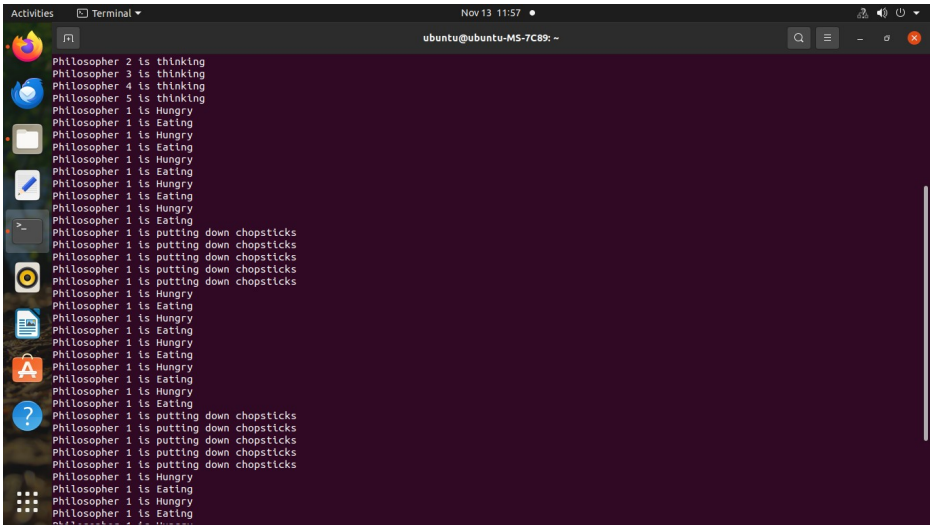
Dinning philosphoer

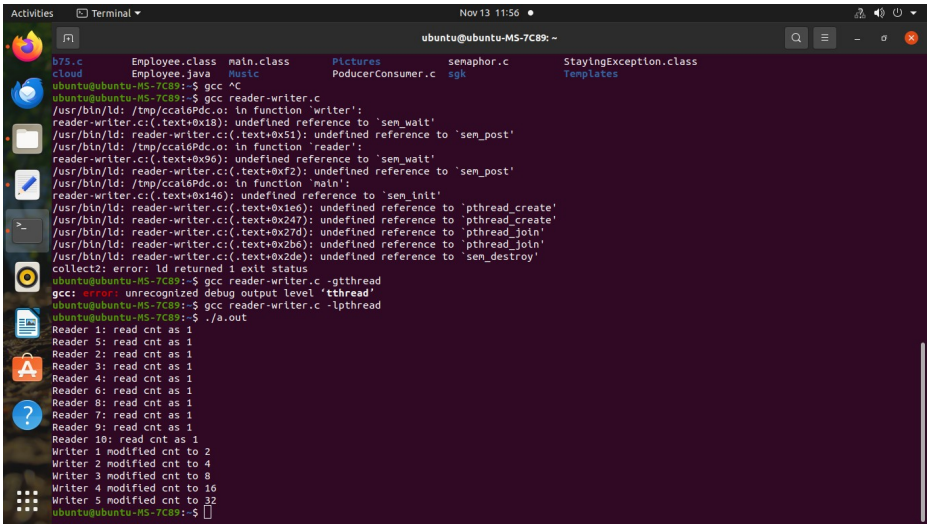
```
#include <stdio.h>
#include <stdlib.h>
#include <pthread.h>
#include <unistd.h>
#define NUM_PHILOSOPHERS 5
pthread_mutex_t forks[NUM_PHILOSOPHERS]; // Mutexes for forks
void* philosopher(void* num) {
int id = *(int*)num;
int left_fork = id;
int right_fork = (id + 1) % NUM_PHILOSOPHERS;
while (1) {
// Thinking
printf("Philosopher %d is thinking.\n", id);
sleep(rand() % 3);
// Picking up forks
pthread_mutex_lock(&forks[left_fork]);
printf("Philosopher %d picked up left fork %d.\n", id, left_fork);
pthread_mutex_lock(&forks[right_fork]);
printf("Philosopher %d picked up right fork %d.\n", id, right_fork);
// Eating
printf("Philosopher %d is eating.\n", id);
sleep(rand() % 3);
}
}
// Putting down forks
pthread_mutex_unlock(&forks[right_fork]);
printf("Philosopher %d put down right fork %d.\n", id, right_fork);
pthread_mutex_unlock(&forks[left_fork]);
printf("Philosopher %d put down left fork %d.\n", id, left_fork);
int main() {
pthread_t philosophers[NUM_PHILOSOPHERS];
int ids[NUM_PHILOSOPHERS];
// Initialize mutexes for forks
for (int i = 0; i < NUM_PHILOSOPHERS; i++) {
pthread_mutex_init(&forks[i], NULL);
}
// Create philosopher threads
for (int i = 0; i < NUM_PHILOSOPHERS; i++) {
ids[i] = i;
pthread_create(&philosophers[i], NULL, philosopher, (void*)&ids[i]);
}// Wait for philosopher threads to finish (they won't in this case)
for (int i = 0; i < NUM_PHILOSOPHERS; i++) {
pthread_join(philosophers[i], NULL);
}
// Destroy mutexes
for (int i = 0; i < NUM_PHILOSOPHERS; i++) {
pthread_mutex_destroy(&forks[i]);
}
return 0;
}
```



