```
producer:
do {
      /* produce an item in nextp */
      wait (   );            /* Do action      */


       /* add nextp to buffer  */


      signal (   );

   } while(TRUE);
```

```
consumer:
do {
      wait (   );


       /* remove an item from buffer to nextc */


      signal (   );
      /* consume an item in nextc */

   } while(TRUE);
```

```
Reader:
do {

      readcount = readcount + 1;
      if readcount == 1 then
         wait(    );

      /*   reading is performed  */

      readcount = readcount - 1;


      if readcount == 0  then
         signal (  );


} while(TRUE);
```