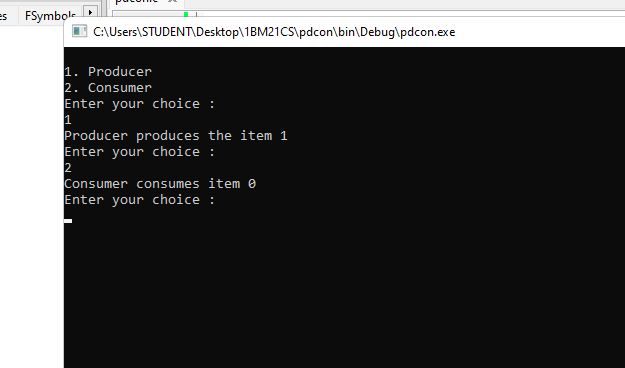
**Producer consumer program – 1BM21CS215**

OUTPUT



CODE

#include<stdlib.h>

#include<stdio.h>

int mutex=1, full=0, empty=3, x=0;

int main()

{

int n;

void consumer();

void producer();

int wait(int);

int signal(int);

printf("\n1. Producer\n2. Consumer\n");

while(1)

{

printf("Enter your choice : \n");

scanf("%d", &n);

switch(n)

{

case 1 : if((mutex==1)&&(empty!=0))

producer();

else

printf("Buffer is full \n");

break;

case 2 : if((mutex==1)&&(full!=0))

consumer();

else

printf("Buffer is empty \n");

break;

case 3 : exit(0);

break;

}

}

return 0;

}

int wait(int s)

{

return (--s);

}

int signal(int s)

{

return(++s);

}

void producer()

{

mutex=wait(mutex);

full=signal(full);

empty=wait(empty);

x++;

printf("Producer produces the item %d \n", x);

mutex=signal(mutex);

}

void consumer()

{

mutex=wait(mutex);

full=wait(full);

empty=signal(empty);

x--;

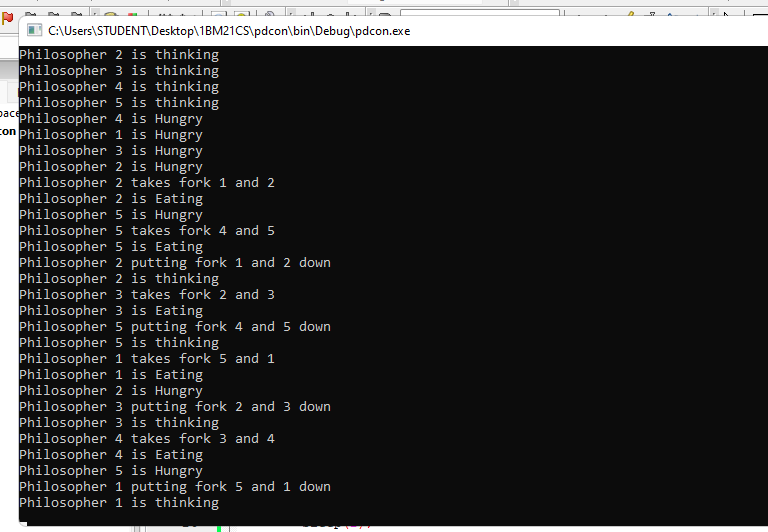
printf("Consumer consumes item %d \n", x);

mutex=signal(mutex);

}

**DINING PHILOSOPHER PROGRAM**

OUTPUT



CODE

#include <pthread.h>

#include <semaphore.h>

#include <stdio.h>

#define N 5

#define THINKING 2

#define HUNGRY 1

#define EATING 0

#define LEFT (phnum + 4) % N

#define RIGHT (phnum + 1) % N

int state[N];

int phil[N] = { 0, 1, 2, 3, 4 };

sem\_t mutex;

sem\_t S[N];

void test(int phnum)

{

if (state[phnum] == HUNGRY

&& state[LEFT] != EATING

&& state[RIGHT] != EATING) {

// state that eating

state[phnum] = EATING;

sleep(2);

printf("Philosopher %d takes fork %d and %d\n",

phnum + 1, LEFT + 1, phnum + 1);

printf("Philosopher %d is Eating\n", phnum + 1);

// sem\_post(&S[phnum]) has no effect

// during takefork

// used to wake up hungry philosophers

// during putfork

sem\_post(&S[phnum]);

}

}

// take up chopsticks

void take\_fork(int phnum)

{

sem\_wait(&mutex);

// state that hungry

state[phnum] = HUNGRY;

printf("Philosopher %d is Hungry\n", phnum + 1);

// eat if neighbours are not eating

test(phnum);

sem\_post(&mutex);

// if unable to eat wait to be signalled

sem\_wait(&S[phnum]);

sleep(1);

}

// put down chopsticks

void put\_fork(int phnum)

{

sem\_wait(&mutex);

// state that thinking

state[phnum] = THINKING;

printf("Philosopher %d putting fork %d and %d down\n",

phnum + 1, LEFT + 1, phnum + 1);

printf("Philosopher %d is thinking\n", phnum + 1);

test(LEFT);

test(RIGHT);

sem\_post(&mutex);

}

void\* philosopher(void\* num)

{

while (1) {

int\* i = num;

sleep(1);

take\_fork(\*i);

sleep(0);

put\_fork(\*i);

}

}

int main()

{

int i;

pthread\_t thread\_id[N];

// initialize the semaphores

sem\_init(&mutex, 0, 1);

for (i = 0; i < N; i++)

sem\_init(&S[i], 0, 0);

for (i = 0; i < N; i++) {

// create philosopher processes

pthread\_create(&thread\_id[i], NULL,

philosopher, &phil[i]);

printf("Philosopher %d is thinking\n", i + 1);

}

for (i = 0; i < N; i++)

pthread\_join(thread\_id[i], NULL);

}