Dining Philosophers' problem

```
#include<iostream>
#include<stdlib.h>
\#define RIGHT (j + 2) % n
#define MAX_ROUNDS 5//maximum rounds that each philosopher needs to eat
using namespace std;
int n;
int done;//number of philosophers who are done eating
void printStates(int *eating,int *states)
    cout<<"Eating: [";</pre>
    for(int i=0;i<2;i++)</pre>
        if(eating[i]!=-1)
            cout<<(eating[i]+1)<<" ";
    cout<<"]";
    cout<<"
             Waiting: [";
    for(int i=0;i<n;i++)</pre>
        if(i==eating[0]||i==eating[1])
            continue;
        if(states[i]<MAX_ROUNDS)</pre>
            cout<<(i+1)<<" ";
    cout<<"]";
    cout<<"
             Done: [";
    for(int i=0;i<n;i++)</pre>
        if(i==eating[0]||i==eating[1])
            continue;
        if(states[i]==MAX_ROUNDS)
            cout<<(i+1)<<" ";
    cout<<"]\n";
}
void eat(int *states,int *i)
{
    int j=*i;
    int eating[] = \{-1,-1\};
    if(states[j]<MAX_ROUNDS)</pre>
    {
        states[j]+=1;
        eating[0]=j;
    if(states[RIGHT]<MAX_ROUNDS)</pre>
```

```
states[RIGHT]+=1;
        eating[1]=RIGHT;
    }
    printStates(eating, states);
    if(states[j]==MAX_ROUNDS)
        done+=1;
    if(states[RIGHT] == MAX_ROUNDS)
        done+=1;
    *i=(j+1)%n;
}
void populate(int *arr)
    for(int i=0;i<n;i++)</pre>
        arr[i]=0;
    }
int main()
    cout<<"Each philosopher gets 5 rounds to eat\n";</pre>
    int states[n]; //number of times each philosopher has picked up the
forks
    populate(states);
    int i = (rand() %n); //first philosopher who gets to eat
    done=0;//keeps count of number of philosophers done eating
    while(done<n)</pre>
    {
        eat(states,&i);
    cout<<"All done";
}
```

```
D:\Riju\VIT\c\dining_philosophers.exe
 Each philosopher gets 5 rounds to eat
Each philosoph
Eating: [2 4 ]
Eating: [3 5 ]
Eating: [4 1 ]
Eating: [5 2 ]
Eating: [1 3 ]
Eating: [2 4 ]
Eating: [2 4 ]
Eating: [4 1 ]
Eating: [5 2 ]
Eating: [1 3 ]
Eating: [2 4 ]
Eating: [3 5 ]
Eating: [3 5 ]
Eating: [3 5 ]
Eating: [1 ]
All done
                                          gets 5 rounds to
Waiting: [1 3 5
Waiting: [2 3 5
Waiting: [2 3 5
Waiting: [2 4 5
Waiting: [1 3 4
Waiting: [1 3 5
Waiting: [1 2 4
Waiting: [2 3 5
Waiting: [1 3 5
Waiting: [1 3 5
                                                                                            Done: []
                                                                                            Done:
                                                                                            Done:
                                                                                            Done:
                                                                                            Done:
                                                                                            Done:
                                                                                            Done:
                                          Waiting:
Waiting:
                                                                                            Done:
                                                                                            Done:
                                           Waiting:
                                                                                            Done:
                                           Waiting:
                                                               [1 3
                                                                                            Done:
                                     Waiting: []
                                                                        ] Done: [2 4 Done: [2 3 4 5
 All done
 Process exited after 0.05008 seconds with return value 0
 Press any key to continue . . .
```