WEEK 6

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Q: Write a C program to simulate producer-consumer problem using semaphores.

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

int mutex = 1, full = 0, empty = 3, x = 0;

int main()

{
   int n;
   void producer();
   void consumer();
   int wait(int);
   int signal(int);
   printf("\n1. Producer \n2.Consumer\n3.exit\n");
   while (1)
   {
      printf("\nEnter your choice:");
      scanf("%d", &n);
      switch (n)
      {
      case 1:
         if ((mutex == 1) && (empty != 0))
            producer();
         else
```

```
            printf("buffer is full\n");
            break;
        case 2:
            if ((mutex == 1) && (full != 0))
                consumer();
            else
                printf("buffer is empty\n");
            break;
        case 3:
            exit(0);
            break;
        }
    }
    return 0;
}

int wait(int s)
{
    return (--s);
}

int signal(int s)
{
    return (++s);
}

void producer()
{
    mutex = wait(mutex);
    full = signal(full);
    empty = wait(empty);
    x++;
    printf("\Producer produces the item %d", x);
    mutex = signal(mutex);
}
```

```
void consumer()
{
   mutex= wait(mutex);
   full = wait(full);
   empty = signal(empty);
   printf("\nconsumer consumes item %d", x);
   x--;
   mutex = signal(mutex);
}
```

OUTPUT:

```
1. Producer
2.Consumer
3.exit

Enter your choice:1
Producer produces the item 1
Enter your choice:1
Producer produces the item 2
Enter your choice:2

consumer consumes item 2
Enter your choice:2

consumer consumes item 1
Enter your choice:3

Process returned 0 (0x0)   execution time : 11.063 s
Press any key to continue.
```

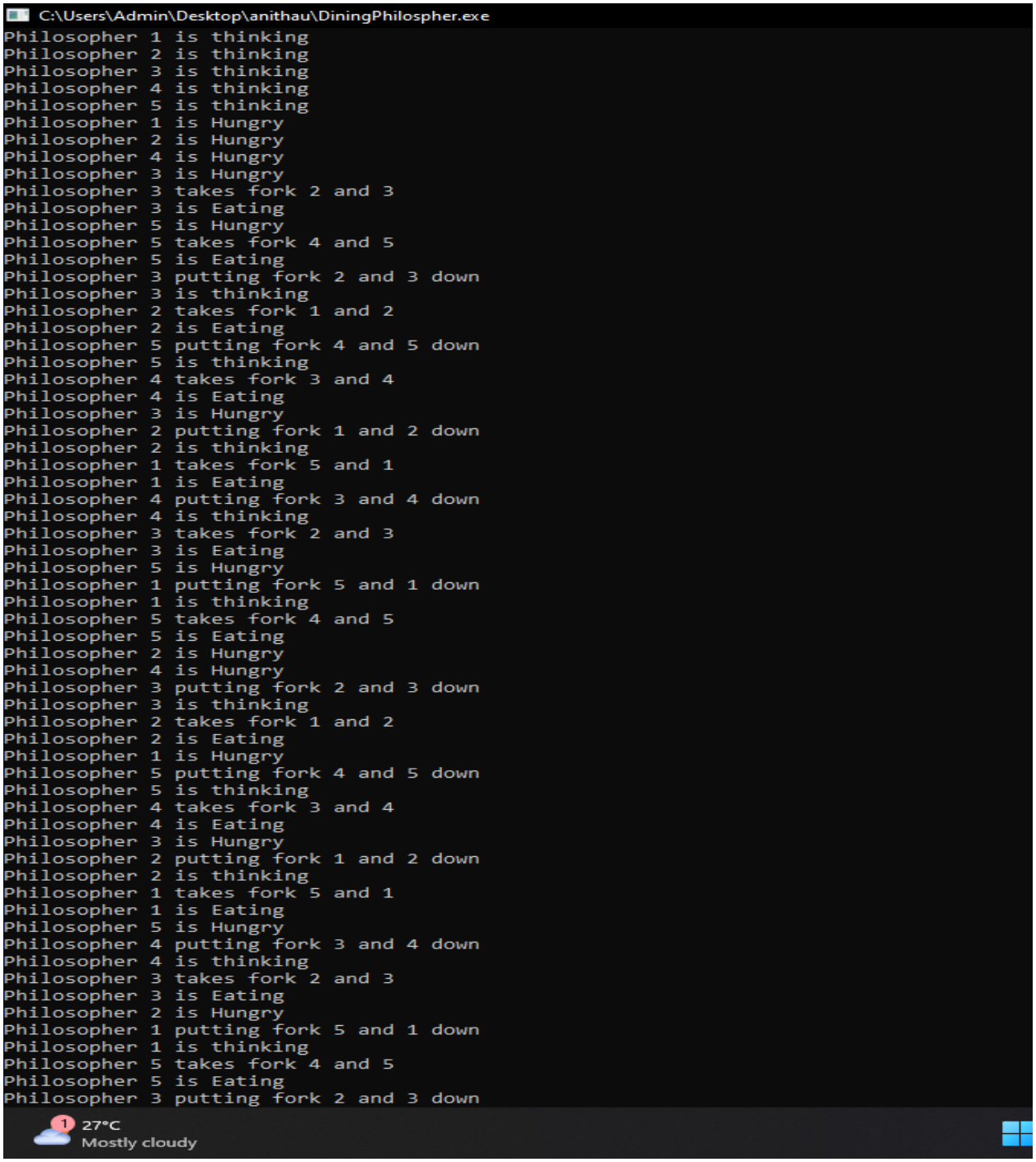
Q: Write a C program to simulate the concept of Dining-Philosophers problem.

