

Today's Agenda :-

Key everyone !!

Producer Consumer using Semaphores.

leetcode Problem -1

leetcode Problem -2

1:40 Min

Producers

```

while (true) {
    if (store.items.size() < maxSize) {
        store.add(items)
    }
}

```

Consumers

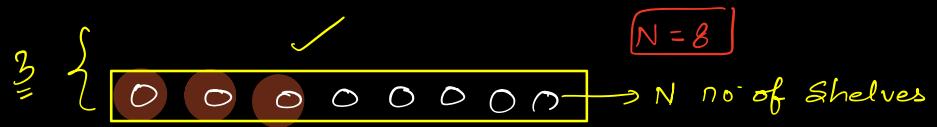
```

while (true) {
    if (store.items.size() > 0) {
        one.remove(items)
    }
}

```



Semaphores :- Mutex + Limit on No. of threads.



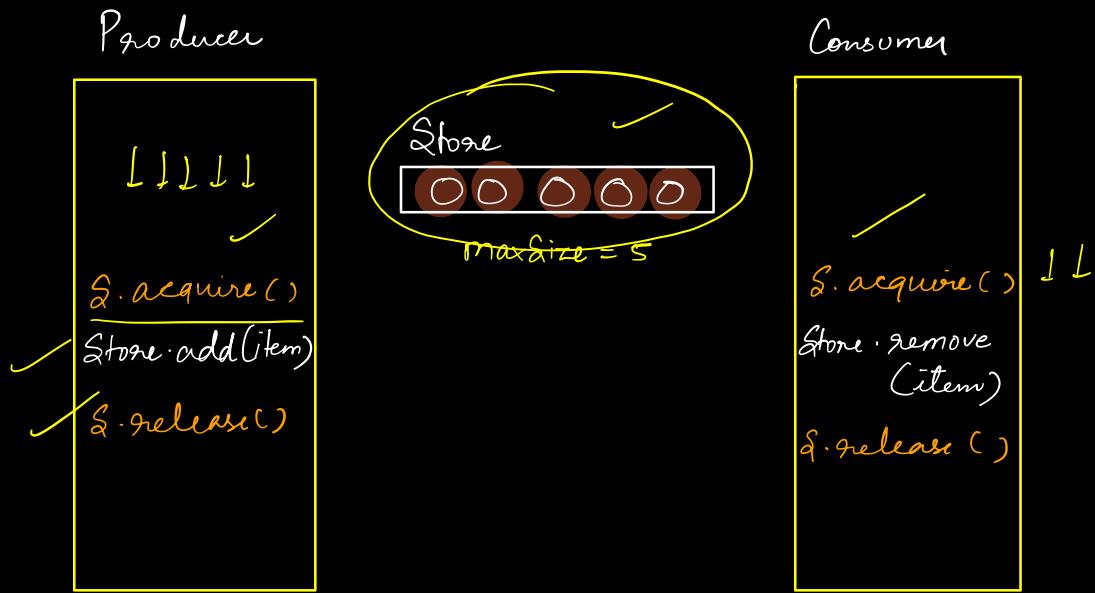
No. of producers = No. of empty shelves

No. of consumers = No. of actual items at  
that points.

Semaphore  $s = \text{new Semaphore}(\frac{2}{1})$ ;

count of threads  
you can have  
inside the  
critical section at  
the same time.

Semaphore  $\text{Q} = \text{new Semaphore}(5)$



Problem ??

lock() → unlock()  
acquire() → release()

We Should use one semaphore for only 1 task.

