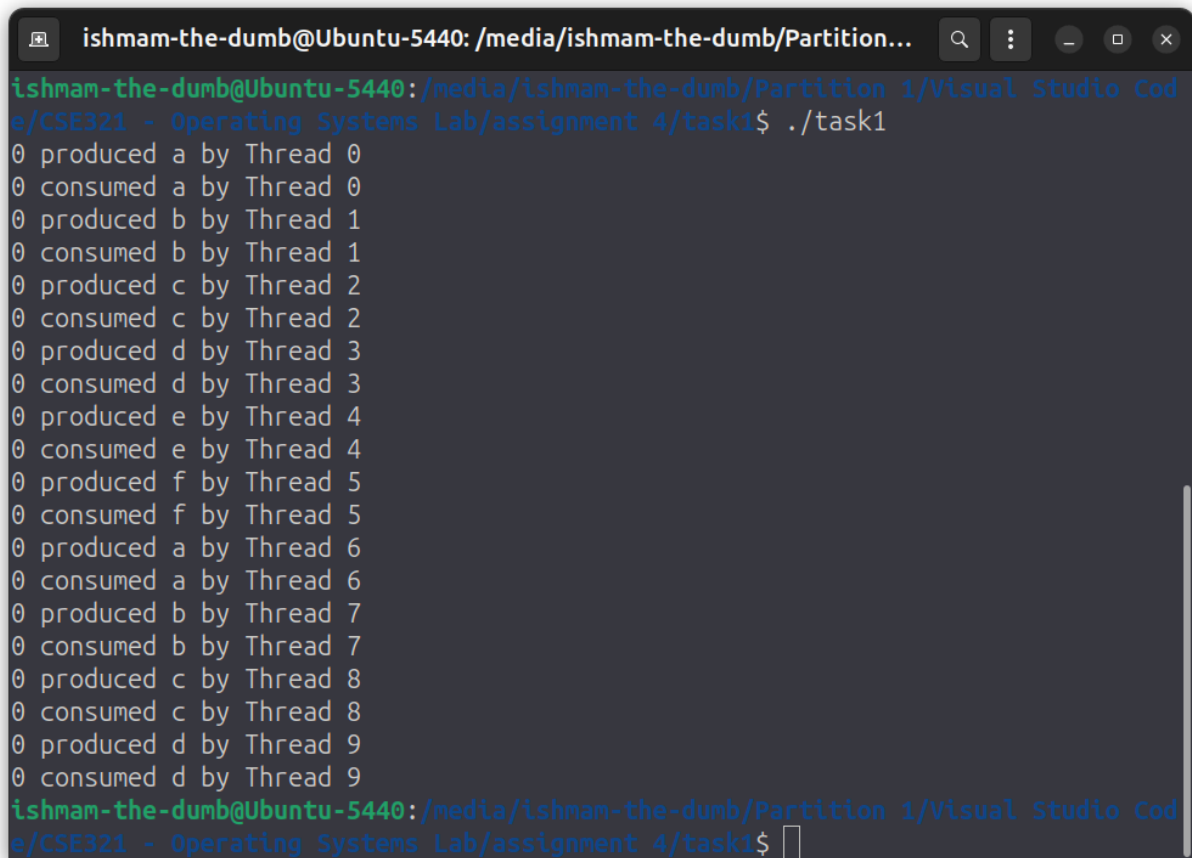


Task 1:



```
ishmam-the-dumb@Ubuntu-5440: /media/ishmam-the-dumb/Partition...
ishmam-the-dumb@Ubuntu-5440:/media/ishmam-the-dumb/Partition 1/Visual Studio Cod
e/CSE321 - Operating Systems Lab/assignment 4/task1$ ./task1
0 produced a by Thread 0
0 consumed a by Thread 0
0 produced b by Thread 1
0 consumed b by Thread 1
0 produced c by Thread 2
0 consumed c by Thread 2
0 produced d by Thread 3
0 consumed d by Thread 3
0 produced e by Thread 4
0 consumed e by Thread 4
0 produced f by Thread 5
0 consumed f by Thread 5
0 produced a by Thread 6
0 consumed a by Thread 6
0 produced b by Thread 7
0 consumed b by Thread 7
0 produced c by Thread 8
0 consumed c by Thread 8
0 produced d by Thread 9
0 consumed d by Thread 9
ishmam-the-dumb@Ubuntu-5440:/media/ishmam-the-dumb/Partition 1/Visual Studio Cod
e/CSE321 - Operating Systems Lab/assignment 4/task1$
```

Please Turn Over

Task2:

```
ishmam-the-dumb@Ubuntu-5440: /media/ishmam-the-dumb/Partition 1/Visual Studio Code/CSE321 - Operating Systems Lab/assignment 4/task1
ishmam-the-dumb@Ubuntu-5440: /media/ishmam-the-dumb/Partition 1/Visual Studio Code/CSE321 - Operating Systems Lab/assignment 4/task1$ ./task2
Farmer 1: Insert crops R at 0
Farmer 1: Insert crops W at 1
Farmer 1: Insert crops P at 2
ShopOwner 2 : remove crops R from room 0
ShopOwner 3 : remove crops W from room 1
Farmer 1: Insert crops S at 3
Farmer 1: Insert crops M at 4
Farmer 3: Insert crops R at 0
Farmer 2: Insert crops R at 1
ShopOwner 3 : remove crops P from room 2
ShopOwner 3 : remove crops S from room 3
ShopOwner 3 : remove crops M from room 4
ShopOwner 1 : remove crops R from room 0
Farmer 3: Insert crops W at 2
Farmer 3: Insert crops P at 3
Farmer 4: Insert crops R at 4
ShopOwner 4 : remove crops R from room 1
ShopOwner 5 : remove crops W from room 2
Farmer 3: Insert crops S at 0
ShopOwner 5 : remove crops P from room 3
ShopOwner 4 : remove crops R from room 4
Farmer 3: Insert crops M at 1
Farmer 4: Insert crops W at 2
Farmer 4: Insert crops P at 3
ShopOwner 4 : remove crops S from room 0
Farmer 5: Insert crops R at 4
ShopOwner 3 : remove crops M from room 1
ShopOwner 2 : remove crops W from room 2
Farmer 2: Insert crops W at 0
Farmer 2: Insert crops P at 1
ShopOwner 1 : remove crops P from room 3
ShopOwner 4 : remove crops R from room 4
Farmer 5: Insert crops W at 2
ShopOwner 1 : remove crops W from room 0
ShopOwner 1 : remove crops P from room 1
Farmer 5: Insert crops P at 3
Farmer 2: Insert crops S at 4
ShopOwner 2 : remove crops W from room 2
Farmer 5: Insert crops S at 0
ShopOwner 4 : remove crops P from room 3
```