Reader writer

```
#include <stdio.h>
#include <stdlib.h>
#include <pthread.h>
#include <semaphore.h>
#include <unistd.h>
#define NUM_READERS 5
#define NUM_WRITERS 3
sem_t mutex;
// For protecting the read_count
sem_t writeLock; // For writers
int read_count = 0; // Count of readers
void* reader(void* id) {
int reader_id = *(int*)id;
while (1) {
// Start reading
sem_wait(&mutex); // Lock the mutex to update read_count
read_count++;if (read_count == 1) {
sem_wait(&writeLock); // First reader locks the writer
}
sem_post(&mutex); // Unlock the mutex
// Reading
printf("Reader %d is reading.\n", reader_id);
sleep(rand() % 3); // Simulate reading time
// Finished reading
sem_wait(&mutex); // Lock the mutex to update read_count
read_count--;
if (read_count == 0) {
sem_post(&writeLock); // Last reader unlocks the writer
}
sem_post(&mutex); // Unlock the mutex
}
}
sleep(rand() % 2); // Simulate time between reads
void* writer(void* id) {
int writer_id = *(int*)id;
```

```
while (1) {
// Start writing
sem_wait(&writeLock); // Lock for writing
// Writing
printf("Writer %d is writing.\n", writer_id);
sleep(rand() % 3); // Simulate writing time
}
}
// Finished writing
sem_post(&writeLock); // Unlock for writing
sleep(rand() % 2); // Simulate time between writes
int main() {
pthread_t readers[NUM_READERS];
pthread_t writers[NUM_WRITERS];
int ids[NUM_READERS + NUM_WRITERS];
// Initialize semaphores
sem_init(&mutex, 0, 1); // Mutex for read_count
sem_init(&writeLock, 0, 1); // Semaphore for writers
// Create reader threads
for (int i = 0; i < NUM_READERS; i++) {
ids[i] = i;
pthread_create(&readers[i], NULL, reader, (void*)&ids[i]);
}// Create writer threads
for (int i = 0; i < NUM_WRITERS; i++) {
ids[NUM_READERS + i] = i;
pthread_create(&writers[i], NULL, writer, (void*)&ids[NUM_READERS + i]);
}
// Wait for reader threads to finish (they won't in this case)
for (int i = 0; i < NUM_READERS; i++) {
pthread_join(readers[i], NULL);
}
// Wait for writer threads to finish (they won't in this case)
for (int i = 0; i < NUM_WRITERS; i++) {
pthread_join(writers[i], NULL);
}
// Destroy semaphores (won't be reached in this case)
sem_destroy(&mutex);
sem_destroy(&writeLock);
}
return 0;
```



Bounded-Buffer:

```
#include <stdio.h>
#include <stdlib.h>

int mutex = 1;


int full = 0;


int empty = 10, x = 0;

void producer()
{

   --mutex;


   ++full;


   --empty;


   x++;
   printf("\nProducer produces"
         "item %d",
         x);


   ++mutex;
}


void consumer()
{

   --mutex;



   --full;


   ++empty;
   printf("\nConsumer consumes "
         "item %d",
         x);
```

```
    x--;


    ++mutex;
}


int main()
{
    int n, i;
    printf("\n1. Press 1 for Producer"
           "\n2. Press 2 for Consumer"
           "\n3. Press 3 for Exit");


#pragma omp critical

    for (i = 1; i > 0; i++) {

        printf("\nEnter your choice:");
        scanf("%d", &n);


        switch (n) {
        case 1:


            if ((mutex == 1)
                && (empty != 0)) {
                producer();
            }


            else {
                printf("Buffer is full!");
            }
            break;

        case 2:


            if ((mutex == 1)
                && (full != 0)) {
                consumer();
            }


            else {
                printf("Buffer is empty!");
            }
            break;
```

```
        case 3:
            exit(0);
            break;
        }
    }
}
```