

Project 2 - Write Up

1. How did you approach the project?

- a. First, I read through the requirements for the project, include what Teller and Customer supposed to do. Then follow the suggestions, I understand that this project is an interaction between the two, so I need to start working on both, because one cannot work on it own. I took a look at the ThreadDemo file to understand it better and how should I plan synchronization mechanisms using semaphores.

2. How did you organize the project? Why?

- a. I organized the project into four main classes
 - i. **Bank**: This is like a driver class, it manages shared resources through semaphores and handle customer-teller assignments
 - ii. **Customer**: I implemented customer thread behavior, transaction request, and handle interaction with tellers
 - iii. **Teller**: I implemented teller thread behavior, managing resource access like safe and manager, and also handle customer service flow
 - iv. **TransactionType**: I made a simple enum for transaction type, this is just for me to make sure the consistent transaction type handle.

3. What problems did you encounter?

- a. Customer's action announcements were appear in random order
- b. Multiple customers would sometimes get assigned to the same teller
- c. Customers sometime skip the line or get lost in the queue
- d. Teller ran into deadlock when trying to access both the safe and manager
- e. After finished serving 50 customers, teller didn't properly terminate
- f. Customers enter before teller ready
- g. Customers and tellers sometimes miss signals

4. How did you fix them?

- a. I implemented printOrder semaphore to ensure ordered output from 0 to 49
- b. I implemented proper synchronization with volatile boolean (flags) and semaphores
- c. I added queueLock semaphore for synchronized access to customer assignment
- d. I implemented proper resource order (i.e, manager before safe)
- e. I combined volatile boolean (flags) with proper semaphore signaling
- f. I implemented bankOpen semaphore and teller ready signals
- g. I implemented multiple semaphores for different stages of interaction

5. What did you learn doing this project?

- a. I learned how to use semaphore on a low level synchronization, understand more about critical section. Also, I learned how to properly handling share resources, prevent deadlock and race condition, and the importance of proper thread termination. There was a problem with the output were not in order, I learned how do incorporate semaphore in multi-thread environment to the output to make the messages printed in sequence, balancing between concurrency and readable output.