

Documentation: Portfolio Part-1

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CSC450: Programming III

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Documentation: Portfolio Part-1

This documentation is part of the Module-7 Portfolio Milestone from CSC450: Programming III at Colorado State University Global. The program's name is Thread Counting Synchronization. It provides an overview of the program's functionality and testing scenarios, including console output screenshots. The program is coded in C++ 17.

The Assignment Direction:

Portfolio Project: Part 1

For your Portfolio Project, you will demonstrate an understanding of the various concepts discussed in each module. For the first part of your Portfolio Project, you will create a C++ application that will exhibit concurrency concepts. Your application should create two threads that will act as counters. One thread should count up to 20. Once thread one reaches 20, then a second thread should be used to count down to 0. For your created code, provide a detailed analysis of appropriate concepts that could impact your application. Specifically, address:

- Performance issues with concurrency
- Vulnerabilities exhibited with use of strings
- Security of the data types exhibited.

Compile and submit your pseudocode, source code, and screenshots of the application executing the application, the results and your GIT repository in a single document.

To receive full credit for the packaging requirements for your Critical Thinking and Portfolio assignments you must:

- 1) Put your C++ source code in .cpp text files. Note that I execute all your programs to check them out.
- 2) In a Word or PDF "documentation" file, labeled as such, put a copy of your C++ source code and execution output screen snapshots.
- 3) Some positive evidence that you've definitely stored your source code in a GitHub repository on GitHub.com.
- 4) Include a detailed analysis paper in APA Edition 7 format of the important concepts of concurrency with C++ to cover in detail performance issues, string vulnerabilities, and security of data types. Here's a link to the school's Writing Center where you can find the relevant APA Edition 7 requirements you need to follow -> <https://csuglobal.libguides.com/writingcenterLinks> to an external site.
- 5) Put all your files into a single .zip file, and submit ONLY that .zip file for grading. Do not submit any additional separate files.

⚠ My notes:

- The simple C++ console application is in file **PF1-Thread Counting Synchronization.cpp**
- The program follows the following SEI CERT C/C++ Coding Standard:
 - CON50-CPP. Do not destroy a mutex while it is locked
 - CON51-CPP. Ensure actively held locks are released on exceptional conditions
 - CON52-CPP. Prevent data races when accessing bit-fields from multiple threads
 - CON54-CPP. Wrap functions that can spuriously wake up in a loop
 - CON55-CPP. Preserve thread safety and liveness when using condition variables
 - ERR50-CPP. Do not abruptly terminate the program
 - ERR51-CPP. Handle all exceptions
 - ERR55-CPP. Honor Exception Specifications
 - STR50-CPP. Guarantee that storage for strings has sufficient space
 - STR51-CPP. Do not attempt to create a std::string from a null pointer

- STR52-CPP. Use valid references, pointers, and iterators to reference elements of a `basic_string`

Program Description:

This program demonstrates the use of threads and how to synchronize them using mutexes and condition variables.

Thread 1 counts up from 0 to a maximum count, while Thread 2 waits until Thread 1 completes, and then counts down from the maximum count to 0.

Git Repository

I use [GitHub](#) as my Distributed Version Control System (DVCS), the following is a link to my GitHub, [Omegapy](#).

My GitHub repository that is used to store this assignment is named [My-Academics-Portfolio](#).

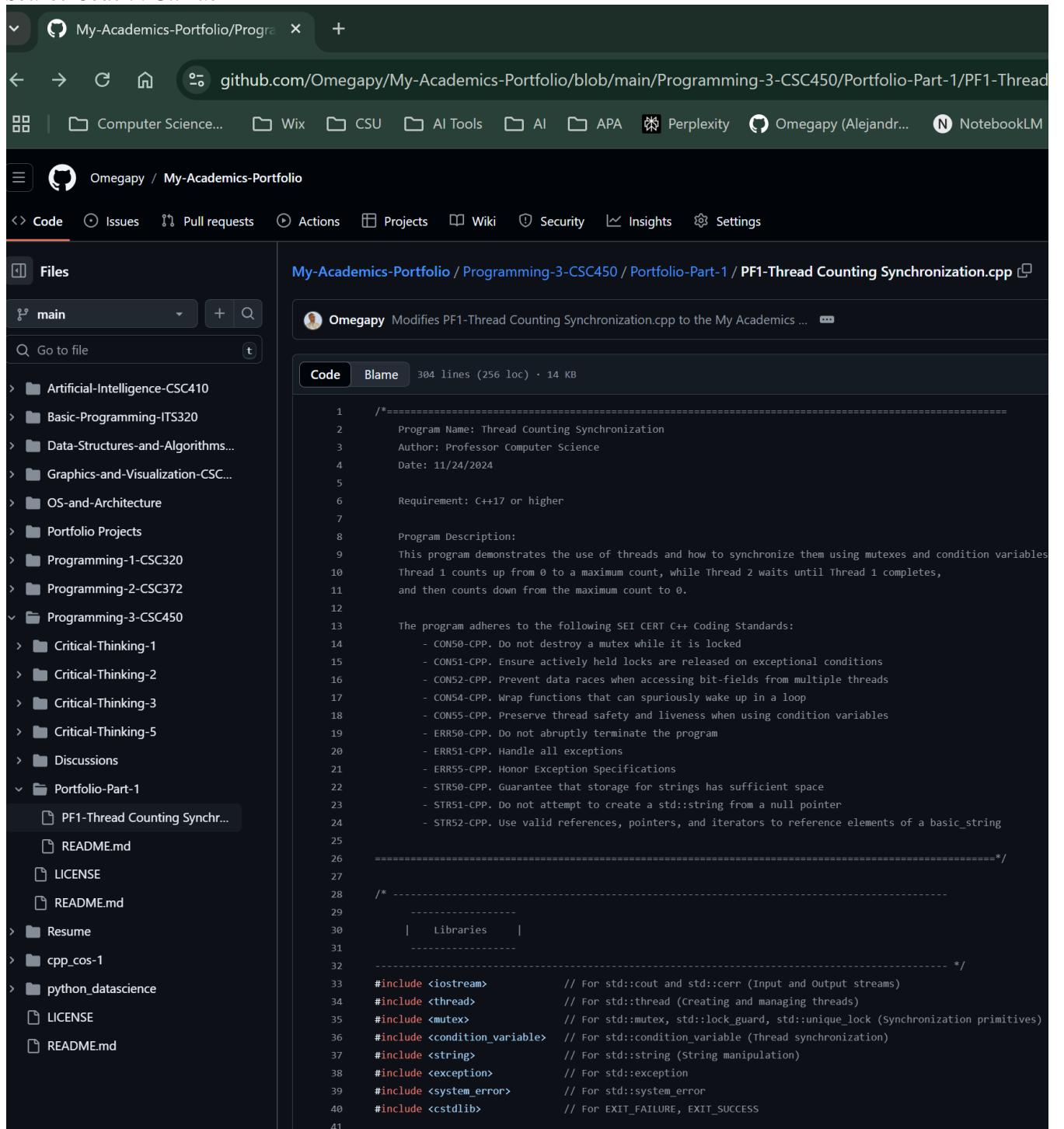
The link to this specific assignment is:

<https://github.com/Omegapy/My-Academics-Portfolio/tree/main/Programming-3-CSC450/Portfolio-Part-1>



Image of the source code in the GitHub: see next page

Figure 1
Source Code in GitHub



The screenshot shows a GitHub repository page for 'My-Academics-Portfolio'. The repository name is 'My-Academics-Portfolio' and the specific file is 'PF1-Thread Counting Synchronization.cpp'. The code editor displays the C++ source code for a thread synchronization program. The code includes comments explaining the program's purpose, requirements, and adherence to SEI CERT C++ Coding Standards. The comments mention various rules such as CON50-CPP, CON51-CPP, CON52-CPP, CON54-CPP, CON55-CPP, ERR50-CPP, ERR51-CPP, ERR55-CPP, STR50-CPP, STR51-CPP, and STR52-CPP.

```

/*
=====
Program Name: Thread Counting Synchronization
Author: Professor Computer Science
Date: 11/24/2024

Requirement: C++17 or higher

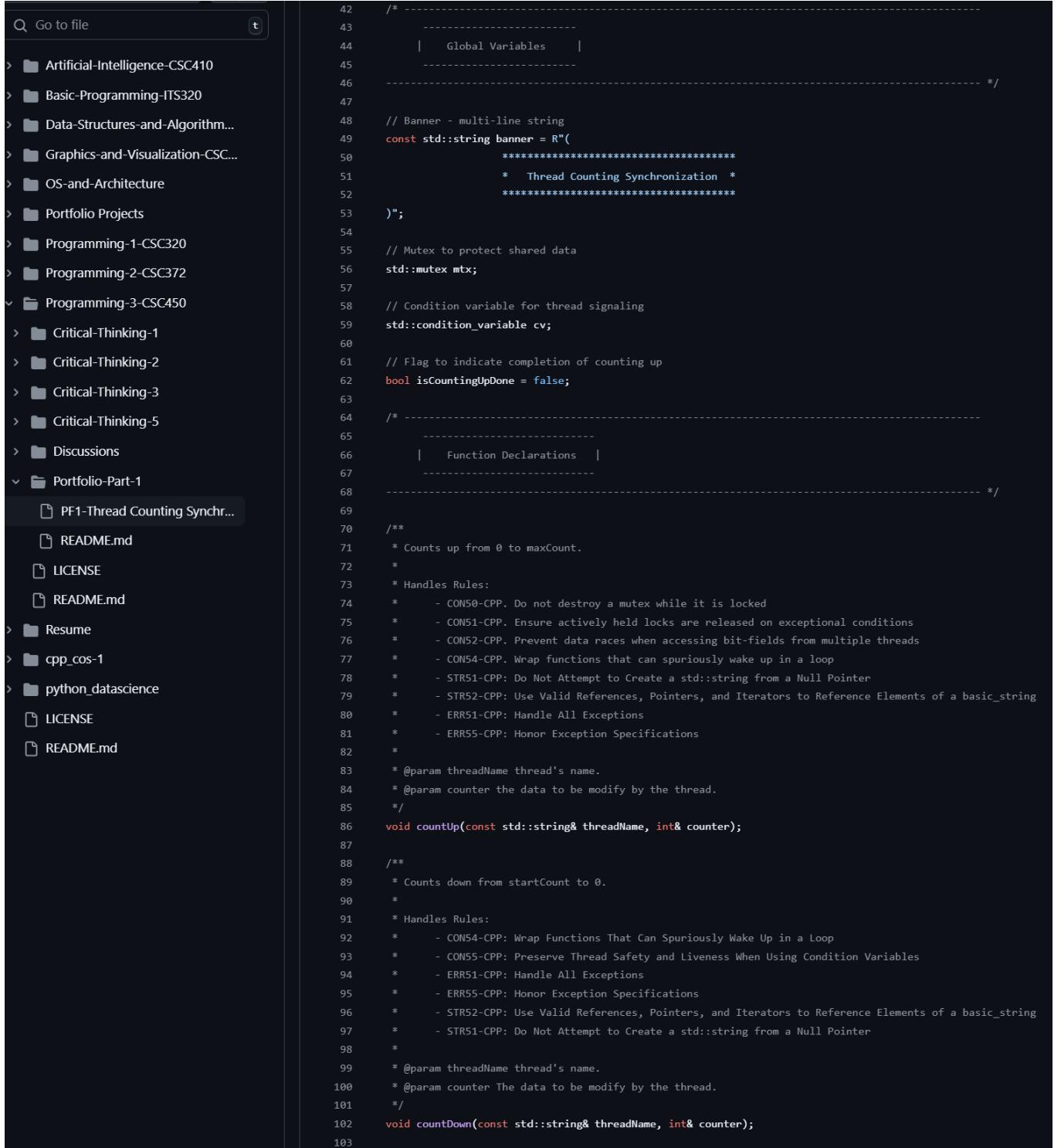
Program Description:
This program demonstrates the use of threads and how to synchronize them using mutexes and condition variables.
Thread 1 counts up from 0 to a maximum count, while Thread 2 waits until Thread 1 completes,
and then counts down from the maximum count to 0.

The program adheres to the following SEI CERT C++ Coding Standards:
- CON50-CPP. Do not destroy a mutex while it is locked
- CON51-CPP. Ensure actively held locks are released on exceptional conditions
- CON52-CPP. Prevent data races when accessing bit-fields from multiple threads
- CON54-CPP. Wrap functions that can spuriously wake up in a loop
- CON55-CPP. Preserve thread safety and liveness when using condition variables
- ERR50-CPP. Do not abruptly terminate the program
- ERR51-CPP. Handle all exceptions
- ERR55-CPP. Honor Exception Specifications
- STR50-CPP. Guarantee that storage for strings has sufficient space
- STR51-CPP. Do not attempt to create a std::string from a null pointer
- STR52-CPP. Use valid references, pointers, and iterators to reference elements of a basic_string

=====
*/
-----|
| Libraries |
-----|
----- */
33 #include <iostream>           // For std::cout and std::cerr (Input and Output streams)
34 #include <thread>             // For std::thread (Creating and managing threads)
35 #include <mutex>              // For std::mutex, std::lock_guard, std::unique_lock (synchronization primitives)
36 #include <condition_variable> // For std::condition_variable (Thread synchronization)
37 #include <string>              // For std::string (String manipulation)
38 #include <exception>            // For std::exception
39 #include <system_error>        // For std::system_error
40 #include <cstdlib>             // For EXIT_FAILURE, EXIT_SUCCESS
41

