Ans to the Que. No: 1

```
# include<semaphore.h>
#include<stdio.h>
# include<pthead.h>
# include<bits/stdc++.h>
using namespace std;

void *print_odd (void *);
int read count =0, ~~var~~ sh_var=5, bsize=[5];
sem_t x,y,z, psem;
pthead_t p[4];
 void *print_odd (void *i) { sem_wait(&psem);
   count << " print odd Number" <<endl;
   for (int i=0; i<10; i++) {
     ~~cout <<~~ if (i%2!=0){
            cout <<i <<endl;
      }
   }
}
```

```
    ~~[illegible]~~;
    ~~sem_wait(&psem)~~;
    sem_post (&psem);
}

int main(){

    sem_init(&psem, 0, 1);

    pthread_create(&p[0], NULL, (void *) ~~reader~~ print_odd,
            (void*) 0);

    pthread_create(&p[1], NULL, (void*) print_odd
            (void*) 1);

    pthread_create(&p[2], NULL, (void*) print_odd
            (void*) 2);

    pthread_create (&p[3], NULL, (void*), print_odd
            (void*) 3);

    ~~return 0;~~
```

```
for(int i=0; i<4; i++)
{ pthread_join(P[i], NULL)

}

return 0;

}
```

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Ans to the Que. No: 2

Resource Allocation Graph Algorithm pseudocode:

(i) claim edge $P_i \rightarrow R_j$ indicated the process $P_j$ may request $R_j$;

(ii) Claim edge converts to request edge when a process request a resource.

(iii) request edge convert to an assignment edge when the resource is allocated to the process.

(iv) when a resource is released by a process assignment edge reconverts to claim edge.

(v) Resource must be claim priori in the System.

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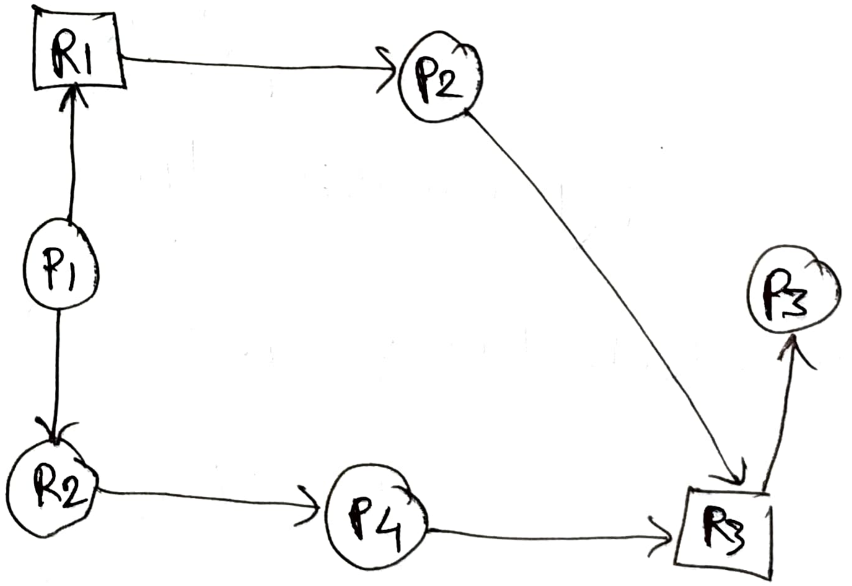
Wait for graph from the resource allocation graph :-



Wait for graph!