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Lab 6

1. well the lab is based on the producer/consumer problem where the producer produces information that is consumed by the consumer. We are to fix the code so that it properly does what is expected. The proposed solution in the slides has what is called a race condition, which can give multiple different outcomes with the same information, because depending on the order of things that are executed at the register level different outcomes may apply. Our job is to fix that or make it so that doesn't happen.
2. The busy-wait allows for a multitude of wasteful cycles to be executed and it still allows for a race condition.
3. I believe the producer does get to act on the information first while the consumer "waits", no Item goes without the producer or the consumer acting on it. Both do exit the threads appropriately. Yep