PROGRAM NUMBER:7

AIM:

Implement the producer-consumer problem using semaphores.

PROGRAM

```
ng@ng-TravelMate-5742:~/system$ cat producer-consumer.c
#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("1.Producer\n2.Consumer\n3.Exit");
    while(1)
    {
        printf("\nEnter your choice:");
        scanf("%d",&n);
        switch(n)
        {
                        if((mutex==1)&&(empty!=0))
            case 1:
                         producer();
                    else
                         printf("Buffer is full!!");
                    break;
                        if((mutex==1)&&(full!=0))
            case 2:
                         consumer();
                    else
                         printf("Buffer is empty!!");
                    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("\nProducer 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

```
ng@ng-TravelMate-5742:~/system$ gcc producer-consumer.c
ng@ng-TravelMate-5742:~/system$ ./a.out
1.Producer
2.Consumer
3.Exit
Enter your choice:1
Producer produces the item 1
Enter your choice:2
Consumer consumes item 1
Enter your choice:1
Producer produces the item 1
Enter your choice:1
Producer produces the item 2
Enter your choice:1
Producer produces the item 3
Enter your choice:1
Buffer is full!!
```

```
Enter your choice:2

Consumer consumes item 3
Enter your choice:2

Consumer consumes item 2
Enter your choice:2

Consumer consumes item 1
Enter your choice:2

Buffer is empty!!
Enter your choice:1

Producer produces the item 1
Enter your choice:3
```

RESULT

Program is executed successfully and output is obtained.