



# Concurrent Programming

## Credit Task 09: Gamer Problem

### Overview

Based on the Cigarette Smokers Problem, but with different resources to make it a little less deadly on our Gamers.

Three resources:

- Network Bandwidth
- Game Credits
- Healthy Snacks

The Agent has an infinite supply of all, and provides two upon request.

Each Gamer has an infinite supply of one resource — but requires all three resources to play.

### ***Credit Task 09 — Submission Details and Assessment Criteria***

You must submit the following files to Doubtfire:

- Gamers Problem source code (GamersProblem.cs)

### Instructions

Implement a version of the Dining Philosophers that ensures no one dies due to starvation:

- Create Agent, and Gamer classes — and others as needed.
- Use your Mutex for the resources, and the trigger for the Agent.