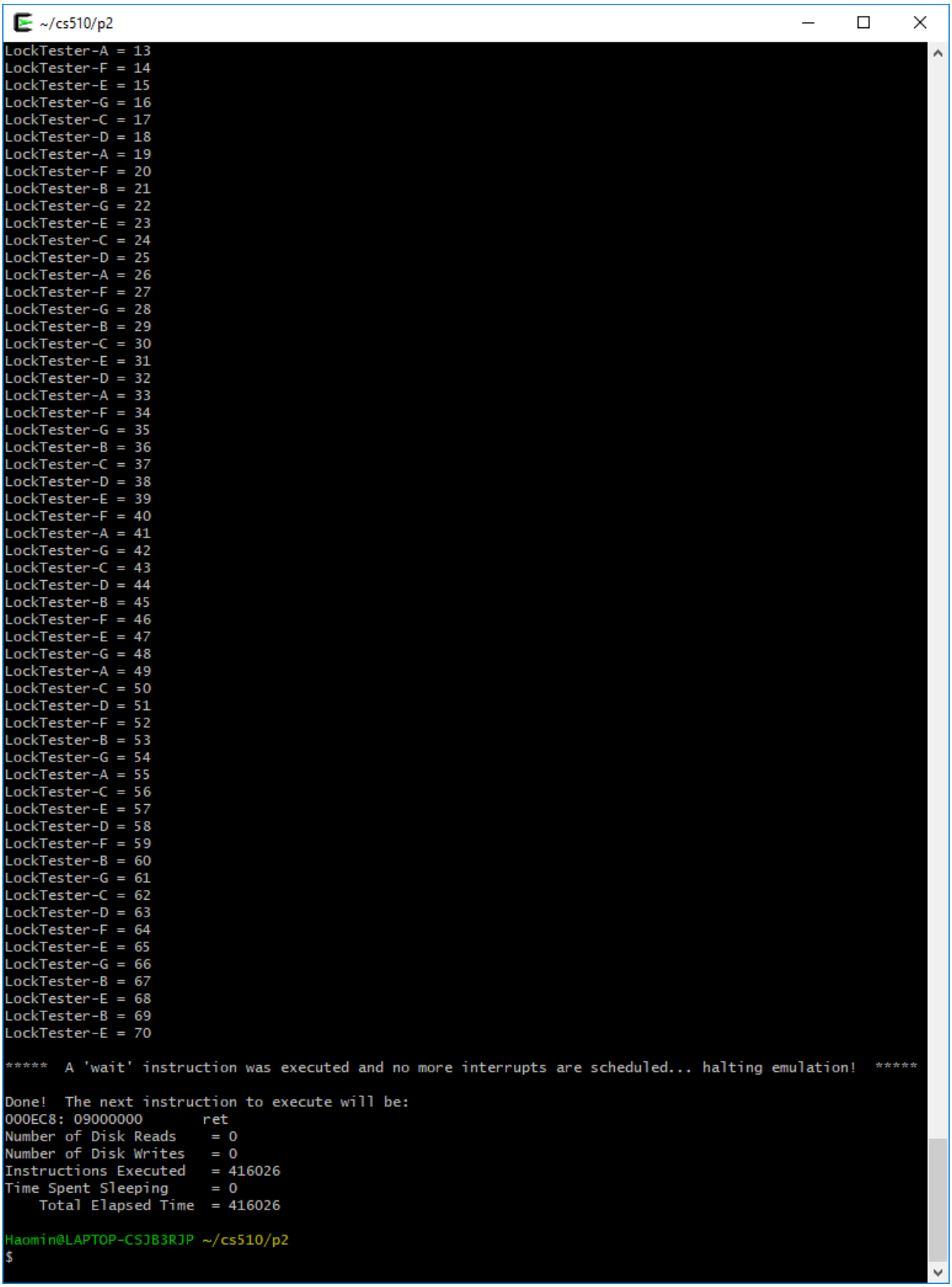
Individual Feedback

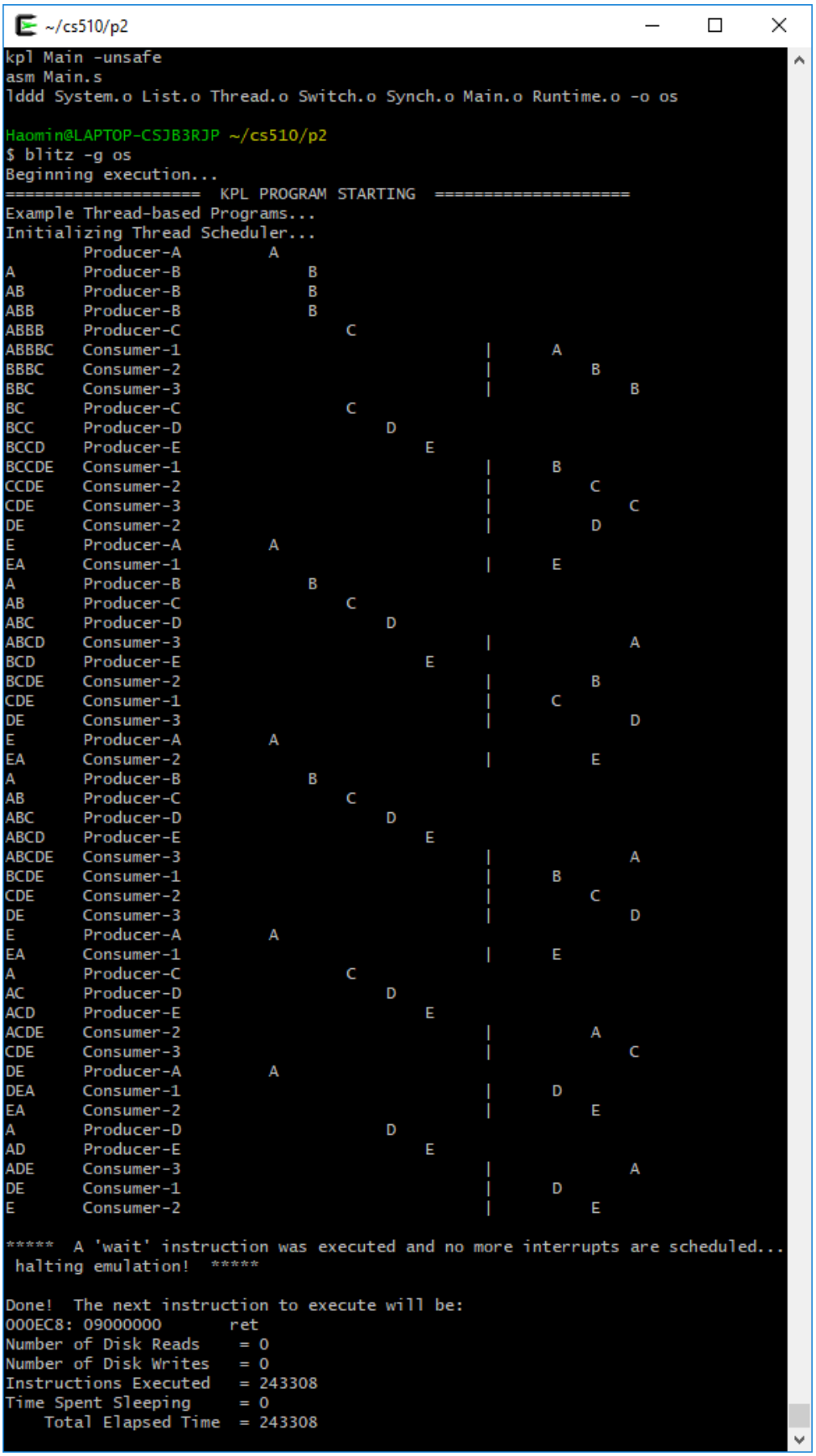
In output for the dining philosopher problem, each philosopher should eat 7 times.

