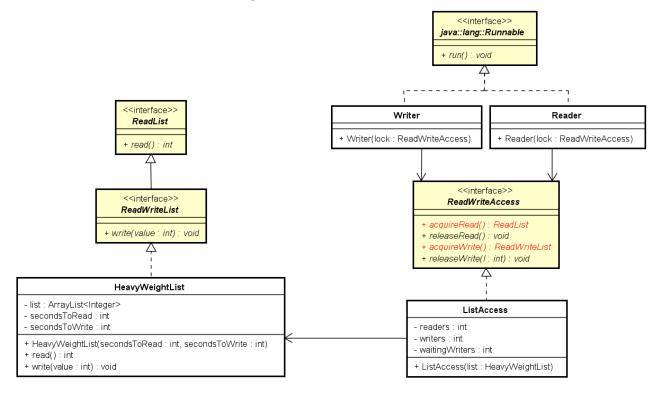
Exercise: Readers-Writers with access to a model object

Implement the following Readers-Writers problem exercise. Class HeavyWeightList and interfaces ReadList and ReadWriteList are given at the end of this document.



Part 1

Create interface ReadWriteAccess.

Part 2

Implement class ListAccess. In the diagram above it is shown with Writer preference, but It is also ok to implement it with either Reader preference or Fair.

Both of the acquire methods return the HeavyWeightList object.

Insert proper printouts, each including action, name of thread, and values for the instance variables (not including the HeavyWeightList instance variable)

Part 3

Implement class Writer. In the run method loop 3 times waiting a random time between 5 and 10 seconds, acquire write access (to get a ReadWriteList object), call method write, and release write access.

Part 4

Implement class Reader. In the run method loop 3 times waiting a random time between 1 and 10 seconds, acquire read access (to get a ReadList object), call method read, and release read access.

Part 5

Implement a class with a main method in which you 1) Create a HeavyWeightList with secondsToRead set to 3 and secondsToWrite to 5 seconds, 2) Create the shared resource (declared as a ReadWriteAccess and created as a ListAccess) and 3) Create and start 25 Reader threads and 2 Writer threads.

```
public interface ReadList
{
  int read();
}
```

```
public interface ReadWriteList extends ReadList
{
   void write(int value);
}
```

```
import java.util.ArrayList;
public class HeavyWeightList implements ReadWriteList
  private ArrayList<Integer> list;
  private int secondsToRead;
  private int secondsToWrite;
  public HeavyWeightList(int secondsToRead, int secondsToWrite)
    list = new ArrayList<>();
    this.secondsToRead = secondsToRead;
    this.secondsToWrite = secondsToWrite;
  @Override public void write(int value)
    list.add(value);
    if (list.size() > 10000)
      list.remove(∅);
    simulateThatItTakesTime(secondsToWrite);
  }
  @Override public int read()
    int sum = 0;
    for (int i=0; i<list.size(); i++)</pre>
      if (sum > Integer.MAX_VALUE - list.get(i))
      {
        sum = Integer.MAX_VALUE;
      }
      else
        sum += list.get(i);
    simulateThatItTakesTime(secondsToRead);
   return sum;
  }
  private void simulateThatItTakesTime(int seconds)
   try {Thread.sleep(seconds*1000);}
    catch (InterruptedException e) { /* empty*/ }
  }
```