

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

```
1 void producer() {
2     while (true) {
3         item = produceItem();
4         down(spaces);
5         putIntoBuffer(item);
6         up(items);
7     }
8 }
```

```
1 void consumer() {
2     while (true) {
3         down(items);
4         item = rmFromBuffer();
5         up(spaces);
6         consumeItem(item);
7     }
8 }
```