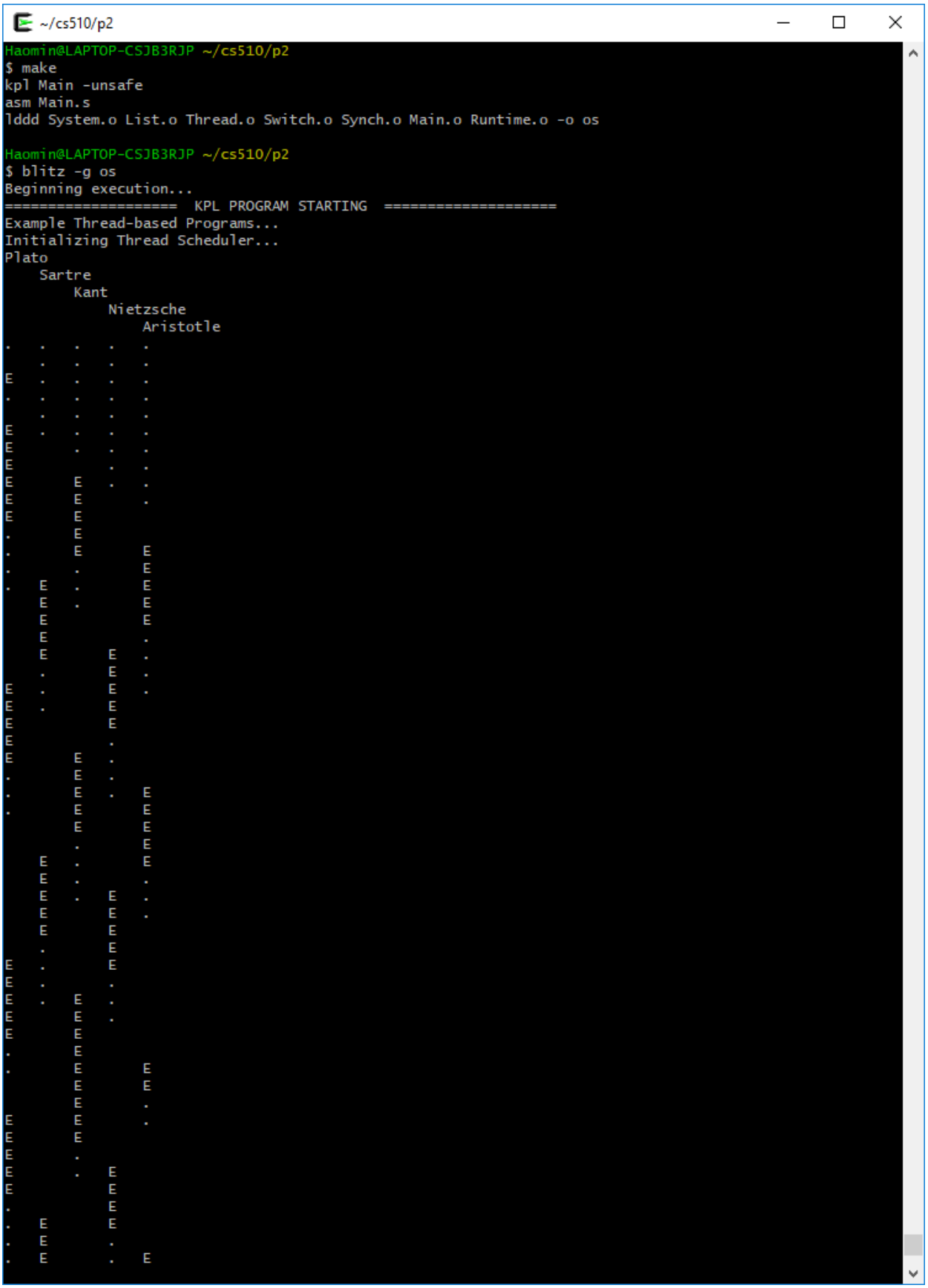
In producer-consumer problem, this implementation is supposed use 3 locks one for producer one for consumer and one just for the printing purpose. Your implementation with just one lock and 2 semaphores does not achieve desire concurrency.

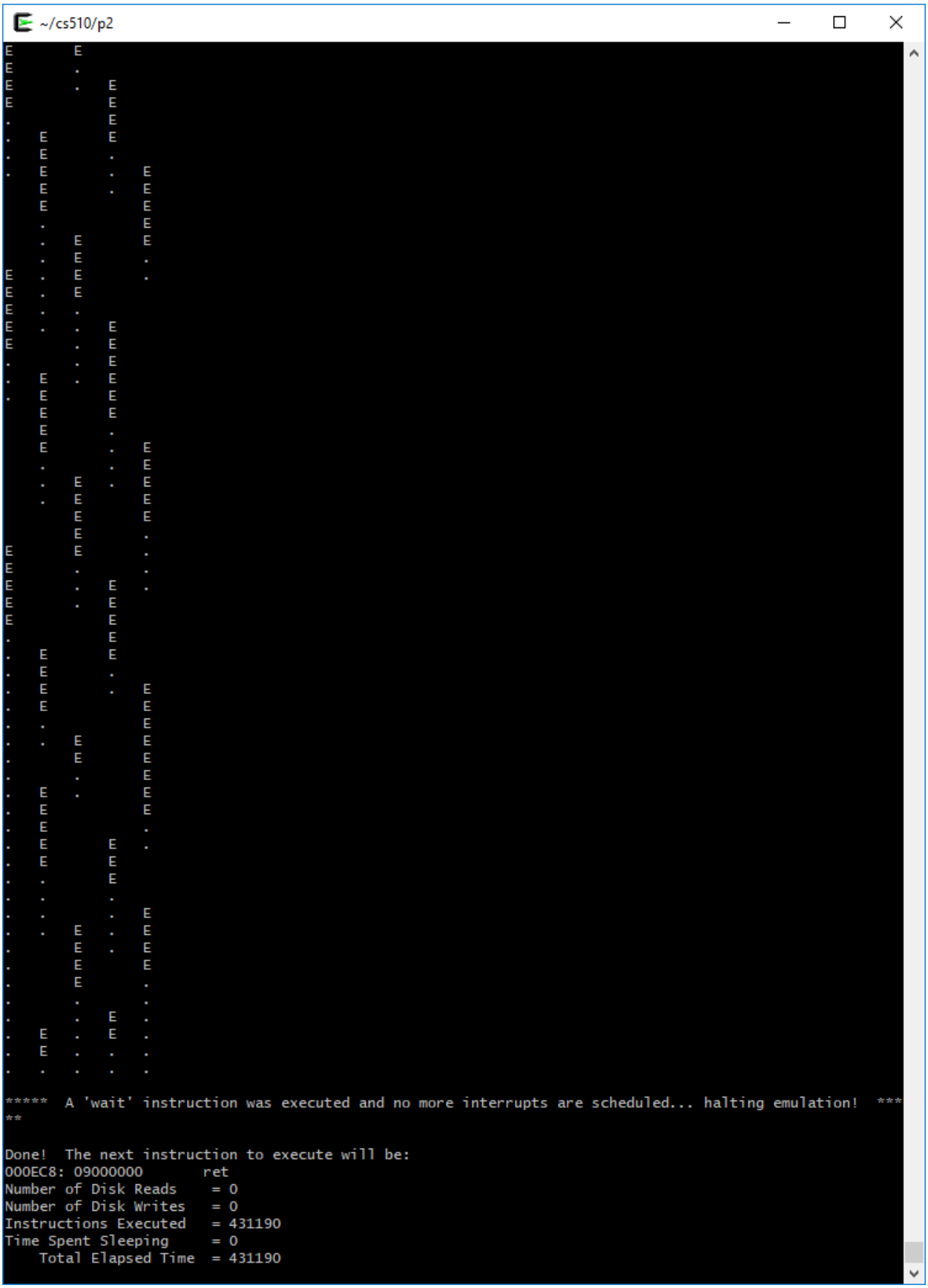
~/cs510/p2

```
Haomin@LAPTOP-CSJB3RJP ~/cs510/p2
$ make
kpl Main -unsafe
asm Main.s
lddd System.o List.o Thread.o Switch.o Synch.o Main.o Runtime.o -o os

Haomin@LAPTOP-CSJB3RJP ~/cs510/p2
$ blitz -g os
Beginning execution...
====================  KPL PROGRAM STARTING  ====================
Example Thread-based Programs...
Initializing Thread Scheduler...

-- You should see 70 lines, each consecutively numbered. --

LockTester-A = 1
LockTester-A = 2
LockTester-B = 3
LockTester-C = 4
LockTester-D = 5
LockTester-E = 6
LockTester-A = 7
LockTester-F = 8
LockTester-G = 9
LockTester-C = 10
LockTester-B = 11
LockTester-D = 12
LockTester-A = 13
LockTester-F = 14
LockTester-E = 15
LockTester-G = 16
LockTester-C = 17
LockTester-D = 18
LockTester-A = 19
LockTester-F = 20
LockTester-B = 21
LockTester-G = 22
LockTester-E = 23
LockTester-C = 24
LockTester-D = 25
LockTester-A = 26
LockTester-F = 27
LockTester-G = 28
LockTester-B = 29
LockTester-C = 30
LockTester-E = 31
LockTester-D = 32
LockTester-A = 33
LockTester-F = 34
LockTester-G = 35
LockTester-B = 36
LockTester-C = 37
LockTester-D = 38
LockTester-E = 39
LockTester-F = 40
LockTester-A = 41
LockTester-G = 42
LockTester-C = 43
LockTester-D = 44
LockTester-B = 45
LockTester-F = 46
LockTester-E = 47
LockTester-G = 48
LockTester-A = 49
LockTester-C = 50
LockTester-D = 51
LockTester-F = 52
LockTester-B = 53
LockTester-G = 54
LockTester-A = 55
LockTester-C = 56
```


~/cs510/p2
LockTester-A = 13
