**Chapter 8**

**CONCLUSION**

This mini project on Dining Philosopher problem using OpenGL is a graphics package that provides knowledge to the user about the deadlock situation in dining philosopher problem and it also one of the solution , to overcome the deadlock situation.

It provides the user with certain other operations like toggling between two different kinds of views, also allows the user to read a short description of what the project is about.

The user-friendly interface allows the user to interact with it very effectively.