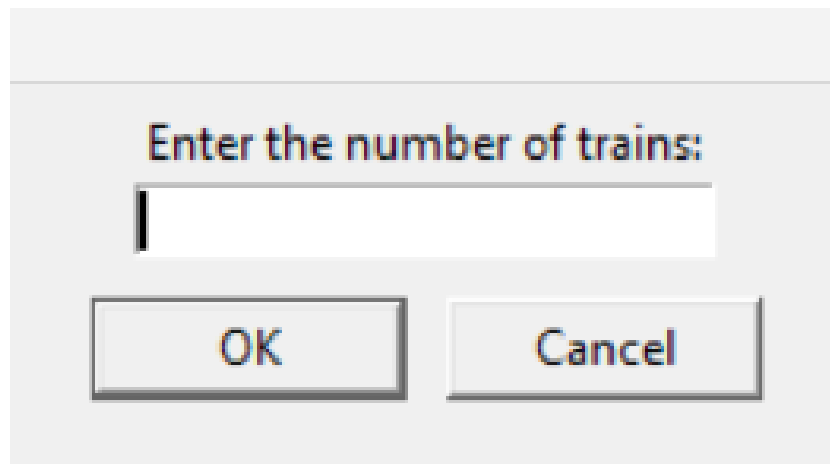
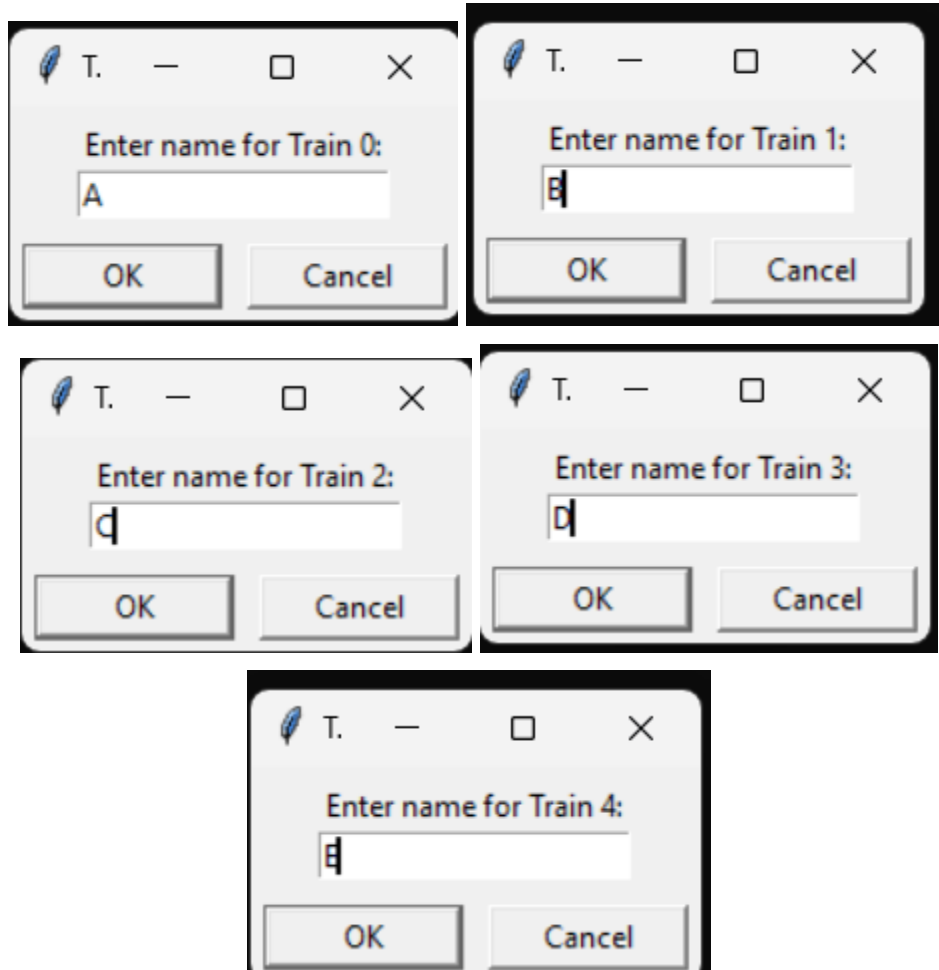


