# CLASSICAL SYNCHRONIZATION PROBLEMS

**29.To use semaphores to solve Reader Writer Problem.**

Description:-

In computer science, the readers-writers problems are examples of a common computing problem in concurrency. There are at least three variations of the problems, which deal with situations in which many threads try to access the same shared resource at one time. Some threads may read and some may write, with the constraint that no process may access the share for either reading or writing, while another process is in the act of writing to it. (In particular, it is allowed for two or more readers to access the share at the same time.) A readers-writer lock is a data structure that solves one or more of the readers-writers problems.

**Program:-**