## DESIGN & NOTES:

Request.java – class defining structure of request

Producer.java (thread) – Implements the monitors. Producer contains the two accessor methods that require synchronization and the synchronization keyword is provided to both of their definitions for exclusive accessing. Wait and notify manage giving up lock/going to sleep with little effort required on the part of the programmer.

Consumer.java (thread) – Consumers call the synchronized method processRequest from Producer. This ensures exclusive access to the buffer. Using the structure of the example given in the assignment made it easy to implement an arbitrary number of consumers.

ProduceConsumeSim.java – This is the runner. Set M and N parameters here.

## INSTRUCTIONS:

Compile java files and run ProduceConsumerSim. Note: this file contains 2 parameters in it's main method (N and M) that are set from WITHIN the file, not as arguments to the main. Change these as you see fit and rerun the code to simulate.