Threading Lab Due Fri

Semaphores — 1965
Dijkstra: first as a lock
condition var

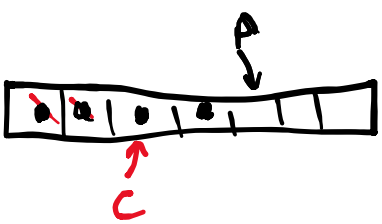
So far
- locks - mutual exclusion
- condition variables - waiting & signalling

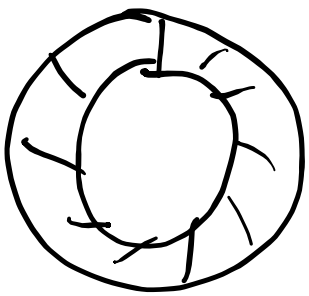
Inside a semaphore
if counter ≤0 then wait
- counter
  - wait `P` prolang "try decrease" down
  - post `V` verhoog "increase" up
  - if counter < 0
    = # waiting threads

Using semaphores as locks (mutual exclusion)
init counter as 1
value changes between 1 + 0
Binary semaphore

Join problem
init counter as 0

Producer/Consumer (Bounded Buffer)





(i+1)%0 max