TP 1

Tristan Perrot

# Exo 1: Basic Multi-Threads

* Message printouts are in random order (the order depends on the elected thread). This is not the same order every time. But while a thread is sleeping, the others have the time to print on the console. So, the numbers in the console are in ascending order.

# Exo 2 : Command Buffer

* The buffer isn’t empty at the end, but we don’t need to access of this data and this useless data can be easily deleted by writing on it.
* When we leave the synchronisation, commands are only pushed and not pulled and the PushThread never ends.