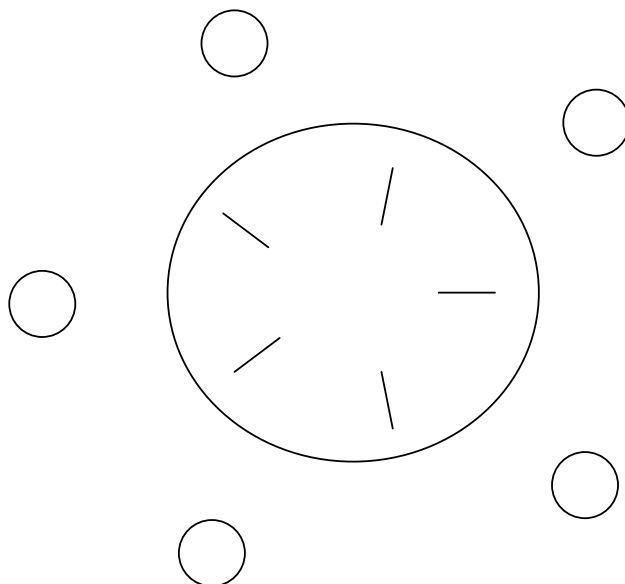# Deadlock

- Deadlock is the situation in which two or more processes in a set are unable to progress as they are all waiting for events that can only be carried out by other processes in the set.

The Dining Philosophers Problem

Monitors

- Used to solve exclusion problems
- Monitors are parcels containing shared data ro resources and the procedures that manipulate them
  - The system guarantees that only one process can be threading a procedure in the parcel at a time