Assignment 6

Operating System Lab (**CS341**) Department of CSE, IIT Patna

Date:- 12-Feb-2019 **Time:-** 3 hours

Instructions:

- 1. All the assignments should be completed and uploaded by 5 pm.
- 2. Markings will be based on the correctness and soundness of the outputs. Marks will be deducted in case of plagiarism.
- 3. Proper indentation and appropriate comments are mandatory.
- 4. You should zip all the required files and name the zip file as *roll_no.*zip, eg. 1501cs11.zip.
- **5.** Upload your assignment (**the zip file**) in the following link: https://www.dropbox.com/request/K2bseIFfiQvdIIrzmjKv
- 1. In this assignment, you implement a **semaphore-based** solution to the **bounded buffer producer/consumer** problem.

The buffer is manipulated with two functions, <code>insert_item()</code> and <code>remove_item()</code>, which are called by the producer and consumer threads, respectively. After you complete (by using semaphores) the <code>insert_item()</code> and <code>remove_item()</code> functions, these functions will synchronize the producer and consumer threads. You must use three semaphores: <code>empty and full</code>, which count the number of empty and full slots in the buffer, and <code>mutex</code>, which is a binary (or mutual exclusion) semaphore that protects the actual insertion or removal of items in the buffer (i.e., the critical section).

The *main()* function initializes the buffer and creates separate producer and consumer threads. Once it has created the producer and consumer threads, the *main()* function will sleep for a period of time and, upon awakening, will terminate the application. The *main()* function is passed three parameters on the command line:

- 1. How long to sleep before terminating
- 2. The number of producer threads
- 3. The number of consumer threads

The producer thread alternates between sleeping for a random period of time and inserting a random integer into the buffer. The consumer thread sleeps for a random period of time and, upon awakening, attempts to remove an item from the buffer.