


# Producer-Consumer Problem With Bounded-Buffer

Given:

```
semaphore items = 0;  
semaphore spaces = BUFFER_SIZE;
```

Can we?

```
if (items >= BUFFER_SIZE)  
    producer.block();
```



if: the buffer is full

then: the producer blocks until a consumer removes an item

**No!** We can't check the current value of a semaphore, because

! the only operations are wait and signal.

? But...