

Today's Agenda :-

Hey everyone!!

Producer Consumer using Semaphores.

leetcode Problem -1

leetcode Problem -2

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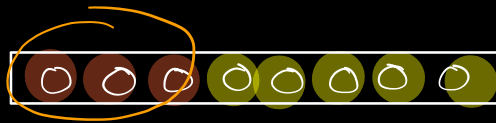
1:40 Min

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 = new Semaphore(2) ;

↓

Count of threads

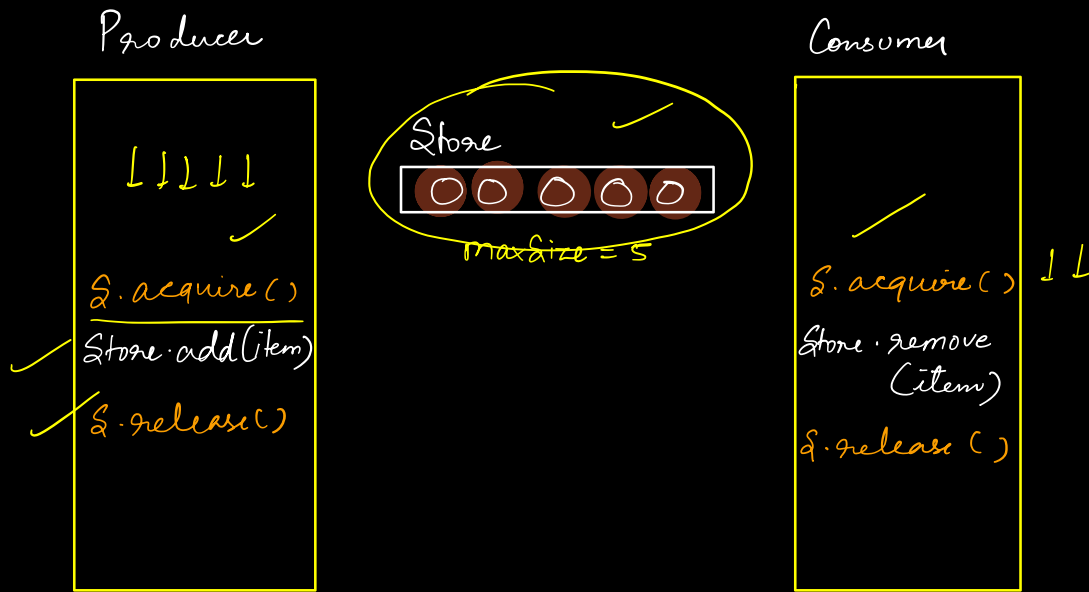
you can have

inside the

critical section at

the same time.

Semaphore S = new Semaphore(5)



Problem ??

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

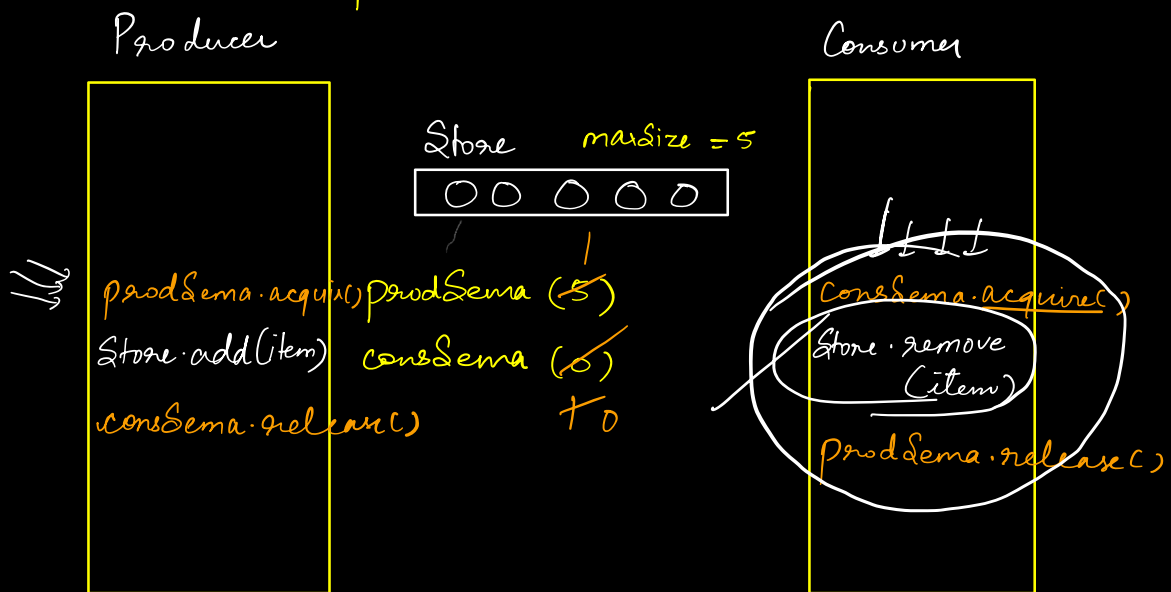
We should use one semaphore for only  
1 task.

Semaphore prodSema = new Semaphore( )

Semaphore consSema = new Semaphore( )

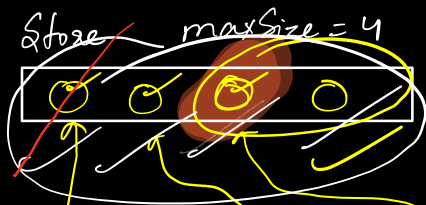
Semaphore prodSema = new Semaphore(5)

Semaphore consSema = new Semaphore(0)



acquire() → --

release() → ++



P1

P2

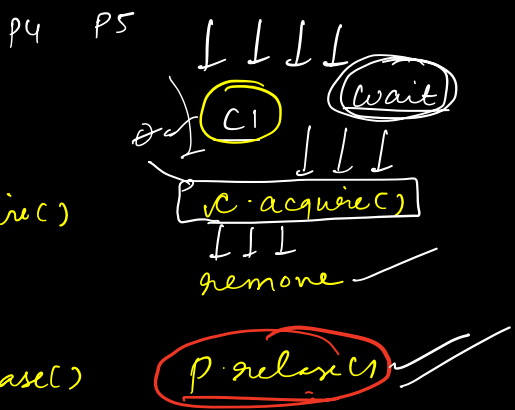
P3

P.acquire()  
add  
 C.release()

P.acquire()  
add  
 C.release()

P.acquire()  
add  
 C.release()

Consumer : ~~0~~ 1 2 3 2  
 Producer : 4 1 2 ~~0~~ ~~1~~ (C2)



P1	C
P2	Con
✓	✓