## Os practical 2

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#include <iostream>
#include <cstdlib>
// Global variables to simulate semaphore values
int mutex = 1;
int full = 0;
int empty = 3;
int x = 0;
// Function prototypes
void producer();
void consumer();
int wait(int s);
int signal(int s);
int main()
  int n;
  std::cout << "\n1. Producer\n2. Consumer\n3. Exit";
  while (true)
     std::cout << "\nEnter your choice: ";
     std::cin >> n;
     switch (n)
     {
     case 1:
       if (mutex == 1 && empty != 0)
          producer();
          std::cout << "Buffer is full\n";
       break;
     case 2:
       if (mutex == 1 && full != 0)
          consumer();
          std::cout << "\nBuffer is empty\n";
       break;
     case 3:
       std::cout << "Exiting program.\n";</pre>
       return 0; // Graceful termination
     default:
       std::cout << "Invalid choice\n";
     }
```

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}
  return 0;
}
int wait(int s)
  return (--s);
}
int signal(int s)
  return (++s);
}
void producer()
  mutex = wait(mutex);
  full = signal(full);
  empty = wait(empty);
  std::cout << "\nProducer produces item " << x << "\n";
  mutex = signal(mutex);
}
void consumer()
  mutex = wait(mutex);
  full = wait(full);
  empty = signal(empty);
  std::cout << "\nConsumer consumes item " << x << "\n";
  mutex = signal(mutex);
}
#output:
```