DINING PHILOSOPHER's SIMULATION



A dialog box with a light gray background. At the top, it says "Enter the number of trains:" in a bold, black font. Below this is a white text input field. At the bottom, there are two buttons: "OK" and "Cancel", both with a 3D effect and a blue shadow.

Fig. 1 : Enter input



Five dialog boxes arranged in a grid, each for entering the name of a specific train. Each box has a title bar with a feather icon, a "T." label, and standard window controls. The text inside each box is "Enter name for Train X:" where X is the train number. Below the text is a white text input field. At the bottom are "OK" and "Cancel" buttons. The input fields contain the following names: "A", "B", "C", "D", and "E".

Fig.2 : Name of trains

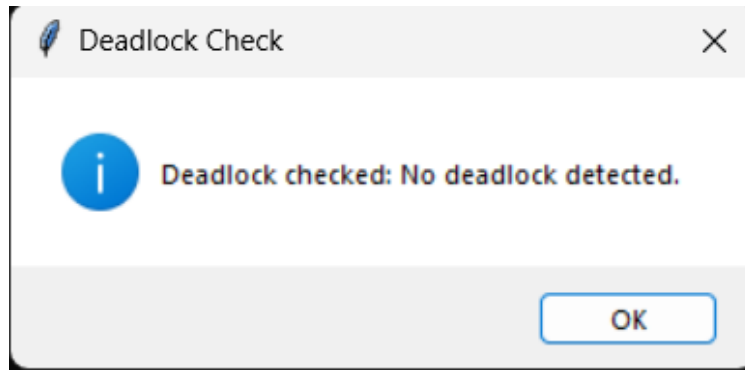


Fig. 3 : Checking for deadlock

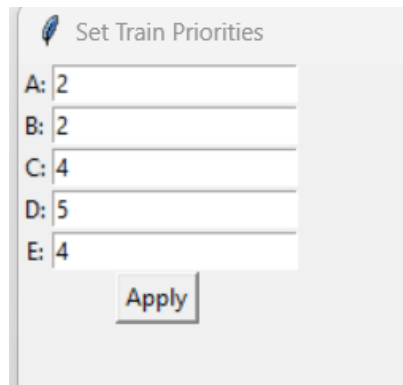


Fig. 4: Setting Priorities

