```
ASSIGINMENT NO. 4A
#include <stdio.h>
#include <pthread.h>
#include <semaphore.h>
#include <unistd.h> //for system calls
#include <sys/types.h>
#include <sys/syscall.h> //to print thread id
#include <stdlib.h>
#define SIZE 3
void *producer(void *argp); //thread function for producer
void *consumer(void *argc); //thread function for consumer
struct Shared //structure
{
 int buff[SIZE];
 sem_t full, empty;
};
int front = -1, rear = -1;
pthread_mutex_t mut = PTHREAD_MUTEX_INITIALIZER; //initialize mutex variable
struct Shared Sh;
int main()
 int prod, cons, i, j, k, l;
 pthread_t ptid, ctid; //producer and consumer thread ids
 sem_init(&Sh.empty, 0, 1); //initialize semaphore variable empty with value1..used in thread of single
process
 sem_init(&Sh.full, 0, 0); //initialize semaphore variable full with value0..used in thread of single process
```

```
printf("\nEnter the no. of producers :\n");
 scanf("%d", &prod);
 printf("\nEnter the no. of consumers :\n");
 scanf("%d", &cons);
 for (i = 0; i < prod; i++) //calling producer thread
 pthread_create(&ptid, NULL, producer, NULL);
 }
 for (j = 0; j < cons; j++) // calling consumer thread
 {
 pthread_create(&ctid, NULL, consumer, NULL);
 }
 for (k = 0; k < prod; k++) //for joining producer thread
 {
 pthread_join(ptid, NULL);
 }
 for (I = 0; I < cons; I++) //for joining consumer thread
 {
 pthread_join(ctid, NULL);
 }
 return 0;
}
void *producer(void *argp) //producer function
{
 int i, item;
```

```
while (1)
 if (rear >= SIZE - 1) //if buffer is full
 {
 sleep(1);
 printf("\nBuffer full\n");
 exit(0);
 }
 else
 {
 if (front == -1) //for first element of bufffer
 {
 sem_wait(&Sh.empty); //critical section begins here
pthread_mutex_lock(&mut);
 sleep(3);
 printf("\n\n");
 printf("\nEnter the product to be produced:\n");
 scanf("%d", &item);
 Sh.buff[++rear] = item;
 printf("\nProducer id of producer:");
 printf("%Id\t", syscall(SYS_gettid));
 printf("\nProduced item by producer: %d\n", item);
 front = rear;
 pthread_mutex_unlock(&mut);
 sem_post(&Sh.full); //critical section ends here
```

```
}
 else //for other elements
 {
 sem_wait(&Sh.empty); //critical section begins here
 pthread_mutex_lock(&mut);
 sleep(3);
 printf("\n\n");
 printf("\nEnter the product to be produced:\n");
 scanf("%d", &item);
 Sh.buff[++rear] = item;
 printf("\nProducer id of producer:");
 printf("%Id\t", syscall(SYS_gettid));
 printf("\nProduced item by producer: %d\n", item);
 pthread_mutex_unlock(&mut);
 sem_post(&Sh.full); //critical section ends here
 }
 }
 }
 return NULL;
 pthread_exit(0);
}
void *consumer(void *argc) //consumer function
{
 int i, item;
 while (1)
```

```
{
 if (front == rear == -1) //if buffer is empty
 {
 printf("\nBuffer Empty..");
 break;
 }
 else
 {
 sem_wait(&Sh.full); //critical section begins here
 pthread_mutex_lock(&mut);
 item = Sh.buff[front++];
 printf("\nConsumer id of consumer:");
 printf("%Id\t", syscall(SYS_gettid));
 printf("\nConsumed item by consumer: %d\n", item);
 sem_post(&Sh.empty);
 pthread_mutex_unlock(&mut); //critical section ends here
 }
 }
 return NULL;
 pthread_exit(0);
}
OUTPUT:
```



