

Have three semaphores

They can be accessed using only two functions - wait and signal/post

- one semaphore for counting the number of customers present in the waiting room (not including the customer in the chair)
- one semaphore for indicating the status of barber: working or sleeping
- one mutex for giving the mutual exclusion to let the processes execute

If number of customers == number of chairs in the waiting rooms --> If new customers show up then they have to leave the shop.

If barber is ready, customer will go and get a haircut else the customer will wait in the waiting room.
Number of available seats in the waiting room - will decrease if more and more customers wait.

What is the initial state?

- Barber is sleeping.
- No customer is there.
- All seats are available in the waiting room.

Show Pseudocode from Wikipedia and Baeldung.

Barber

Infinite loop:

```
wait for customers to come in (wait on semaphore customer_ready -- decrement)
wait for getting access to modify the number of available seats in waiting room
    (wait on semaphore modify_seats)
increment the count of available seats in waiting room by 1.
post semaphore for getting access to modify the number of available seats in waiting
room
    (unlock semaphore modify_seats)
post semaphore -- barber_ready - make barber ready to serve
```

cut hair:

Lock the mutex?? - for putting critical section of work which barber thread does.

Customer

```
wait for getting access to modify the number of available seats in waiting room
    (wait on semaphore modify_seats)
if one or more seats are available:
    decrement available seats count
    post semaphore - customer_ready (unlocked semaphore: means the customer is waiting
    and ready to be served by the barber)
```

post semaphore for getting access to modify the number of available seats in waiting room

wait semaphore - barber_ready

(customer is waiting for the barber to be ready)

get hair cut

else:

post semaphore for getting access to modify the number of available seats in waiting room