Assignment 10: Producer-Consumer

Implementing **Producer-Consumer** problem in a C program for process synchronization:

```
To declare a semaphore:
    #include <semaphore.h>
    sem_t semaphore;
C function used to initialize a semaphore variable:
    #include <sempahore.h>
    int sem_init(sem_t *sem, int pshared, unsigned int value);
Here pshared is set to 0 for threads, 1 for processes.
C function for wait(mutex) function:
    int sem_wait(sem_t *sem);
C function for signal(mutex) function:
    int sem post(sem t *sem);
In producer-consume we need 3 semaphore variables:
a. empty: to indicate whether buffer is empty
b. full: to indicate whether buffer is full
c. mutex: to synchronize access to buffer
Pseudo code:
Producer:
do {
     * PRODUCE ITEM
    wait(empty);
    wait(mutex);
```

/*

```
* PUT THEM IN BUFFER
*/
signal(mutex);
signal(full);

} while(1);

Consumer:
do {
    wait(full);
    wait(mutex);
    /*
    * REMOVE ITEM FROM BUFFER
    */
    signal(mutex);
    signal(empty);
    /*
    * CONSUME ITEM
    */
} while(1);
```

Output:

