

# **University of Eswatini**

Department of Computer Science

CSC 411 – Integrative Programming and Technologies

Mini Project Report

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## **Introduction**

This report documents the implementation of the Producer-Consumer problem as part of the CSC411 mini project. The project demonstrates concurrency, synchronization, XML data handling, and socket programming, with GitHub used for version control and collaboration.

## **Project Implementation**

### **Part 1: Producer-Consumer Problem**

Producer generates random ITstudent data and wraps it into XML files.

Consumer unwraps XML, calculates averages, and determines Pass/Fail.

Buffer implemented with semaphores to enforce synchronization rules.

### **Part 2: GitHub**

Repository created for collaboration.

Source code, README, and report uploaded.

GitHub link provided below.

### **Part 3: Socket Programming**

Producer implemented as server.

Consumer implemented as client.

Demonstrates communication across processes.

#### Part 4: Presentation

Demo video prepared (5-10 minutes)

Video hosted externally and linked in GitHub README.

#### Repository Link

Access the full project here: <https://github.com/mphilazamokuhle-debug/csc411-producer-consumer-cpp>

#### Demo Video

Watch the demo video here:[https://youtu.be/ycHRUCLUNp0?si=YnfdbUk\\_7xoZgTOh](https://youtu.be/ycHRUCLUNp0?si=YnfdbUk_7xoZgTOh)

#### Conclusion

This project successfully demonstrates the Producer-Consumer problem with proper synchronization, XML data handling, and socket programming. GitHub was used for collaboration, and a demo video was prepared to showcase the solution.