## The Bounded Buffer Algorithm

```
--algorithm BChan{
variables in = Input, out = \langle \rangle, ch = \langle \rangle;
process ( Send = 0 ) {
  s: while (TRUE) {
       await Len(ch) \neq N;
       ch := Append(ch, IHead(in));
       in := ITail(in) \} 
fair process ( Rcv = 1 ) {
  r: while ( TRUE ) {
       await Len(ch) \neq 0;
       out := Append(out, Head(ch));
       ch := Tail(ch) \} \} \}
```