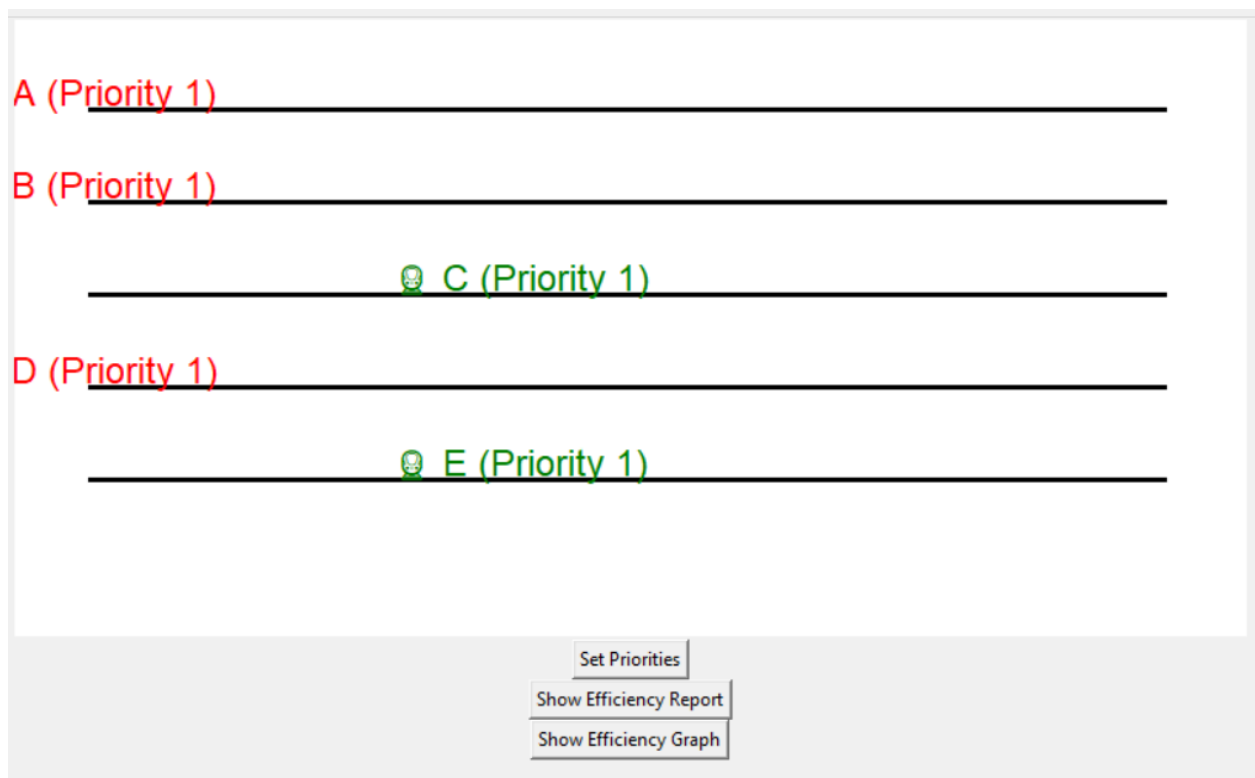


Fig. 5 : Train Simulation

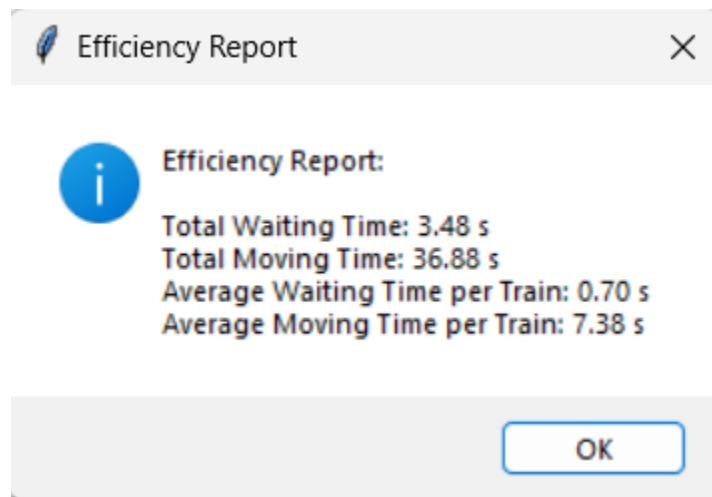


Fig. 6 : Efficiency Report

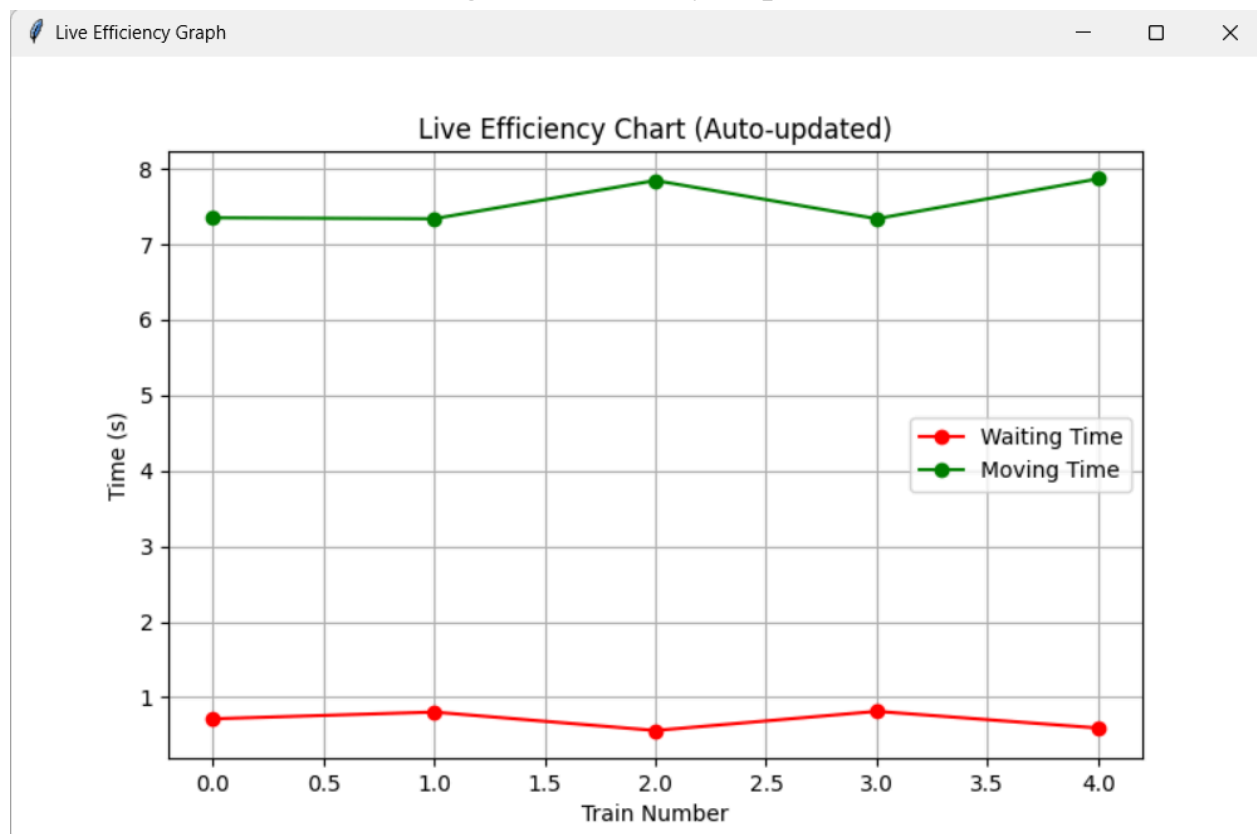


Fig. 7: Live Efficiency Graph

