```
#include <stdio.h>
#include <stdlib.h>
#include <pthread.h>
#define BUFFER SIZE 5
int buffer[BUFFER SIZE];
int in = 0;
int out = 0;
int produced count = 0;
int consumed count = 0;
int max items;
pthread mutex t mutex;
pthread cond t full;
pthread cond t empty;
void* producer(void* arg) {
   int item = 1;
   while (produced count < max items) {
      pthread mutex lock(&mutex);
      while (((in + 1) % BUFFER SIZE) == out) {
         pthread cond wait(&empty, &mutex);
      }
      buffer[in] = item;
      printf("Produced: %d\n", item);
      item++;
      in = (in + 1) % BUFFER SIZE;
      produced count++;
      pthread cond signal(&full);
      pthread_mutex_unlock(&mutex);
   }
  pthread exit(NULL);
}
```

```
void* consumer(void* arg) {
   while (consumed count < max items) {</pre>
      pthread mutex lock(&mutex);
      while (in == out) {
         pthread_cond wait(&full, &mutex);
      int item = buffer[out];
      printf("Consumed: %d\n", item);
      out = (out + 1) % BUFFER SIZE;
      consumed count++;
      pthread cond signal(&empty);
     pthread mutex unlock(&mutex);
   }
  pthread exit(NULL);
}
int main() {
   pthread t producerThread, consumerThread;
   printf("Enter the number of items to produce and consume: ");
   scanf("%d", &max items);
   pthread mutex init(&mutex, NULL);
   pthread cond init(&full, NULL);
   pthread cond init(&empty, NULL);
   pthread create(&producerThread, NULL, producer, NULL);
   pthread create(&consumerThread, NULL, consumer, NULL);
   pthread join(producerThread, NULL);
   pthread join(consumerThread, NULL);
   pthread mutex destroy(&mutex);
   pthread cond destroy(&full);
   pthread cond destroy(&empty);
  return 0;
}
```

Output :

Consumed: 6

```
Enter the number of items to produce and consume: 6
Produced: 1
Produced: 2
Produced: 3
Produced: 4
Consumed: 1
Consumed: 2
Consumed: 2
Consumed: 5
Produced: 5
Produced: 5
Consumed: 5
```