

# Task1

## Result

```
▶ (base) fzdx@fzdx-PR4910P:~/cjt/CS240/Lab09$ javac ReadersWritersSimulation.java Reader.java Writer.java
▶ (base) fzdx@fzdx-PR4910P:~/cjt/CS240/Lab09$ java ReadersWritersSimulation
Starting Readers-Writers simulation with 5 readers and 2 writers.
Policy: Readers-Priority
-----
Reader 2 acquired read lock.
Reader 2 is reading...
Reader 4 acquired read lock.
Reader 4 is reading...
Reader 1 acquired read lock.
Reader 1 is reading...
Reader 3 acquired read lock.
Reader 3 is reading...
Reader 5 acquired read lock.
Reader 5 is reading...
Reader 4 done, releasing read lock.
Reader 2 done, releasing read lock.
Reader 5 done, releasing read lock.
Reader 3 done, releasing read lock.
Reader 1 done, releasing read lock.
Writer 2 acquired write lock.
Writer 2 is writing...
Writer 2 done, releasing write lock.
Writer 1 acquired write lock.
Writer 1 is writing...
```

---

## Implement the Classs

```
public class ReadersWritersSimulation {

    public static void main(String[] args) {
        // Create a single DataAccessPolicyManager object shared by all threads
        DataAccessPolicyManager lockManager = new DataAccessPolicyManager();

        // Define the number of readers and writers
        int numReaders = 5;
        int numWriters = 2;

        System.out.println("Starting Readers-Writers simulation with " +
numReaders + " readers and " + numWriters + " writers.");
        System.out.println("Policy: Readers-Priority");
        System.out.println("-----")
    }

    // Create and start writer threads
    for (int i = 1; i <= numWriters; i++) {
        Writer writer = new Writer(lockManager, i);
    }
}
```

```

        writer.start();
    }

    // Create and start reader threads
    for (int i = 1; i <= numReaders; i++) {
        Reader reader = new Reader(lockManager, i);
        reader.start();}

```

## Implement Reader

```

class Reader extends Thread {
    private DataAccessPolicyManager lockManager;
    private Random random = new Random();
    private int readerId;

    // Constructor: receives a DataAccessPolicyManager instance
    public Reader(DataAccessPolicyManager lockManager, int readerId) {
        this.lockManager = lockManager;
        this.readerId = readerId;
    }
}

```

```

@Override
public void run() {
    while (true) {
        try {
            // Sleep for a random time before starting the next read
            Thread.sleep(random.nextInt(2000) + 1000);

```

```

            lockManager.acquireReadLock();
            System.out.println("Reader " + readerId + " acquired read lock.");

```

```

            // Simulate reading activity
            System.out.println("Reader " + readerId + " is reading...");
            Thread.sleep(random.nextInt(1500) + 500);

```

```

            System.out.println("Reader " + readerId + " done, releasing read
lock.");

```

```

        lockManager.releaseReadLock();

    } catch (InterruptedException e) {
        Thread.currentThread().interrupt();
    }
}
}

}
}

```

### Implement writer

```

import java.util.Random;
class Writer extends Thread {
    private DataAccessPolicyManager lockManager;
    private Random random = new Random();
    private int writerId;

    // Constructor: receives a DataAccessPolicyManager instance
    public Writer(DataAccessPolicyManager lockManager, int writerId) {
        this.lockManager = lockManager;
        this.writerId = writerId;
    }

    @Override
    public void run() {
        while (true) {
            try {
                // Sleep for a random time before starting the next write
                Thread.sleep(random.nextInt(3000) + 2000);

                lockManager.acquireWriteLock();
                System.out.println("Writer " + writerId + " acquired write lock.");

                // Simulate writing activity
                System.out.println("Writer " + writerId + " is writing...");
                Thread.sleep(random.nextInt(2500) + 1000);
            }
        }
    }
}

```

```
        System.out.println("Writer " + writerId + " done, releasing write lock.");
    }

    lockManager.releaseWriteLock();

}

} catch (InterruptedException e) {
    Thread.currentThread().interrupt();
}

}

}

}
```