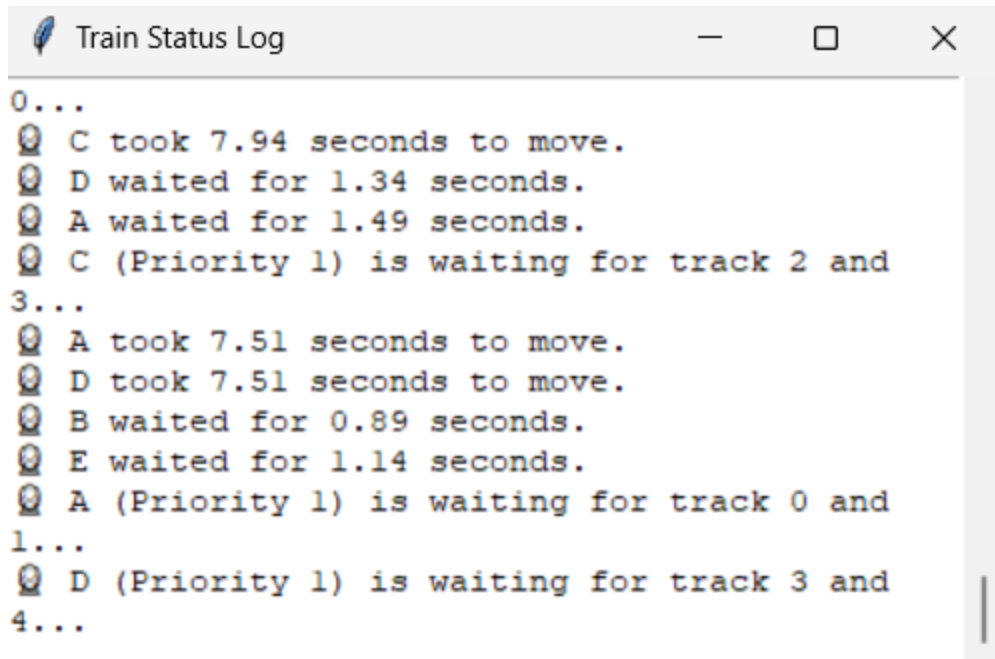


Fig. 8 : Status Log

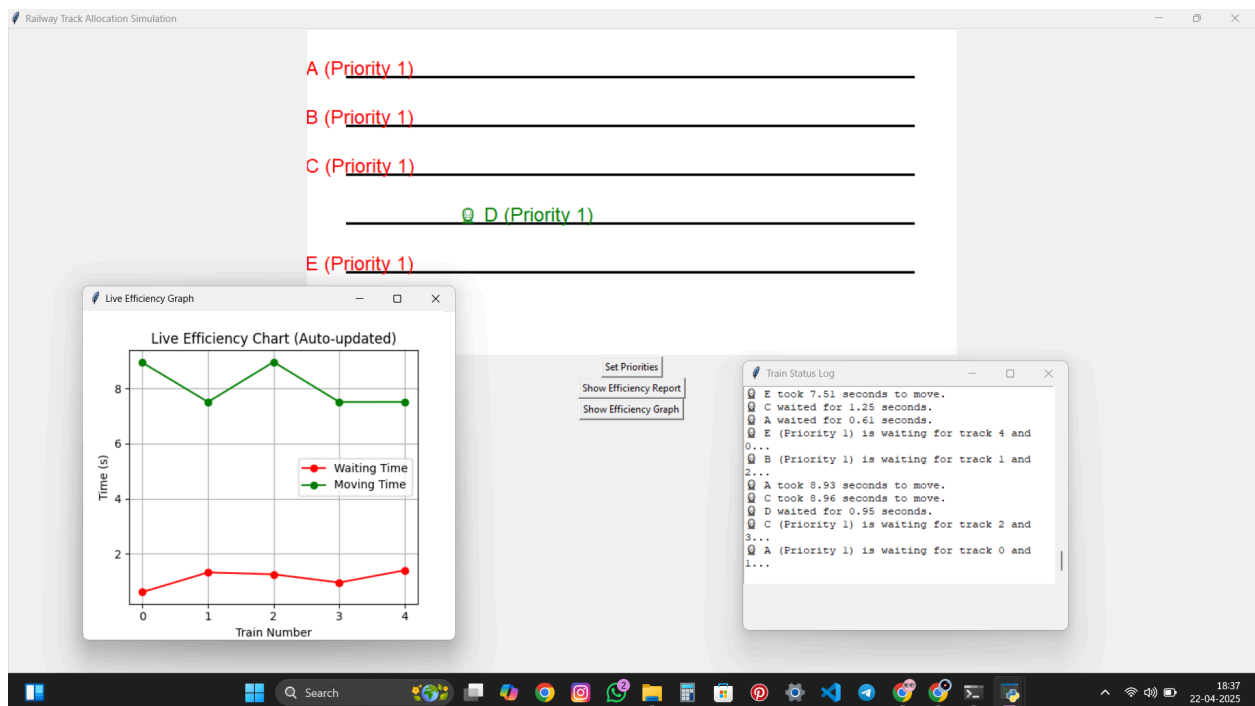


Fig. 9 : Whole Simulation

READER - WRITER SIMULATION

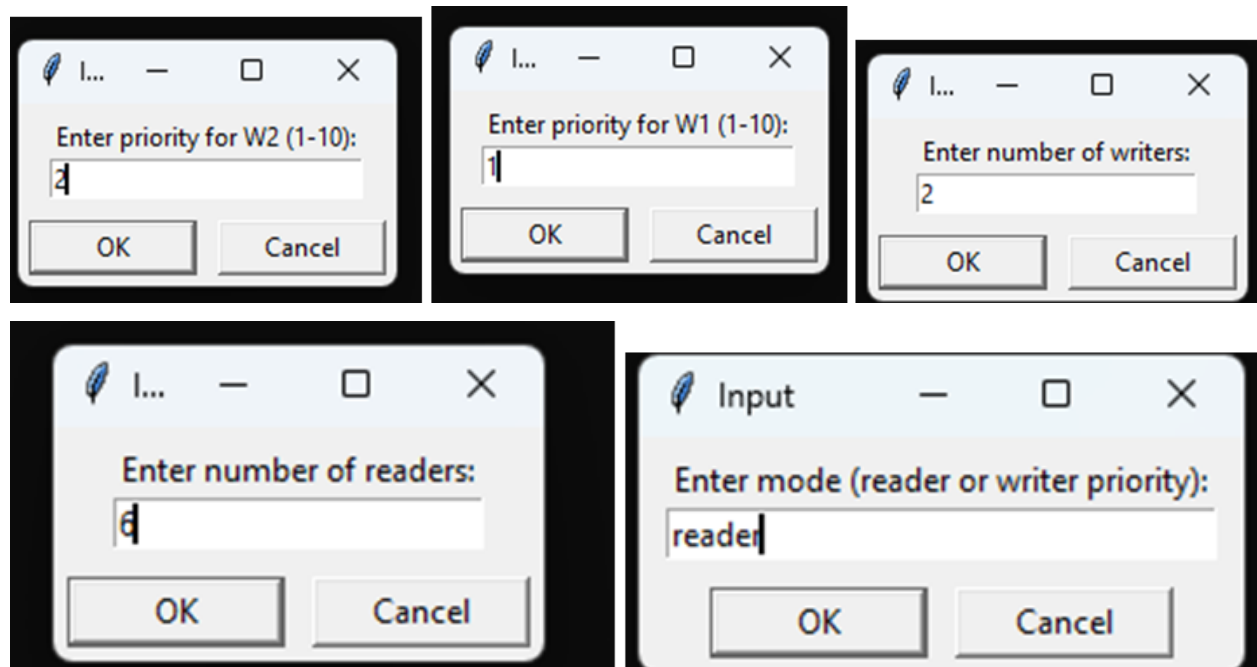


Fig 10 : Entering Inputs