```

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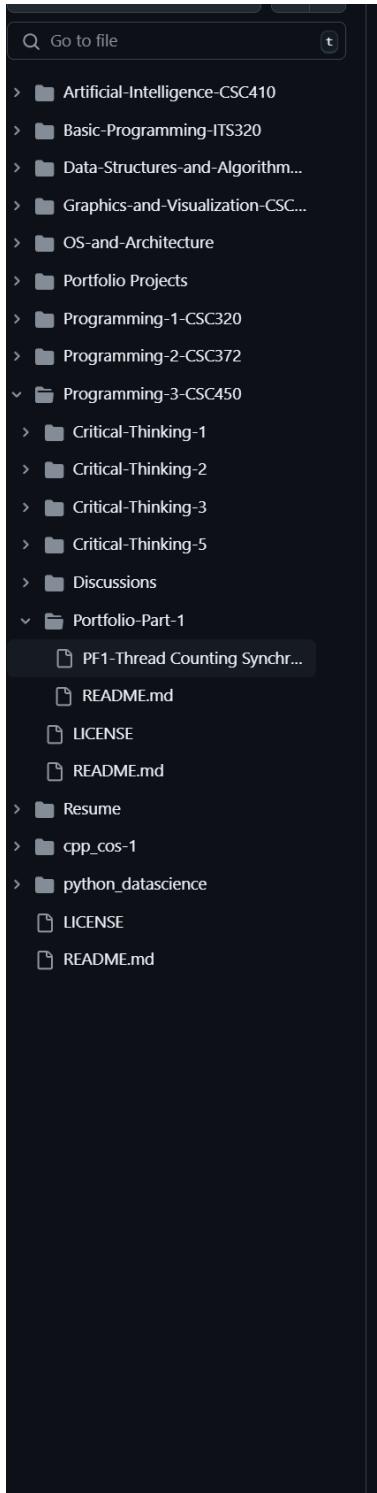
The screenshot shows a file browser interface on the left and a code editor on the right. The file browser lists various projects and files, including Artificial-Intelligence-CSC410, Basic-Programming-ITS320, Data-Structures-and-Algorithm..., Graphics-and-Visualization-CSC..., OS-and-Architecture, Portfolio Projects, Programming-1-CSC320, Programming-2-CSC372, Programming-3-CSC450 (which contains Critical-Thinking-1 through 5, Discussions, and Portfolio-Part-1), and CPP and Python projects like cpp_cos-1 and python_datascience. The code editor displays a C++ program with comments and code related to thread synchronization and condition variables.

```

42  /* -----
43  -----|
44  |   Global Variables   |
45  -----|
46  -----*/
47
48 // Banner - multi-line string
49 const std::string banner = R"(
50 ***** * Thread Counting Synchronization * *****
51 ***** * ***** ***** ***** ***** ***** ***** *
52 )";
53
54
55 // Mutex to protect shared data
56 std::mutex mtx;
57
58 // Condition variable for thread signaling
59 std::condition_variable cv;
60
61 // Flag to indicate completion of counting up
62 bool isCountingUpDone = false;
63
64 /* -----
65 -----|
66 |   Function Declarations   |
67 -----|
68 -----*/
69
70 /**
71 * Counts up from 0 to maxCount.
72 *
73 * Handles Rules:
74 * - CON50-CPP: Do not destroy a mutex while it is locked
75 * - CON51-CPP: Ensure actively held locks are released on exceptional conditions
76 * - CON52-CPP: Prevent data races when accessing bit-fields from multiple threads
77 * - CON54-CPP: Wrap functions that can spuriously wake up in a loop
78 * - STR51-CPP: Do Not Attempt to Create a std::string from a Null Pointer
79 * - STR52-CPP: Use Valid References, Pointers, and Iterators to Reference Elements of a basic_string
80 * - ERR51-CPP: Handle All Exceptions
81 * - ERR55-CPP: Honor Exception Specifications
82 *
83 * @param threadName thread's name.
84 * @param counter the data to be modify by the thread.
85 */
86 void countUp(const std::string& threadName, int& counter);
87
88 /**
89 * Counts down from startCount to 0.
90 *
91 * Handles Rules:
92 * - CON54-CPP: Wrap Functions That Can Spuriously Wake Up in a Loop
93 * - CON55-CPP: Preserve Thread Safety and Liveness When Using Condition Variables
94 * - ERR51-CPP: Handle All Exceptions
95 * - ERR55-CPP: Honor Exception Specifications
96 * - STR52-CPP: Use Valid References, Pointers, and Iterators to Reference Elements of a basic_string
97 * - STR51-CPP: Do Not Attempt to Create a std::string from a Null Pointer
98 *
99 * @param threadName thread's name.
100 * @param counter The data to be modify by the thread.
101 */
102 void countDown(const std::string& threadName, int& counter);
103

