

Operating System

Report

Submitted BY: Submitted To:

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Question:

There are 3 student processes and 1 teacher process. Students are supposed to do their assignments and they need 3 things for that-pen, paper and question paper. The teacher has an infinite supply of all the three things. One student has pen, another has paper and another has question paper. The teacher places two things on a shared table and the student having the third complementary thing makes the assignment and tells the teacher on completion. The teacher then places another two things out of the three and again the student having the third thing makes the assignment and tells the teacher on completion. This cycle continues. WAP to synchronise the teacher and the students. • Two types of people can enter into a library- students and teachers. After entering the library, the visitor searches for the required books and gets them. In order to get them issued, he goes to the single CPU which is there to process the issuing of books. Two types of queues are there at the counter-one for students and one for teachers. A student goes and stands at the tail of the queue for students and similarly the teacher goes and stands at the tail of the queue for teachers (FIFO). If a student is being serviced and a teacher arrives at the counter, he would be the next person to get service (PRIORITY-non preemptive). If two teachers arrive at the same time, they will stand in their queue to get service (FIFO). WAP to ensure that the system works in a non-chaotic manner. • If a teacher is being served and during the period when he is being served, another teacher comes, then that teacher would get the service next. This process might continue leading to increase in waiting time of students. Ensure in your program that the waiting time of students is minimized.

Process Synchronization in Operation System

Process Synchronization means coordinating the execution of processes such that no two processes access the same shared resources and data. It is required in a multi-process system where multiple processes run together, and more than one process tries to gain access to the same shared resource or data at the same time.

Changes made in one process aren't reflected when another process accesses the same shared data. It is necessary that processes are synchronized with each other as it helps avoid the inconsistency of shared data.

Sections of a Program in OS

Following are the four essential sections of a program:

- **1. Entry Section:** This decides the entry of any process.
- **2. Critical Section:** This allows a process to enter and modify the shared variable.
- **3. Exit Section:** This allows the process waiting in the Entry Section, to enter into the Critical Sections and makes sure that the process is removed through this section once it's done executing.
- **4. Remainder Section:** Parts of the Code, not present in the above three sections are collectively called Remainder Section.

Code

```
#include<stdio.h>
#include<unistd.h>
#include<pthread.h>
pthread_mutex_t I;
int pen=0;
int paper=1;
int quespaper=1;
void *teacher()
{ int count=0;
while(1)
{
pthread_mutex_lock(&I);
        count++;
if(count%3==0)
        pen=paper=1;
quespaper=0;
}
if(count%3==1)
{
paper=quespaper=1;
pen=0;
        }
if(count%3==2)
```

```
{
        pen=quespaper=1;
paper=0;
        }
pthread_mutex_unlock(&I);
}
}
void *student1(void *res)
while(paper==0||quespaper==0);
pthread_mutex_lock(&I);
        printf("student 1 is working.... n");
        sleep(2);
        printf("student 1 finished \n");\\
pthread_mutex_unlock(&I);
}
void *student2(void *res)
{
while(pen==0||quespaper==0);
pthread_mutex_lock(&I);
printf("student 2 is working.... n");
        sleep(1);
        printf("student 2 finished \n");
```

```
pthread_mutex_unlock(&I);
```

```
}
void *student3(void *res)
{
while(pen==0||paper==0);
pthread_mutex_lock(&I);
printf("student 3 is working.... \n");
        sleep(3);
        printf("student 3 finished \n");
pthread_mutex_unlock(&I);
}
int main()
{
int p=10;
pthread_t t1;
pthread_mutex_init(&I,NULL);
pthread_create(&t1,NULL,teacher,NULL);
pthread_t s1,s2,s3;
pthread_create(&s1,NULL,student1,NULL);
pthread_create(&s2,NULL,student2,NULL);
pthread_create(&s3,NULL,student3,NULL);
pthread_join(t1,NULL);
pthread_join(s1,NULL);
pthread_join(s2,NULL);
```

```
pthread_join(s3,NULL);
}
```

Logic of the Code

I have implemented two classes named Student and teacher. Each class has three integers i.e pen, paper and question paper as their data members. And I have created object array of the first class and the data members are initialized using dot operator. The objects are given resources in such a manner that no particular object has all three of the resources. Obj[1] is given pen, Obj[2] is given paper whereas Obj[3] is given question paper.

