```
#include <stdio.h>
#include <pthread.h>
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
#define NUM_PHILOSOPHERS 5
pthread_mutex_t chopsticks[NUM_PHILOSOPHERS];
void *philosopher(void *arg) {
  int id = *((int *)arg);
  int left = id;
  int right = (id + 1) % NUM_PHILOSOPHERS;
  while (1) {
    printf("Philosopher %d is thinking\n", id);
    usleep(rand() % 1000000); // thinking
    printf("Philosopher %d is hungry\n", id);
    pthread_mutex_lock(&chopsticks[left]);
    pthread_mutex_lock(&chopsticks[right]);
    printf("Philosopher %d is eating\n", id);
    usleep(rand() % 1000000); // eating
    pthread_mutex_unlock(&chopsticks[left]);
    pthread_mutex_unlock(&chopsticks[right]);
  }
  return NULL;
```

```
}
int main() {
  pthread_t philosophers[NUM_PHILOSOPHERS];
  int philosopher_ids[NUM_PHILOSOPHERS];
  for (int i = 0; i < NUM_PHILOSOPHERS; i++) {
    pthread_mutex_init(&chopsticks[i], NULL);
  }
  for (int i = 0; i < NUM_PHILOSOPHERS; i++) {
    philosopher_ids[i] = i;
    pthread_create(&philosophers[i], NULL, philosopher, &philosopher_ids[i]);
  }
  for (int i = 0; i < NUM_PHILOSOPHERS; i++) {
    pthread_join(philosophers[i], NULL);
  }
  for (int i = 0; i < NUM_PHILOSOPHERS; i++) {
    pthread_mutex_destroy(&chopsticks[i]);
  }
  return 0;
}
```