```

Continue next page

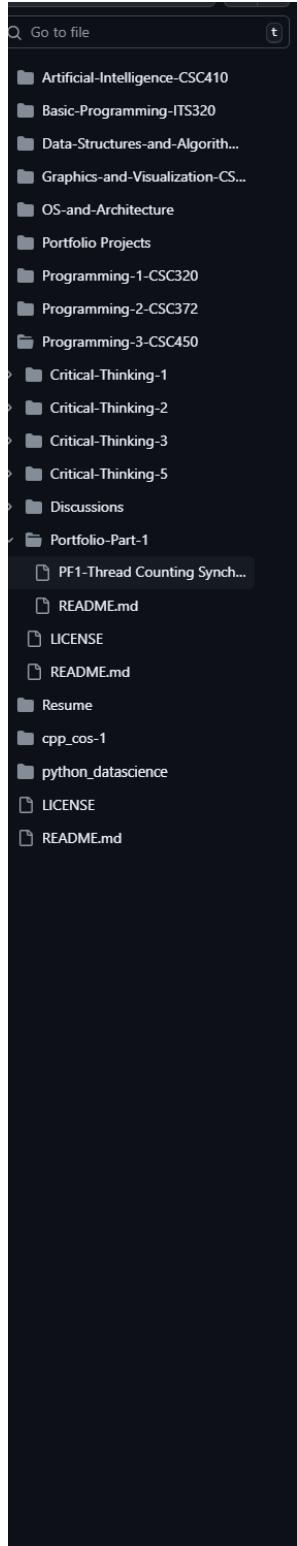


```

104    // =====
105    /* -----
106     -----
107     | Main Function |
108     -----
109
110     The main function creates threads for counting up and down.
111
112     Handles Rules:
113     - CON50-CPP: Do Not Destroy a Mutex While It Is Locked
114     - ERR51-CPP: Handle All Exceptions
115     - ERR50-CPP: Do Not Abruptly Terminate the Program
116     - ERR55-CPP: Honor Exception Specifications
117     - STR50-CPP: Guarantee that storage for strings has sufficient space
118
119     -----
120     // ===== */
121     int main() {
122         // Define thread names for clarity in output
123         // (STR50-CPP: Guarantee that storage for strings has sufficient space)
124         std::string thread1Name = "Thread 1";
125         std::string thread2Name = "Thread 2";
126
127         // Maximum count for Thread 1
128         int counter = -1;
129
130         try {
131             // Output banner
132             std::cout << banner << std::endl;
133
134             // Create Thread 1 (Counting Up)
135             std::thread thread1(countUp, thread1Name, std::ref(counter));
136
137             // Create Thread 2 (Counting Down)
138             std::thread thread2(countDown, thread2Name, std::ref(counter));
139
140             // Join threads to ensure they have completed execution
141             // (CON50-CPP: Do not destroy a mutex while it is locked)
142             thread1.join();
143             thread2.join();
144         }
145         catch (const std::system_error& e) {
146             // Ensure actively held locks are released on exceptional conditions (ERR51-CPP)
147             std::cerr << "Thread system error: " << e.what() << std::endl;
148             return EXIT_FAILURE; // Do not abruptly terminate the program (ERR50-CPP)
149         }
150         catch (const std::exception& e) {
151             // Handle any other standard exceptions
152             std::cerr << "Exception: " << e.what() << std::endl;
153             return EXIT_FAILURE; // Do not abruptly terminate the program (ERR50-CPP)
154         }
155         catch (...) {
156             // Catch-all handler for any other exceptions
157             std::cerr << "Unknown exception occurred." << std::endl;
158             return EXIT_FAILURE; // Do not abruptly terminate the program (ERR50-CPP)
159         }
160
161         // Final output indicating completion
162         // (STR52-CPP: Use valid references, pointers, and iterators to reference elements of a basic_string)
163         std::cout << "\nBoth threads have completed their counting without errors." << std::endl;
164
165         return EXIT_SUCCESS;
166     }

```

Continue next page



```

167 // =====
168 /* -----
169 |   Function Definitions   |
170 ----- */
171 // -----
172 // -----
173 // -----
174 // -----
175 // -----
176 /**
177 * Counts up from 0 to maxCount.
178 *
179 * Handles Rules:
180 * - CON50-CPP: Do not destroy a mutex while it is locked
181 * - CON51-CPP: Ensure actively held locks are released on exceptional conditions
182 * - CON54-CPP: Wrap functions that can spuriously wake up in a loop
183 * - STR51-CPP: Do Not Attempt to Create a std::string from a Null Pointer
184 * - STR52-CPP: Use Valid References, Pointers, and Iterators to Reference Elements of a basic_string
185 * - ERR51-CPP: Handle All Exceptions
186 * - ERR55-CPP: Honor Exception Specifications
187 *
188 * @param threadName thread's name.
189 * @param counter the data to be modify by the thread.
190 */
191 void countUp(const std::string& threadName, int& counter) {
192     try {
193         // Ensure that threadName is a valid, non-null string (STR51-CPP)
194         std::cout << "\n--- Thread 1 is live ---" << std::endl;
195
196         for (int i = 0; i <= 20; i++) {
197             // Simulate some work with a sleep
198             // Note: The mutex is not locked, other threads can access the shared data (counter) during this time
199             std::this_thread::sleep_for(std::chrono::milliseconds(100));
200
201             // Using std::lock_guard ensures that the mutex is automatically released when the scope ends,
202             // even if an exception is thrown (CON51-CPP)
203             // std::lock_guard is used to lock exactly one mutex for an entire scope
204             // (Using RAII to manage mutex unlocking automatically - Related to Unlocking a mutex via RAII)
205             // Scope for lock_guard allows for automatic unlocking of the mutex when the scope ends
206             { // Scope for lock_guard
207                 std::lock_guard<std::mutex> lock(mtx); // (CON51-CPP: Automatically unlocks mutex) (at the end of the scope)
208
209                 if (i == 0) {
210                     std::cout << "\n--- Counting Up Thread 1 ---" << std::endl;
211                 }
212
213                 // Use valid references to elements of a basic_string (STR52-CPP)
214                 std::cout << threadName << " counting up: " << ++counter << std::endl;
215             } // RAII ensures mutex is unlocked automatically when the scope ends
216         }
217
218         // After counting up is done, set the flag
219         { // Lock mutex before modifying shared flag to prevent data races (CON52-CPP)
220             std::lock_guard<std::mutex> lock(mtx); // (CON51-CPP)
221             isCountingUpDone = true;
222         }
223
224         // Notify one waiting thread to start counting down
225         // (CON54-CPP: Wrap functions that can spuriously wake up in a loop)
226         cv.notify_one();
227
228         // (CON50-CPP: Do not destroy a mutex while it is locked)
229         // The mutex mtx remains valid, it is declared globally and threads are properly joined before the program is terminated.
230     }
231
232     catch (const std::exception& e) {
233         // Handle exceptions within the thread (ERR51-CPP)
234         std::cerr << threadName << " encountered an exception: " << e.what() << std::endl;
235     }
236     catch (...) {
237         std::cerr << threadName << " encountered an unknown exception." << std::endl;
238     }
239 }
240 // -----