LockTester-F = 14
LockTester-E = 15
LockTester-G = 16
LockTester-C = 17
LockTester-D = 18
LockTester-A = 19
LockTester-F = 20
LockTester-B = 21
LockTester-G = 22
LockTester-E = 23
LockTester-C = 24
LockTester-D = 25
LockTester-A = 26
LockTester-F = 27
LockTester-G = 28
LockTester-B = 29
LockTester-C = 30
LockTester-E = 31
LockTester-D = 32
LockTester-A = 33
LockTester-F = 34
LockTester-G = 35
LockTester-B = 36
LockTester-C = 37
LockTester-D = 38
LockTester-E = 39
LockTester-F = 40
LockTester-A = 41
LockTester-G = 42
LockTester-C = 43
LockTester-D = 44
LockTester-B = 45
LockTester-F = 46
LockTester-E = 47
LockTester-G = 48
LockTester-A = 49
LockTester-C = 50
LockTester-D = 51
LockTester-F = 52
LockTester-B = 53
LockTester-G = 54
LockTester-A = 55
LockTester-C = 56
LockTester-E = 57
LockTester-D = 58
LockTester-F = 59
LockTester-B = 60
LockTester-G = 61
LockTester-C = 62
LockTester-D = 63
LockTester-F = 64
LockTester-E = 65
LockTester-G = 66
LockTester-B = 67
LockTester-E = 68
LockTester-B = 69
LockTester-E = 70
***** A 'wait' instruction was executed and no more interrupts are scheduled... halting emulation! *****
Done! The next instruction to execute will be:
000EC8: 09000000 ret
Number of Disk Reads = 0
Number of Disk Writes = 0
Instructions Executed = 416026
Time Spent Sleeping = 0
Total Elapsed Time = 416026
Haomin@LAPTOP-CSJB3RJP ~/cs510/p2
$


~/cs510/p2
kpl Main -unsafe
asm Main.s
lddd System.o List.o Thread.o Switch.o Synch.o Main.o Runtime.o -o os
Haomin@LAPTOP-CSJB3RJP ~/cs510/p2
$ blitz -g os
Beginning execution...
========== KPL PROGRAM STARTING ==========
Example Thread-based Programs...
Initializing Thread Scheduler...
Producer-A A
A Producer-B B
AB Producer-B B
ABB Producer-B B
ABBB Producer-C C
ABBBC Consumer-1 | A
