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TCOD35.

```
#include<stdio.h>
#include<unistd.h>
#include<stdlib.h>
#include<pthread.h>
pthread_t philosopher[5];
pthread_mutex_t spoon[5];
void *func(int n)
printf("Philosopher %d is thinking\n",n);
pthread_mutex_lock(&spoon[n]);
pthread_mutex_lock(&spoon[(n+1)%5]);
printf("Philosopher %d is eating\n",n);
sleep(3);
pthread_mutex_unlock(&spoon[n]);
pthread_mutex_unlock(&spoon[(n+1)%5]);
printf("Philosopher %d finished eating\n",n);
return(NULL);
}
int main()
{
int i;
for(i=0;i<5;i++)
pthread_mutex_init(&spoon[i],NULL);
for(i=0;i<5;i++)
 pthread create(&philosopher[i],NULL,(void *)func,(void *)i);
for(i=0;i<5;i++)
pthread_join(philosopher[i],NULL);
for(i=0;i<5;i++)
pthread_mutex_destroy(&spoon[i]);
return 0;
}
```

```
Activities Terminal **

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go.c. in function 'main':

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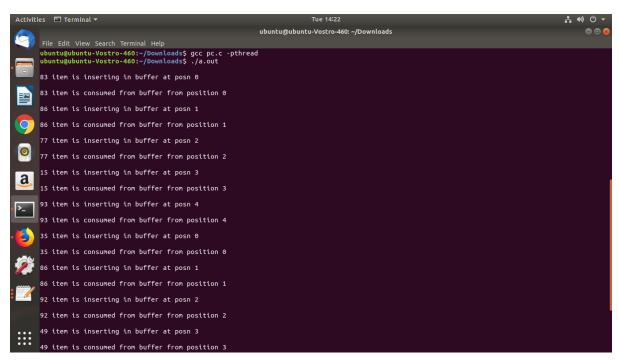
go.c. in function 'main':

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```
#include<stdio.h>
#include<stdlib.h>
#include<sys/types.h>
#include<pthread.h>
#include<unistd.h>
#include<semaphore.h>
#define BUFFER_SIZE 5
sem_t empty;// for buffer empty
sem_t full;// for buffer full
pthread_mutex_t mutual;// used for mutual exclusion
int buffer[BUFFER SIZE];
void *producer(void *arg)
int item,i=0;
  while(1)
  {
    item=rand()%100;
    sem_wait(&empty);
    pthread mutex lock(&mutual);
    sleep(1);
    printf("\n%d item is inserting in buffer at posn %d\n\n",item,i);
    buffer[i++]=item;
    if(i==BUFFER SIZE)
          i=0;
    pthread_mutex_unlock(&mutual);
    sem_post(&full);
    sleep(1);
```

```
}
void *consumer(void *args)
  int item,i=0;
  while(1)
  { sem_wait(&full);
    pthread mutex lock(&mutual);
          sleep(1);
    item=buffer[i];
    printf("\n%d item is consumed from buffer from position %d\n",item,i);
    if(i==BUFFER SIZE)
i=0;
    pthread_mutex_unlock(&mutual);
    sem_post(&empty);
    sleep(1);
int main()
  sem init(&empty,0,BUFFER SIZE);
  sem_init(&full,0,0);
  pthread_mutex_init(&mutual,NULL);
  pthread_t pid,cid;
  pthread_create(&pid,NULL,producer,NULL);
  pthread create(&cid,NULL,consumer,NULL);
  pthread_join(pid,NULL);
  pthread_join(cid,NULL);
  return 0;
}
```



```
#include<stdio.h>
#include<stdlib.h>
#include<unistd.h>
#include<pthread.h>
#include<semaphore.h>
int rc=0;
                //initialise counter
sem_t mutex,wc;
                      //declaring semaphore object
void *reader(void *arg) //function defination
int i;
i=(int)arg;
sem_wait(&mutex);
                       //function call
rc=rc+1;
printf("\nReader %d is waiting ",i);
if(rc==1)
sem_wait(&wc);
                     //function call
sem_post(&mutex);
                        //function call
printf("\nReader %d is in critical sec ",i);
sleep(2);
printf("\nReader %d is exiting",i);
sem_wait(&mutex);
                       //function call
rc=rc--;
if(rc==0)
                      //function call
sem_post(&wc);
sem_post(&mutex);
                       //function call
pthread_exit(NULL);
void *writer(void *arg) //function defination
sem_wait(&wc);
                      //function call
printf("\n writer %d is in c.s ",(int *)arg);
sleep(2);
printf("\n writer %d is existing ",(int *)arg);
sem_post(&wc);
                     //function call
pthread_exit(NULL);
int main()
{
int i;
pthread_t th[10];
sem_init(&mutex,0,1); //initialise semaphore
sem_init(&wc,0,1); //iniialise semaphore
for(i=0;i<5;i++)
pthread_create(&th[i],NULL,reader,(void*)i);//creating thread
for(i=5;i<10;i++)
pthread_create(&th[i],NULL,writer,(void*)i);//creating thread
```

```
pthread_join(th[4],NULL);
pthread_join(th[9],NULL);
pthread_join(th[3],NULL);
pthread_join(th[0],NULL);
pthread_join(th[5],NULL);
pthread_join(th[6],NULL);
pthread_join(th[7],NULL);
pthread_join(th[2],NULL);
pthread_join(th[8],NULL);
pthread_join(th[1],NULL);
return(0);
}
```