OS - PRODUCER_CONSUMER PROBLEM

Write a C program to simulate:

a) Producer-Consumer problem using semaphores.

Code:

```
#include<stdio.h>
#include<stdlib.h>
#include<pthread.h>
#include<semaphore.h>
#include<unistd.h>
#define BUFFER SIZE 5
int buffer[BUFFER_SIZE];
int in=0, out=0;
sem t empty, full;
pthread mutex t mutex;
void* producer(void* arg){
  int item;
  for(int i=0;i<10;i++){
    item=rand()%100;
    sem wait(&empty);
    pthread_mutex_lock(&mutex);
    buffer[in]=item;
    printf("Producer produced: %d at %d\n", item, in);
    in=(in+1)%BUFFER SIZE;
    pthread_mutex_unlock(&mutex);
    sem_post(&full);
    sleep(1);
  return NULL;
}
```

```
void* consumer(void* arg){
  int item;
  for(int i=0;i<10;i++){
    sem wait(&full);
    pthread_mutex_lock(&mutex);
    item=buffer[out];
    printf("Consumer consumed: %d from %d\n", item, out);
    out=(out+1)%BUFFER_SIZE;
    pthread mutex unlock(&mutex);
    sem_post(&empty);
    sleep(2);
  }
  return NULL;
}
int main(){
  pthread t prod thread, cons thread;
  sem init(&empty, 0, BUFFER SIZE);
  sem_init(&full, 0, 0);
  pthread_mutex_init(&mutex, NULL);
  pthread create(&prod thread, NULL, producer, NULL);
  pthread create(&cons thread, NULL, consumer, NULL);
  pthread join(prod thread, NULL);
  pthread join(cons thread, NULL);
  sem destroy(&empty);
  sem destroy(&full);
  pthread_mutex_destroy(&mutex);
  return 0;
}
```

Output:

```
Producer produced: 41 at 0
Consumer consumed: 41 from 0
Producer produced: 67 at 1
Consumer consumed: 67 from 1
Producer produced: 34 at 2
Producer produced: 0 at 3
Consumer consumed: 34 from 2
Producer produced: 69 at 4
Producer produced: 24 at 0
Consumer consumed: 0 from 3
Producer produced: 78 at 1
Producer produced: 58 at 2
Consumer consumed: 69 from 4
Producer produced: 62 at 3
Producer produced: 64 at 4
Consumer consumed: 24 from 0
Consumer consumed: 78 from 1
Consumer consumed: 58 from 2
Consumer consumed: 62 from 3
Consumer consumed: 64 from 4
Process returned 0 (0x0) execution time : 21.370 s
Press any key to continue.
```