

The dining philosophers' solution

We decided to go with a simple solution for the problem. To make the code deadlock free we had to break the circular wait in the code. We coded that all the philosophers are going to reach for the left chopstick first but the last one, who is reaching for the right one first. This breaks the symmetry in the code. Also when creating the philosophers habits (First think then reaching for chopstick left, then right, then eat...) we used the synchronized key word, which prevents threads to enter to a block what is already used by another thread, so this prevents 2 philosophers to reach for the same chopstick at the same time.