

Announcements

■ Assignment 3 and Assignment 4

- Assignment 3 is out and due this coming Monday.
- Assignment 4 will go out on Monday as well.

■ Today's Agenda

- Work through our first C++ threading example that exhibits a serious race condition, and then fix it.
- Working through the first of several versions of a program that solves the Dining Philosophers problem, and identify how all threads can get caught up in a mutual deadlock.
- No new examples in today's slide deck. We have plenty from prior slide decks that we need still need to work through.

■ Next Monday's Agenda

- Work through two increasingly better solutions to the Dining Philosophers problem that avoid deadlock.
- Define and implement a **semaphore** class.
- Implement Dining Philosophers for the final time using **semaphores**.