```

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```

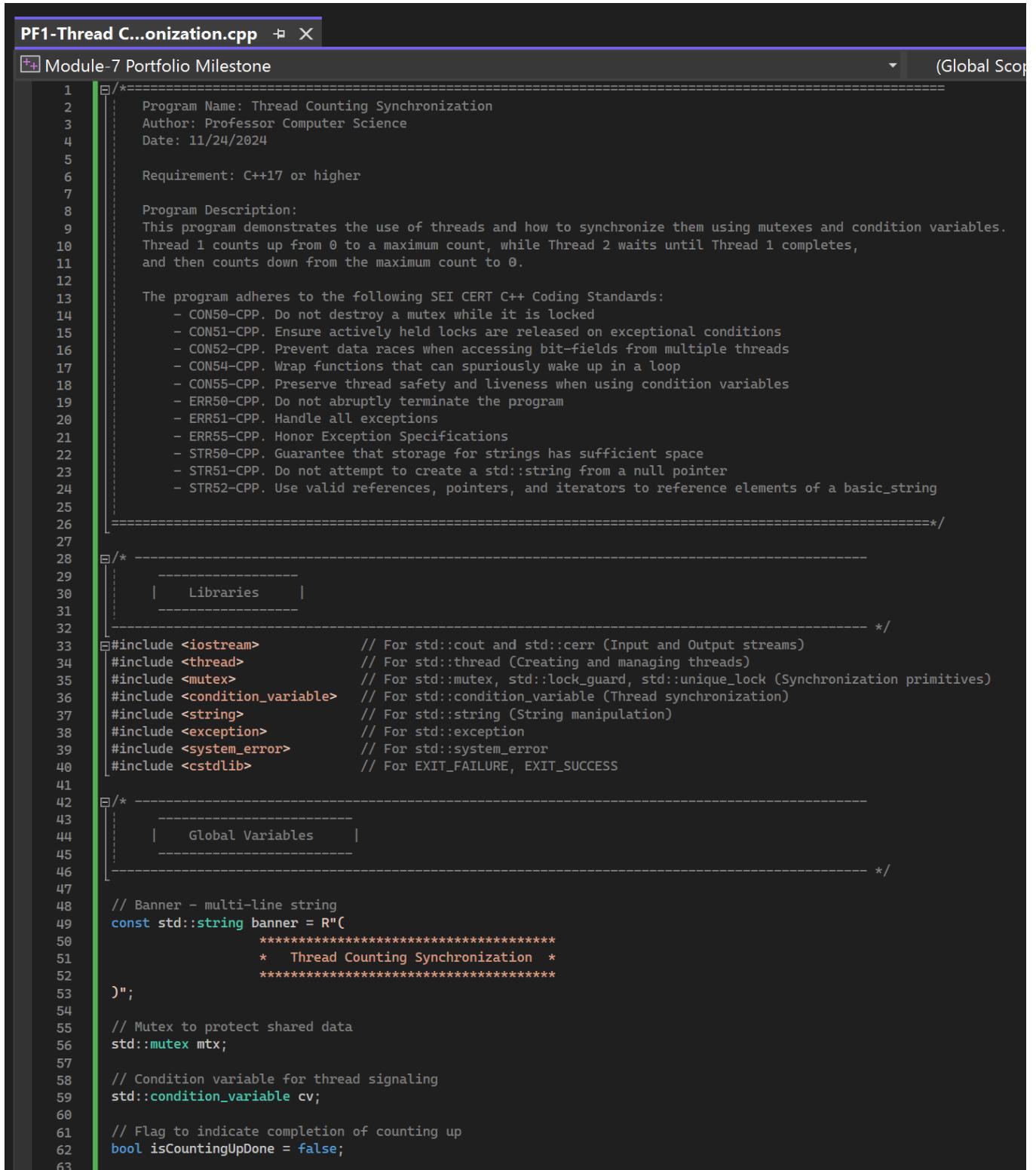
> └─ Critical-Thinking-3
>   └─ Critical-Thinking-5
>   └─ Discussions
>   └─ Portfolio-Part-1
>     └─ PF1-Thread Counting Synch...
>       └─ README.md
>       └─ LICENSE
>       └─ README.md
>   └─ Resume
>   └─ cpp_cos-1
>   └─ python_datscience
>     └─ LICENSE
>     └─ README.md