Semaphore prodSema = new Semaphore( )

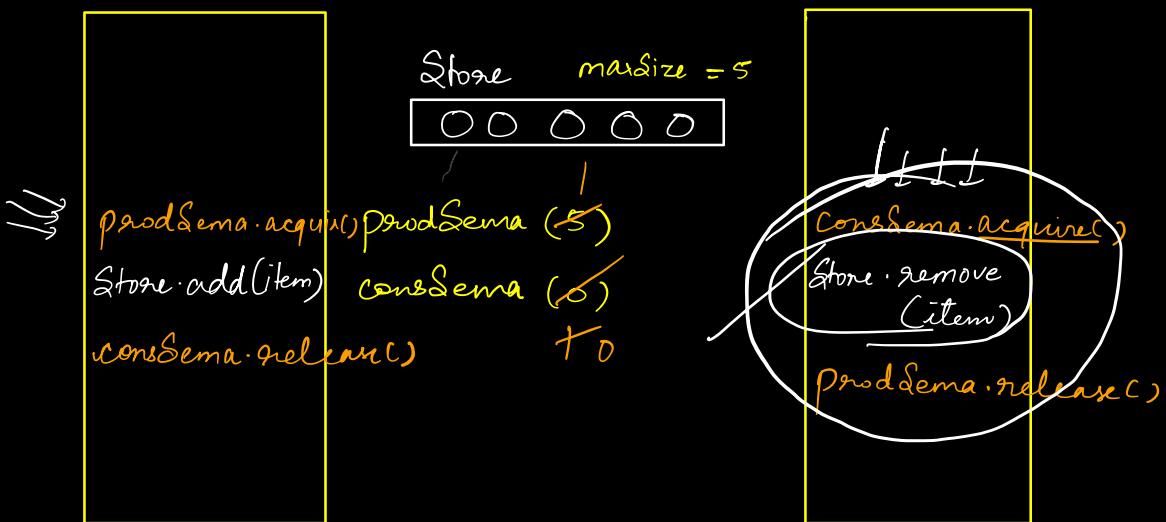
Semaphore consSema = new Semaphore( )

Semaphore prodSema = new Semaphore(5)

Semaphore consSema = new Semaphore(0)

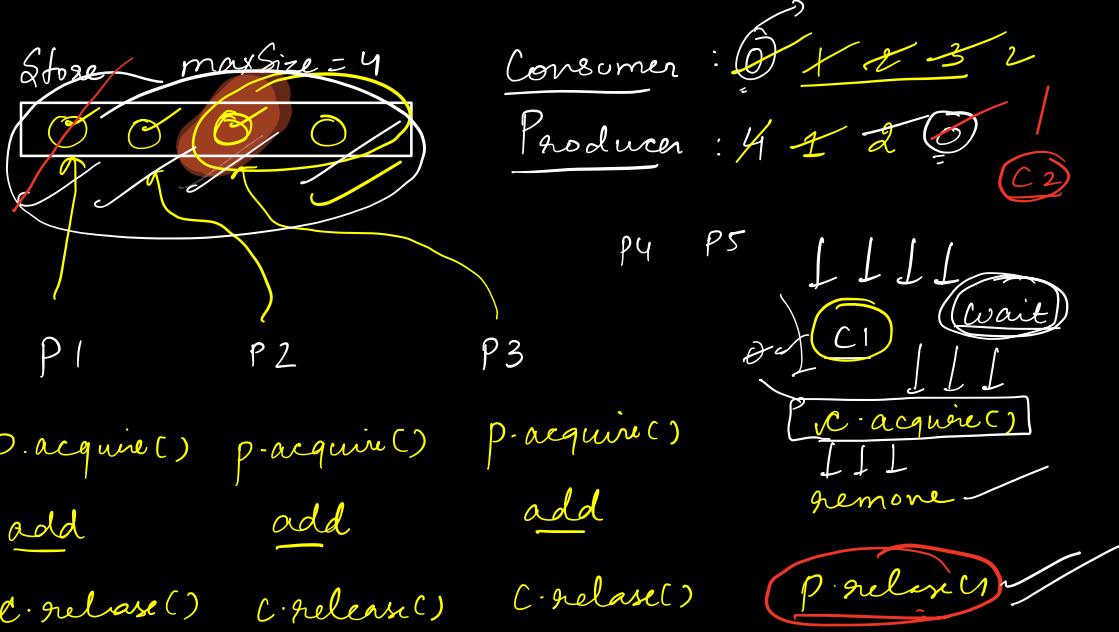
Producer

Consumer



acquire()  $\rightarrow$  --

release()  $\rightarrow$  ++



P1	C
pr	con
/	/