Ex. No.: 8 Date: Oct (5) 25

## PRODUCER CONSUMER USING SEMAPHORES

Aim: To write a program to implement solution to producer consumer problem using semaphores.

## Algorithm:

1. Initialize semaphore empty, full and mutex.

2. Create two threads- producer thread and consumer thread.

3. Wait for target thread termination.

 Call sem\_wait on empty semaphore followed by mutex semaphore before entry into critical section.

5. Produce Consume the item in critical section.

6. Call sem\_post on mutex semaphore followed by full semaphore

7. before exiting critical section.

8. Allow the other thread to enter its critical section.

9. Terminate after looping ten times in producer and consumer Threads each.

## Program Code:

```
# undude & stdio . hs
# winclude < present this
# renclude < semaphone hs
# unclude < unisted to
A define BUFFER_SIZE 3
aut buffa[Buffer_SIZE]:
 act in =0; out=0;
sem-t empty, full;
P-thread - mutea -t mutea;
void produce ()
   if ( sem-tryocait ( & empty)!=0)
& pounty (" Buffer is full! \n");
     policead - nuter - lock (& muter );
      points ("Pocodución paroduges the iden 1. d (n' ; buffer (n));
      in = (in+1) 1. BUFFER - S126;
      pturead nutea - unlock (& mutea);
     sem-post (afall);
```

```
poid
    lousum ()
 & up Lseur-tougerait (& full) !=0)
       & powers (" Buffer is empty (n");
        y deleur
     Ptersead - nutea - lock (& nutea);
     puif ( lousumer consumes item in');
     out = (out +1) 1. BUFFER_S126;
     Pthread-nutes-unlock (& nutes);
     sum - post (& erupty);
and main ()
  & unt choices;
     sem-init (& emply, o, BOFFER-312E);
     sem- init (& full, 0,0);
     pthread_nuter_init (& nutea, NULL);
       2 pourt f 1" In, Poroduculno. Consumer Ing. Exit In");
     while 11).
          points (" Enter the choice: ");
          scary " 's.d", & choice);
          Swith (choice)
           & last 1:
                    produce();
                   break ,
                case 2:
                    consum(1);
                    bleak;
                     sem-destroy (& enepty);
                 Base 3:
                    sem-destroy (defull);
```