242
243    /**
244     * Counts down from startCount to 0.
245     *
246     * Handles Rules:
247     *      - CON54-CPP: Wrap Functions That Can Spuriously Wake Up in a Loop
248     *      - CON55-CPP: Preserve Thread Safety and Liveness When Using Condition Variables
249     *      - ERR51-CPP: Handle All Exceptions
250     *      - ERR55-CPP: Honor Exception Specifications
251     *      - STR52-CPP: Use Valid References, Pointers, and Iterators to Reference Elements of a basic_string
252     *      - STR51-CPP: Do Not Attempt to Create a std::string from a Null Pointer
253     *
254     * @param threadName thread's name.
255     * @param counter The data to be modify by the thread.
256     */
257     void countDown(const std::string& threadName, int& counter) {
258         try {
259             // Ensure that threadName is a valid, non-null string (STR51-CPP)
260
261             std::cout << "\n--- Thread 2 is live ---" << std::endl;
262
263             // std::unique_lock<std::mutex> is used to lock the mutex and work with the condition variable (wait).
264             // Provides more flexibility compared to std::lock_guard, such as manual unlocking.
265             std::unique_lock<std::mutex> lock(mtx); // (CON51-CPP: Ensures mutex is unlocked on exceptions)
266
267             // Wait until isCountingUpDone is true
268             // (CON54-CPP: Wrap functions that can spuriously wake up in a loop)
269             cv.wait(lock, [] { return isCountingUpDone; }); // Mutex is unlocked during wait
270
271             std::cout << "\n--- Counting down Thread 2 ---" << std::endl;
272
273             // Start counting down
274             for (int i = counter; i >= 0; --i) {
275                 lock.unlock(); // Unlock the mutex before sleeping (Explicit Unlock - Using std::unique_lock)
276
277                 // Simulate some work with a sleep
278                 // Note: The mutex is not locked, other threads can access the shared data (counter) during this time
279                 std::this_thread::sleep_for(std::chrono::milliseconds(100));
280
281                 { // Scope for lock_guard allows for automatic unlocking of the mutex when the scope ends
282                     std::lock_guard<std::mutex> guard(mtx); // (CON51-CPP: Automatically unlocks mutex)
283
284                     // Use valid references to elements of a basic_string (STR52-CPP)
285                     std::cout << threadName << " counting down: " << counter-- << std::endl;
286                 } // RAI ensures mutex is unlocked automatically when the scope ends
287
288                 lock.lock(); // Re-lock the mutex after sleeping (Explicit Lock - Using std::unique_lock)
289             }
290
291             // Ensure that threads terminate properly, maintaining liveness and thread safety
292             // (CON55-CPP: Preserve thread safety and liveness when using condition variables)
293         }
294         catch (const std::exception& e) {
295             // Handle exceptions within the thread (ERR51-CPP)
296             std::cerr << threadName << " encountered an exception: " << e.what() << std::endl;
297         }
298         catch (...) {
299             std::cerr << threadName << " encountered an unknown exception." << std::endl;
300         }
301     }
302
303     // -----
304     // End of Program

```

Next page Source Code in IDE

Figure 2
Source Code in IDE



```

PF1-Thread C...onization.cpp X
Module-7 Portfolio Milestone (Global Scope)

1  /*=====
2   | Program Name: Thread Counting Synchronization
3   | Author: Professor Computer Science
4   | Date: 11/24/2024
5
6   Requirement: C++17 or higher
7
8   Program Description:
9   This program demonstrates the use of threads and how to synchronize them using mutexes and condition variables.
10  Thread 1 counts up from 0 to a maximum count, while Thread 2 waits until Thread 1 completes,
11  and then counts down from the maximum count to 0.
12
13  The program adheres to the following SEI CERT C++ Coding Standards:
14      - CON50-CPP. Do not destroy a mutex while it is locked
15      - CON51-CPP. Ensure actively held locks are released on exceptional conditions
16      - CON52-CPP. Prevent data races when accessing bit-fields from multiple threads
17      - CON54-CPP. Wrap functions that can spuriously wake up in a loop
18      - CON55-CPP. Preserve thread safety and liveness when using condition variables
19      - ERR50-CPP. Do not abruptly terminate the program
20      - ERR51-CPP. Handle all exceptions
21      - ERR55-CPP. Honor Exception Specifications
22      - STR50-CPP. Guarantee that storage for strings has sufficient space
23      - STR51-CPP. Do not attempt to create a std::string from a null pointer
24      - STR52-CPP. Use valid references, pointers, and iterators to reference elements of a basic_string
25
26  =====*/
27
28  /*
29  | Libraries     |
30  -----
31
32  */
33 #include <iostream>           // For std::cout and std::cerr (Input and Output streams)
34 #include <thread>            // For std::thread (Creating and managing threads)
35 #include <mutex>             // For std::mutex, std::lock_guard, std::unique_lock (Synchronization primitives)
36 #include <condition_variable> // For std::condition_variable (Thread synchronization)
37 #include <string>              // For std::string (String manipulation)
38 #include <exception>          // For std::exception
39 #include <system_error>        // For std::system_error
40 #include <cstdlib>            // For EXIT_FAILURE, EXIT_SUCCESS
41
42  /*
43  | Global Variables   |
44  -----
45
46  */
47
48 // Banner - multi-line string
49 const std::string banner = R"(
50                                     ****
51                                     * Thread Counting Synchronization *
52                                     ****
53 )";
54
55 // Mutex to protect shared data
56 std::mutex mtx;
57
58 // Condition variable for thread signaling
59 std::condition_variable cv;
60
61 // Flag to indicate completion of counting up
62 bool isCountingUpDone = false;
63

```

Continue next page

