Monitors

Monitor a high-level synchronization object for achieving mutual exclusion.

- ▶ It's a language concept, and C does not have it.
- ▶ Only one process can be active in a monitor at any instant.
- ▶ It is up to the compiler to implement mutual exclusion on monitor entries.
  - ▶ The programmer just needs to know that by turning all the critical regions into monitor procedures, no two processes will ever execute their critical regions at the same time.

```
1  monitor example
2    integer i;
3    condition c;
4
5    procedure producer();
6    ...
7    end;
8
9    procedure consumer();
10   ...
11   end;
12 end monitor;
```