ΕΡΓΑΣΙΑ 3

conditions: passengers, train, intrain, getDown, waitmain global μεταβλητές: waitingPassengers, ridingPassengers, trainCapacity(capacity), isriding, totalVisitors, leave

```
Τρενάκι:
                                                     Επιβάτης:
                                                    mutex lock
while(1){
                                                    if(isriding!=0 || ridingPassengers==capacity){
  mutex lock
  isriding=0;
                                                       waitingPassengers++;
  if(waitingPassengers>0&&ridingPassengers<capacity){
                                                       cond_wait(passengers);
    waitingPassengers--;
    ridingPassengers++;
                                                    else{ ridingPassengers++; }
    cond signal(passengers);
                                                    if(ridingPassengers<capacity&&waitingPassengers>0){
  }
                                                       waitingPassengers--;
                                                       ridingPassengers++;
  cond wait(train);
  mutex unlock
                                                       cond signal(passengers);
  //ride
                                                    totalVisitors--;
                                                    if(επιβιβασμενοι ειναι πολλαπλασιο του capacity){
  mutex lock
                                                       if(ridingPassengers == capacity){
  for(;ridingPassengers>0; ridingPassengers--){
                                                         isriding=1;
    cond signal(intrain);
                                                         cond signal(train);
  if(leave!=capacity){
                                                       }
     cond wait(getDown);
                                                    cond wait(intrain);
  leave=0;
                                                    leave++;
                                                    if(leave==capacity){
  mutex unlock
                                                       cond_signal(getDown);
                                                    mutex\_unlock
```