```
64  /* -----
65  |   Function Declarations   |
66  ----- */
67  |
68  /**
69  * Counts up from 0 to maxCount.
70  *
71  * Handles Rules:
72  * - CON50-CPP: Do not destroy a mutex while it is locked
73  * - CON51-CPP: Ensure actively held locks are released on exceptional conditions
74  * - CON52-CPP: Prevent data races when accessing bit-fields from multiple threads
75  * - CON54-CPP: Wrap functions that can spuriously wake up in a loop
76  * - STR51-CPP: Do Not Attempt to Create a std::string from a Null Pointer
77  * - STR52-CPP: Use Valid References, Pointers, and Iterators to Reference Elements of a basic_string
78  * - ERR51-CPP: Handle All Exceptions
79  * - ERR55-CPP: Honor Exception Specifications
80  *
81  * @param threadName thread's name.
82  * @param counter the data to be modify by the thread.
83  */
84  void countUp(const std::string& threadName, int& counter);
85  |
86  /**
87  * Counts down from startCount to 0.
88  *
89  * Handles Rules:
90  * - CON54-CPP: Wrap Functions That Can Spuriously Wake Up in a Loop
91  * - CON55-CPP: Preserve Thread Safety and Liveness When Using Condition Variables
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93  * - ERR55-CPP: Honor Exception Specifications
94  * - STR52-CPP: Use Valid References, Pointers, and Iterators to Reference Elements of a basic_string
95  * - STR51-CPP: Do Not Attempt to Create a std::string from a Null Pointer
96  *
97  * @param threadName thread's name.
98  * @param counter The data to be modify by the thread.
99  */
100 void countDown(const std::string& threadName, int& counter);
101 |
102 |
103 
```

Continue next page

```

104 // =====
105 /* -----
106 |   Main Function   |
107 -----*/
108
109     The main function creates threads for counting up and down.
110
111     Handles Rules:
112     - CON50-CPP: Do Not Destroy a Mutex While It Is Locked
113     - ERR51-CPP: Handle All Exceptions
114     - ERR50-CPP: Do Not Abruptly Terminate the Program
115     - ERR55-CPP: Honor Exception Specifications
116     - STR50-CPP: Guarantee that storage for strings has sufficient space
117
118 // -----
119 */
120
121 int main() {
122     // Define thread names for clarity in output
123     // (STR50-CPP: Guarantee that storage for strings has sufficient space)
124     std::string thread1Name = "Thread 1";
125     std::string thread2Name = "Thread 2";
126
127     // Maximum count for Thread 1
128     int counter = -1;
129
130     try {
131         // Output banner
132         std::cout << banner << std::endl;
133
134         // Create Thread 1 (Counting Up)
135         std::thread thread1(countUp, thread1Name, std::ref(counter));
136
137         // Create Thread 2 (Counting Down)
138         std::thread thread2(countDown, thread2Name, std::ref(counter));
139
140         // Join threads to ensure they have completed execution
141         // (CON50-CPP: Do not destroy a mutex while it is locked)
142         thread1.join();
143         thread2.join();
144     }
145     catch (const std::system_error& e) {
146         // Ensure actively held locks are released on exceptional conditions (ERR51-CPP)
147         std::cerr << "Thread system error: " << e.what() << std::endl;
148         return EXIT_FAILURE; // Do not abruptly terminate the program (ERR50-CPP)
149     }
150     catch (const std::exception& e) {
151         // Handle any other standard exceptions
152         std::cerr << "Exception: " << e.what() << std::endl;
153         return EXIT_FAILURE; // Do not abruptly terminate the program (ERR50-CPP)
154     }
155     catch (...) {
156         // Catch-all handler for any other exceptions
157         std::cerr << "Unknown exception occurred." << std::endl;
158         return EXIT_FAILURE; // Do not abruptly terminate the program (ERR50-CPP)
159     }
160
161     // Final output indicating completion
162     // (STR52-CPP: Use valid references, pointers, and iterators to reference elements of a basic_string)
163     std::cout << "\nBoth threads have completed their counting without errors." << std::endl;
164
165     return EXIT_SUCCESS;
166
167 }
```

Continue next page

```

168 // =====
169 /* -----
170 |     Function Definitions     |
171 ----- */
172 // -----
173
174 /**
175 * Counts up from 0 to maxCount.
176 *
177 * Handles Rules:
178 * - CON50-CPP: Do not destroy a mutex while it is locked
179 * - CON51-CPP: Ensure actively held locks are released on exceptional conditions
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183 * - ERR51-CPP: Handle All Exceptions
184 * - ERR55-CPP: Honor Exception Specifications
185 *
186 * @param threadName thread's name.
187 * @param counter the data to be modify by the thread.
188 */
189 void countUp(const std::string& threadName, int& counter) {
190     try {
191         // Ensure that threadName is a valid, non-null string (STR51-CPP)
192         std::cout << "\n--- Thread 1 is live ---" << std::endl;
193
194         for (int i = 0; i <= 20; i++) {
195             // Simulate some work with a sleep
196             // Note: The mutex is not locked, other threads can access the shared data (counter) during this time
197             std::this_thread::sleep_for(std::chrono::milliseconds(100));
198
199             // Using std::lock_guard ensures that the mutex is automatically released when the scope ends,
200             // even if an exception is thrown (CON51-CPP)
201             // std::lock_guard is used to lock exactly one mutex for an entire scope
202             // (Using RAII to manage mutex unlocking automatically - Related to Unlocking a mutex via RAII)
203             { // Scope for lock_guard allows for automatic unlocking of the mutex when the scope ends
204                 std::lock_guard<std::mutex> lock mtx; // (CON51-CPP: Automatically unlocks mutex) (at the end of the scope)
205
206                 if (i == 0) {
207                     std::cout << "\n--- Counting Up Thread 1 ---" << std::endl;
208                 }
209
210                 // Use valid references to elements of a basic_string (STR52-CPP)
211                 std::cout << threadName << " counting up: " << ++counter << std::endl;
212             } // RAII ensures mutex is unlocked automatically when the scope ends
213
214
215             // After counting up is done, set the flag
216             { // Lock mutex before modifying shared flag to prevent data races (CON52-CPP)
217                 std::lock_guard<std::mutex> lock(mtx); // (CON51-CPP)
218                 isCountingUpDone = true;
219             }
220
221             // Notify one waiting thread to start counting down
222             // (CON54-CPP: Wrap functions that can spuriously wake up in a loop)
223             cv.notify_one();
224
225             // (CON50-CPP: Do not destroy a mutex while it is locked)
226             // The mutex mtx remains valid, it is declared globally and threads are properly joined before the program is terminated.
227         }
228
229     catch (const std::exception& e) {
230         // Handle exceptions within the thread (ERR51-CPP)
231         std::cerr << threadName << " encountered an exception: " << e.what() << std::endl;
232     }
233
234     catch (...) {
235         std::cerr << threadName << " encountered an unknown exception." << std::endl;
236     }
237 }
238
239
240

```

Continue next page