## Implement DadaAccessPolicyManager

```
class DataAccessPolicyManager {  
    private int readerCount;  
    private Semaphore mutex; // To protect readerCount  
    private Semaphore wrt; // To control write access  
  
    public DataAccessPolicyManager() {  
        readerCount = 0;  
        mutex = new Semaphore(1);  
        wrt = new Semaphore(1);  
    }  
}
```

```
public void acquireReadLock() {  
    mutex.acquire();  
    readerCount++;  
    if (readerCount == 1) { // If this is the first reader  
        wrt.acquire();      // it needs to acquire the write lock to block  
writers  
    }  
    mutex.release();  
}
```

```
public void releaseReadLock() {  
    mutex.acquire();  
    readerCount--;  
    if (readerCount == 0) { // If this is the last reader  
        wrt.release();      // it needs to release the write lock to allow  
writers  
    }  
    mutex.release();
```

```
}
```

```
public void acquireWriteLock() {
    wrt.acquire();
}
```

```
public void releaseWriteLock() {
    wrt.release();
}
}
```

## Task2

### Result

```
● ^C(base) fzdx@fzdx-PR4910P:~/cjt/CS240/Lab09$ javac ReadersWritersSimulation.java Reader.java Writer.java
○ (base) fzdx@fzdx-PR4910P:~/cjt/CS240/Lab09$ java ReadersWritersSimulation
Starting Readers-Writers simulation with 5 readers and 2 writers.
Policy: Writers-Priority
-----
Reader 1 acquired read lock.
Reader 1 is reading...
Reader 2 acquired read lock.
Reader 2 is reading...
Reader 3 acquired read lock.
Reader 3 is reading...
Reader 5 acquired read lock.
Reader 5 is reading...
Reader 1 done, releasing read lock.
Reader 4 acquired read lock.
Reader 4 is reading...
Reader 4 done, releasing read lock.
Reader 3 done, releasing read lock.
Reader 2 done, releasing read lock.
Reader 5 done, releasing read lock.
Writer 1 acquired write lock.
Writer 1 is writing...
Writer 1 done, releasing write lock.
Writer 2 acquired write lock.
Writer 2 is writing...
Writer 2 done, releasing write lock.
Writer 1 acquired write lock.
Writer 1 is writing...
[]
```

### Implement DataAccessPolicyManager2

Then change the Class implementation **DadaAccessPolicyManager2** within other java codes

```
class DataAccessPolicyManager2 {  
    private int readerCount;  
    private int writerCount;  
    private Semaphore mutex1;      // Protects readerCount  
    private Semaphore mutex2;      // Protects writerCount  
    private Semaphore wrt;        // Common for readers and writers  
    private Semaphore readLock;    // For blocking readers  
  
    public DataAccessPolicyManager2() {  
        readerCount = 0;  
        writerCount = 0;  
        mutex1 = new Semaphore(1);  
        mutex2 = new Semaphore(1);  
        wrt = new Semaphore(1);  
        readLock = new Semaphore(1);  
    }  
  
    public void acquireReadLock() {  
        readLock.acquire(); // Lock to prevent readers if a writer is waiting  
        mutex1.acquire();  
        readerCount++;  
        if (readerCount == 1) { // First reader  
            wrt.acquire();      // Lock out writers  
        }  
        mutex1.release();  
        readLock.release(); // Release the read lock for other readers  
    }  
  
    public void releaseReadLock() {  
        mutex1.acquire();  
        readerCount--;  
        if (readerCount == 0) { // Last reader  
            wrt.release();      // Allow writers  
        }  
        mutex1.release();  
    }  
  
    public void acquireWriteLock() {  
        mutex2.acquire();  
        writerCount++;  
        if (writerCount == 1) { // First writer  
            wrt.acquire();      // Lock out readers  
        }  
        mutex2.release();  
    }  
}
```

```
    readLock.acquire(); // Lock out readers
}
mutex2.release();
wrt.acquire();
}

public void releaseWriteLock() {
    wrt.release();
    mutex2.acquire();
    writerCount--;
    if (writerCount == 0) { // Last writer
        readLock.release(); // Allow readers
    }
    mutex2.release();
}
}
```