The outer while loop will iterate until n< (provided number). And the inner for loop will iterate for 3 times. Based upon the internal comparisons, resources will be allocated to student objects by the teacher object.

Code

```
{
    int student[5];
    int teacher[5];
    int priority[5];
    int check1=0,check2=0;
    char entered;
    char choice;
    int number_of_person;
    int n,j;
    cout<<"Enter the number of students.\n";
    cin>>n;
    j=n;
    for(int i=0;i<n;i++)
    student[i]=1;
    check1++;
    for(int i=0;i<n;i++)
    {
    student[i]=0;
    cout<<"Book has been published to student "<<i+1<<"\n";
    cout<<"Has anyone entered the queue. Type y for yes and n for no\n";
    cin>>entered;
    if(entered=='y')
    goto inputfacility;
    }
    else
    {
    continue;
    }
  if(j==0)
  inputfacility:
    cout<<"Who has entered?Type t for teacher and s for student.\n";
    cin>>choice;
    if(choice=='t')
    cout<<"How many teachers have entered?\n";
    cin>>number_of_person;
    for(int i=0;i<number_of_person;i++)</pre>
    teacher[i+check2]=1;
    }
    if(choice=='s')
    cout<<"How many students have entered?\n";
    cin>>number_of_person;
    for(int i=0;i<number_of_person;i++)</pre>
```

```
{
    student[i+check1]=1;
    }
}
return 0;
}
```

Logic of the Code

The code implements 3 integer arrays named student, teacher and priority each of size 100, 2 integers check1 and check2 to keep a track of elements entered in the arrays. The number of students in array student is determined by the integer n(smaller than or equal to 5), which will be provided by the userNow the processing of the student elements will be done. Processing in this case is traversing and issuing the books to the students. Upon processing the respective element of the array will be set to 0 and after every traversal the user will be prompted to determine whether another student or teacher has entered the queue or not. 'y' denotes new addition whereas 'n' denotes no addition. If the input is 'n' the loop continues and books are issued to the students. If 'y' is the input then the control is shifted to the inputfacility block using goto.

Screenshot

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  else
{
    continue;
                                           if(j==0)
                                           {
inputfacility:
    coutc<"Who has entered?Type t for teacher and s for student.\n";
}
                                                              cin>>choice;
if(choice=='t')
                                                       cout<<"How many teachers have entered?\n";
cin>number_of_person;
for(int i=0;i<number_of_person;i++);</pre>
                                                              for(int 1=0;1<number_ot_p
{
    teacher[i+check2]=1;
}</pre>
                                                 if(choice=='s')
{
   cout<<"How many students have entered?\n";
   cin>>number_of_person;
   for(int i=0;i<number_of_person;i++)
   {
      student[i+check1]=1;
   }
}</pre>
                                       return 0;
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int teacher[5];
int priority[5];
int checkle0, check2=0;
char entered;
char choice;
int number_of_person;
int n,j;
cout<<"Enter the number of students.\n";
cin>n;
j=n;
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                                          for(int i=0;i<n;i++)
{
    student[i]=1;
    check1++;</pre>
                                               for(int i=0;i<n;i++)
                                           student[i]=0;
cout<<"Book has been published to student "<<i+1<<"\n";
cout<("Has anyone entered the queue.Type y for yes and n for no\n";
cin>entered;
if(entered=='y')
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```
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pthread_mutex_lock(@l);
printf("student 2 is working... \n");
sleep(1);
printf("student 2 finished \n");
pthread_mutex_unlock(@l);
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      60 void *student3(void *res)
61日 {
    wnie(pen=o)[paper=o);
pthread_mutex_lock(&l);
printf("student 3 is working.... \n");
sleep(3);
printf("student 3 finished \n");
pthread_mutex_unlock(&l);
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                                                         while(paper==0||quespaper==0);
pthread_mutex_lock(&1);
                                                       printf("student 1 is working.... \n");
                                                sleep(2);
printf("student 1 finished \n");
pthread_mutex_unlock(&1);
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