```
#include <pthread.h>
#include <semaphore.h>
#include <stdio.h>

#define N 5
#define THINKING 2
#define HUNGRY 1
#define EATING 0
#define LEFT (phnum + 4) % N
#define RIGHT (phnum + 1) % N

int state[N];
int phil[N] = { 0, 1, 2, 3, 4 };

sem_t mutex;
sem_t S[N];

void test(int phnum)
{
	if (state[phnum] == HUNGRY
		&& state[LEFT] != EATING
		&& state[RIGHT] != EATING) {
		// state that eating
		state[phnum] = EATING;

		sleep(2);

		printf("Philosopher %d takes fork %d and %d\n",
					phnum + 1, LEFT + 1, phnum + 1);

		printf("Philosopher %d is Eating\n", phnum + 1);

		// sem_post(&S[phnum]) has no effect
		// during takefork
		// used to wake up hungry philosophers
		// during putfork
		sem_post(&S[phnum]);
	}
}

// take up chopsticks
```

```
void take_fork(int phnum)
{

        sem_wait(&mutex);

        // state that hungry
        state[phnum] = HUNGRY;

        printf("Philosopher %d is Hungry\n", phnum + 1);

        // eat if neighbours are not eating
        test(phnum);

        sem_post(&mutex);

        // if unable to eat wait to be signalled
        sem_wait(&S[phnum]);

        sleep(1);
}

// put down chopsticks
void put_fork(int phnum)
{

        sem_wait(&mutex);

        // state that thinking
        state[phnum] = THINKING;

        printf("Philosopher %d putting fork %d and %d down\n",
                phnum + 1, LEFT + 1, phnum + 1);
        printf("Philosopher %d is thinking\n", phnum + 1);

        test(LEFT);
        test(RIGHT);

        sem_post(&mutex);
}

void* philosopher(void* num)
{

        while (1) {
```

```
                int* i = num;

                sleep(1);

                take_fork(*i);

                sleep(0);

                put_fork(*i);
        }
}

int main()
{

        int i;
        pthread_t thread_id[N];

        // initialize the semaphores
        sem_init(&mutex, 0, 1);

        for (i = 0; i < N; i++)

                sem_init(&S[i], 0, 0);

        for (i = 0; i < N; i++) {

                // create philosopher processes
                pthread_create(&thread_id[i], NULL,
                                        philosopher, &phil[i]);

                printf("Philosopher %d is thinking\n", i + 1);
        }

        for (i = 0; i < N; i++)

                pthread_join(thread_id[i], NULL);
}
```

OUTPUT:


C:\Users\Admin\Desktop\anithau\DiningPhilospher.exe
Philosopher 1 is thinking
Philosopher 2 is thinking
Philosopher 3 is thinking
Philosopher 4 is thinking
Philosopher 5 is thinking
Philosopher 1 is Hungry
Philosopher 2 is Hungry
Philosopher 4 is Hungry
Philosopher 3 is Hungry
Philosopher 3 takes fork 2 and 3
Philosopher 3 is Eating
Philosopher 5 is Hungry
Philosopher 5 takes fork 4 and 5
Philosopher 5 is Eating
Philosopher 3 putting fork 2 and 3 down
Philosopher 3 is thinking
Philosopher 2 takes fork 1 and 2
Philosopher 2 is Eating
Philosopher 5 putting fork 4 and 5 down
Philosopher 5 is thinking
Philosopher 4 takes fork 3 and 4
Philosopher 4 is Eating
Philosopher 3 is Hungry
Philosopher 2 putting fork 1 and 2 down
Philosopher 2 is thinking
Philosopher 1 takes fork 5 and 1
Philosopher 1 is Eating
Philosopher 4 putting fork 3 and 4 down
Philosopher 4 is thinking
Philosopher 3 takes fork 2 and 3
Philosopher 3 is Eating
Philosopher 5 is Hungry
Philosopher 1 putting fork 5 and 1 down
Philosopher 1 is thinking
Philosopher 5 takes fork 4 and 5
Philosopher 5 is Eating
Philosopher 2 is Hungry
Philosopher 4 is Hungry
Philosopher 3 putting fork 2 and 3 down
Philosopher 3 is thinking
Philosopher 2 takes fork 1 and 2
Philosopher 2 is Eating
Philosopher 1 is Hungry
Philosopher 5 putting fork 4 and 5 down
Philosopher 5 is thinking
Philosopher 4 takes fork 3 and 4
Philosopher 4 is Eating
Philosopher 3 is Hungry
Philosopher 2 putting fork 1 and 2 down
Philosopher 2 is thinking
Philosopher 1 takes fork 5 and 1
Philosopher 1 is Eating
Philosopher 5 is Hungry
Philosopher 4 putting fork 3 and 4 down
Philosopher 4 is thinking
Philosopher 3 takes fork 2 and 3
Philosopher 3 is Eating
Philosopher 2 is Hungry
Philosopher 1 putting fork 5 and 1 down
Philosopher 1 is thinking
Philosopher 5 takes fork 4 and 5
Philosopher 5 is Eating
Philosopher 3 putting fork 2 and 3 down
27°C
Mostly cloudy