Programming Assignment 2 – Multithread Programming

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README

The attached files implement the Programming homework #2, simulate customers and a chef at a pizza shop.

To implement on Linux:

1. Compile all class files using the command > javac \*.java, from the directory containing the files.
2. Run the program using the command >java PizzaMain

The included example output file shows an example of the functionality of the program:

* User input for values M and N are limited to allow values from 1 – 10.
* The number of “customers” is randomly generated, each with their own “eating time”.
* The ChefThread creates pizzas in a locked block, preventing the CustomerThread from reporting they have gotten a pizza before the ChefThread reports cooking the pizza.
* Only enough pizzas to satisfy the available customers are created.
* Execution continues until all customers have consumed their pizzas and left the restaurant.