

HW #4

=====start of the write-up=====

Part1:

Critical Section Requires:

1. Mutual Exclusion; only one thread allowed at a time
2. Progress; a thread that enters must leave
3. Bounded Waiting; if a thread is waiting to enter, it will eventually enter the critical section.
4. Time Efficiency; entering and leaving critical section takes a little bit of time compared to work being performed.

Part2: pthread_compute.c

[illegible]

Part3:mutex_compute

[illegible]

.C

=====end of the write-up=====