```

240 // -----
241
242
243 /**
244 * Counts down from startCount to 0.
245 *
246 * Handles Rules:
247 *   - CON54-CPP: Wrap Functions That Can Spuriously Wake Up in a Loop
248 *   - CON55-CPP: Preserve Thread Safety and Liveness When Using Condition Variables
249 *   - ERR51-CPP: Handle All Exceptions
250 *   - ERR55-CPP: Honor Exception Specifications
251 *   - STR52-CPP: Use Valid References, Pointers, and Iterators to Reference Elements of a basic_string
252 *   - STR51-CPP: Do Not Attempt to Create a std::string from a Null Pointer
253 *
254 * @param threadName thread's name.
255 * @param counter The data to be modify by the thread.
256 */
257 void countDown(const std::string& threadName, int& counter) {
258     try {
259         // Ensure that threadName is a valid, non-null string (STR51-CPP)
260
261         std::cout << "\n--- Thread 2 is live ---" << std::endl;
262
263         // std::unique_lock<std::mutex> is used to lock the mutex and work with the condition variable (wait).
264         // Provides more flexibility compared to std::lock_guard, such as manual unlocking.
265         std::unique_lock<std::mutex> lock(mtx); // (CON51-CPP: Ensures mutex is unlocked on exceptions)
266
267         // Wait until isCountingUpDone is true
268         // (CON54-CPP: Wrap functions that can spuriously wake up in a loop)
269         cv.wait(lock, [] { return isCountingUpDone; }); // Mutex is unlocked during wait
270
271         std::cout << "\n--- Counting down Thread 2 ---" << std::endl;
272
273         // Start counting down
274         for (int i = counter; i >= 0; --i) {
275             lock.unlock(); // Unlock the mutex before sleeping (Explicit Unlock - Using std::unique_lock)
276
277             // Simulate some work with a sleep
278             // Note: The mutex is not locked, other threads can access the shared data (counter) during this time
279             std::this_thread::sleep_for(std::chrono::milliseconds(100));
280
281             { // Scope for lock_guard allows for automatic unlocking of the mutex when the scope ends
282                 std::lock_guard<std::mutex> guard(mtx); // (CON51-CPP: Automatically unlocks mutex)
283
284                 // Use valid references to elements of a basic_string (STR52-CPP)
285                 std::cout << threadName << " counting down: " << counter-- << std::endl;
286             } // RAI ensures mutex is unlocked automatically when the scope ends
287
288             lock.lock(); // Re-lock the mutex after sleeping (Explicit Lock - Using std::unique_lock)
289         }
290
291         // Ensure that threads terminate properly, maintaining liveness and thread safety
292         // (CON55-CPP: Preserve thread safety and liveness when using condition variables)
293     }
294     catch (const std::exception& e) {
295         // Handle exceptions within the thread (ERR51-CPP)
296         std::cerr << threadName << " encountered an exception: " << e.what() << std::endl;
297     }
298     catch (...) {
299         std::cerr << threadName << " encountered an unknown exception." << std::endl;
300     }
301 }
302
303 // -----
304 // End of Program
305

```

Next page Console output

Figure 3*Console Program Output*

The screenshot shows a Microsoft Visual Studio console window titled "Microsoft Visual Studio". The output displays the execution of a program named "Thread Counting Synchronization". The program starts with a title banner: "***** * Thread Counting Synchronization * *****". It then prints messages indicating the live status of each thread: "---- Thread 2 is live ---" and "---- Thread 1 is live ---". Following this, Thread 1 performs a count-up sequence from 0 to 20, and Thread 2 performs a count-down sequence from 20 to 0. Both threads complete their respective counts without errors. The final message states "Both threads have completed their counting without errors." Below this, standard Windows command-line cleanup text is displayed, including the path to the executable and instructions to press a key to close the window.

```
*****
*   Thread Counting Synchronization *
*****  
  
---- Thread 2 is live ---  
---- Thread 1 is live ---  
---- Counting Up Thread 1 ---  
Thread 1 counting up: 0  
Thread 1 counting up: 1  
Thread 1 counting up: 2  
Thread 1 counting up: 3  
Thread 1 counting up: 4  
Thread 1 counting up: 5  
Thread 1 counting up: 6  
Thread 1 counting up: 7  
Thread 1 counting up: 8  
Thread 1 counting up: 9  
Thread 1 counting up: 10  
Thread 1 counting up: 11  
Thread 1 counting up: 12  
Thread 1 counting up: 13  
Thread 1 counting up: 14  
Thread 1 counting up: 15  
Thread 1 counting up: 16  
Thread 1 counting up: 17  
Thread 1 counting up: 18  
Thread 1 counting up: 19  
Thread 1 counting up: 20  
  
---- Counting down Thread 2 ---  
Thread 2 counting down: 20  
Thread 2 counting down: 19  
Thread 2 counting down: 18  
Thread 2 counting down: 17  
Thread 2 counting down: 16  
Thread 2 counting down: 15  
Thread 2 counting down: 14  
Thread 2 counting down: 13  
Thread 2 counting down: 12  
Thread 2 counting down: 11  
Thread 2 counting down: 10  
Thread 2 counting down: 9  
Thread 2 counting down: 8  
Thread 2 counting down: 7  
Thread 2 counting down: 6  
Thread 2 counting down: 5  
Thread 2 counting down: 4  
Thread 2 counting down: 3  
Thread 2 counting down: 2  
Thread 2 counting down: 1  
Thread 2 counting down: 0  
  
Both threads have completed their counting without errors.  
  
P:\CSU projects\Programming-3-CSC450\Programming-3-cpp\Modules\7 Portfolio Milestone\x64\Debug\Module-7 Portfolio Milestone.exe (process 28348) exited with code 0.  
To automatically close the console when debugging stops, enable Tools->Options->Debugging->Automatically close the console when debugging stops.  
Press any key to close this window . . .
```

As shown in Figure 3 the program runs without any issues displaying the correct outputs as expected.