BBBC Consumer-2 | B
BBC Consumer-3 | B
BC Producer-C C
BCC Producer-D D
BCCD Producer-E E
BCCDE Consumer-1 | B
CCDE Consumer-2 | C
CDE Consumer-3 | C
DE Consumer-2 | D
E Producer-A A
EA Consumer-1 | E
A Producer-B B
AB Producer-C C
ABC Producer-D D
ABCD Consumer-3 | A
BCD Producer-E E
BCDE Consumer-2 | B
CDE Consumer-1 | C
DE Consumer-3 | D
E Producer-A A
EA Consumer-2 | E
A Producer-B B
AB Producer-C C
ABC Producer-D D
ABCD Producer-E E
ABCDE Consumer-3 | A
BCDE Consumer-1 | B
CDE Consumer-2 | C
DE Consumer-3 | D
E Producer-A A
EA Consumer-1 | E
A Producer-C C
AC Producer-D D
ACD Producer-E E
ACDE Consumer-2 | A
CDE Consumer-3 | C
DE Producer-A A
DEA Consumer-1 | D
EA Consumer-2 | E
A Producer-D D
AD Producer-E E
ADE Consumer-3 | A
DE Consumer-1 | D
E Consumer-2 | E
***** A 'wait' instruction was executed and no more interrupts are scheduled...
halting emulation! *****
Done! The next instruction to execute will be:
000EC8: 09000000 ret
Number of Disk Reads = 0
Number of Disk Writes = 0
Instructions Executed = 243308
Time Spent Sleeping = 0
Total Elapsed Time = 243308


~/cs510/p2
Haomin@LAPTOP-CSJB3RJP ~/cs510/p2
$ make
kpl Main -unsafe
asm Main.s
lddd System.o List.o Thread.o Switch.o Synch.o Main.o Runtime.o -o os
Haomin@LAPTOP-CSJB3RJP ~/cs510/p2
$ blitz -g os
Beginning execution...
========== KPL PROGRAM STARTING ==========
Example Thread-based Programs...
Initializing Thread Scheduler...
Plato
Sartre
Kant
Nietzsche
Aristotle


~/cs510/p2
***** A 'wait' instruction was executed and no more interrupts are scheduled... halting emulation! ***
**
Done! The next instruction to execute will be:
000EC8: 09000000 ret
Number of Disk Reads = 0
Number of Disk Writes = 0
Instructions Executed = 431190
Time Spent Sleeping = 0
Total Elapsed Time = 431190