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Lab 6

```
void enter_bridge()

{

        ok_to_cross.wait();

}


void exit_bridge()

{

        ok_to_cross.signal();

}
```

Deadlocking can be circumvented by preventing more than one farmer from crossing the bridge at a time. To implement this requires the usage of locks. A lock can be placed in the enter_bridge function prior to calling ok_to_cross.wait. This will block other farmers from crossing since the procedure is locked. The lock can be released in the exit_bridge function after ok_to_cross.signal(), alerting the farmer has finished crossing and the bridge is vacant.

```
sem_t sem;

void enter_bridge()

{

        sem_wait(&sem);

        ok_to_cross.wait();

}

void exit_bridge()

{

        ok_to_cross.signal();

        sem_post(&post);

}
```