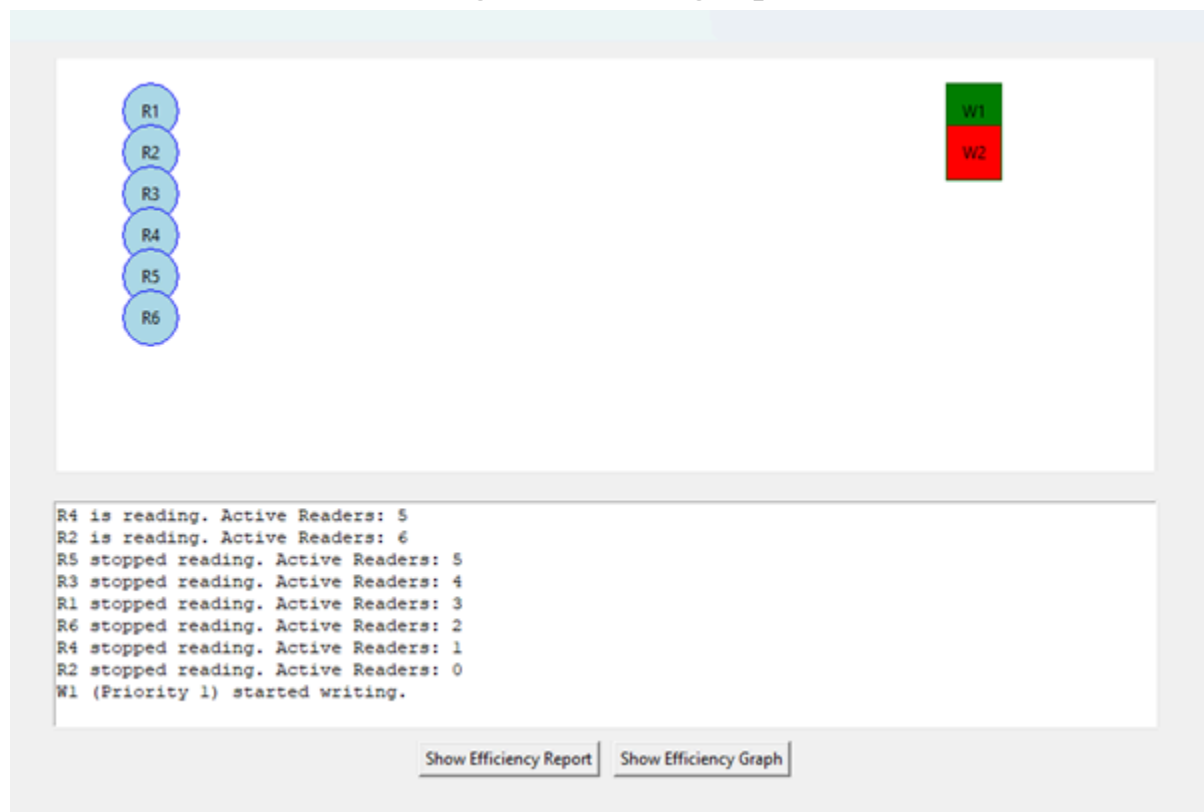


Fig 11 : Reader-Writer Simulation

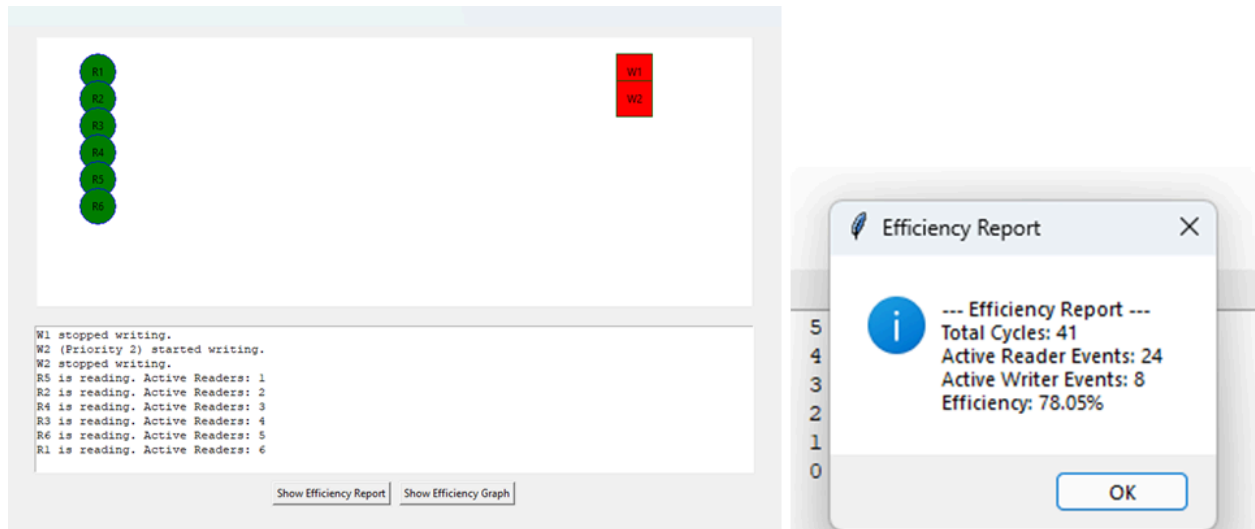


Fig 12 : Efficiency Report

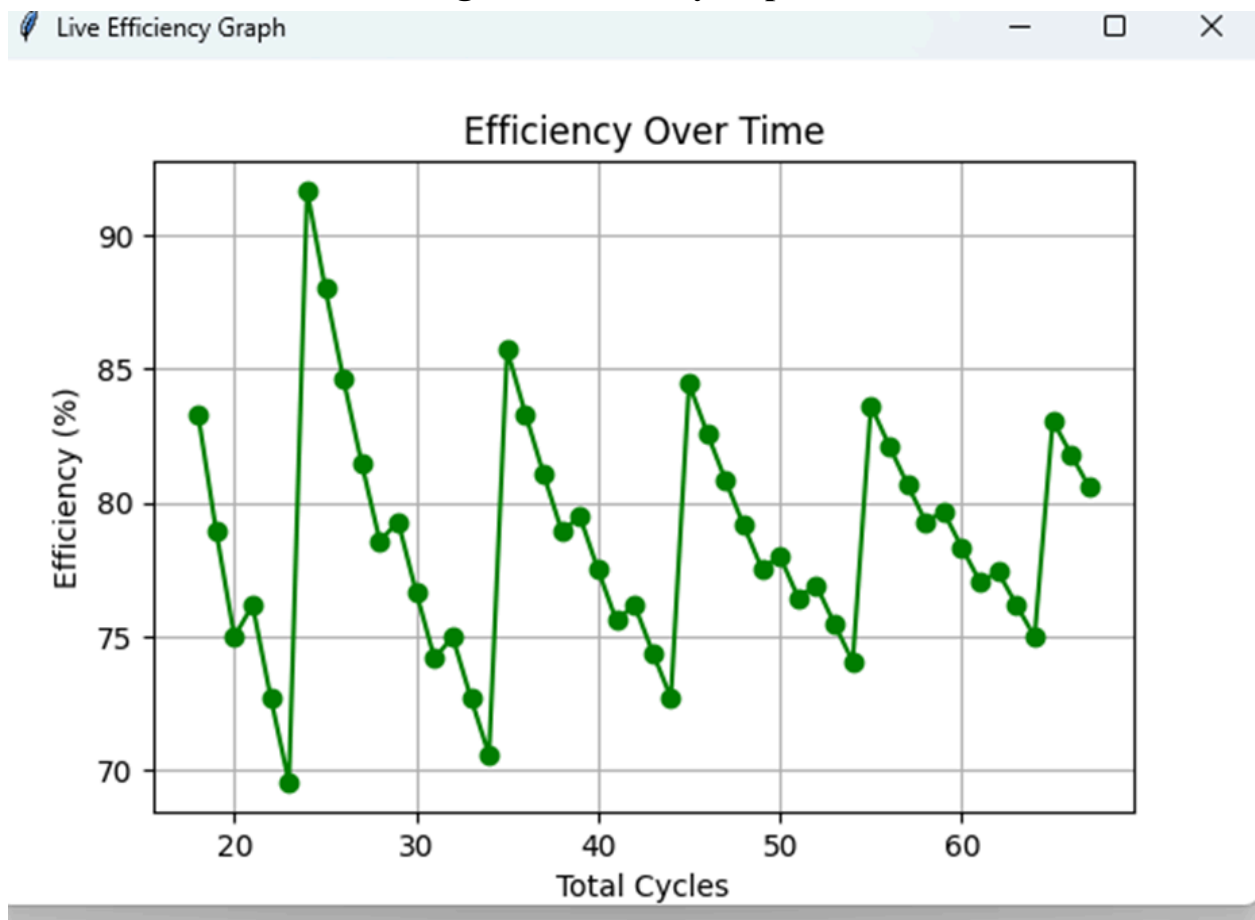


Fig 13 : Efficiency Graph