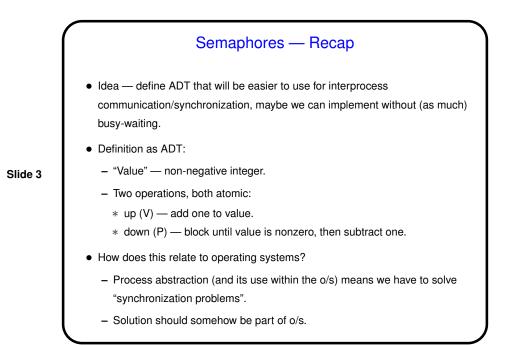
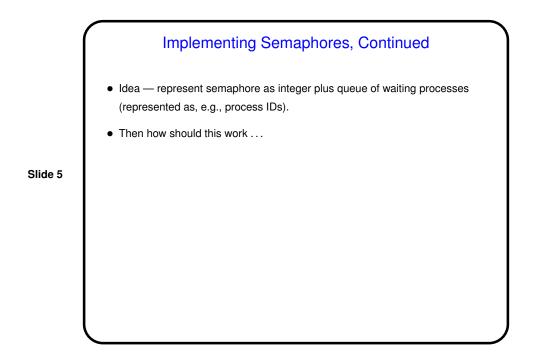


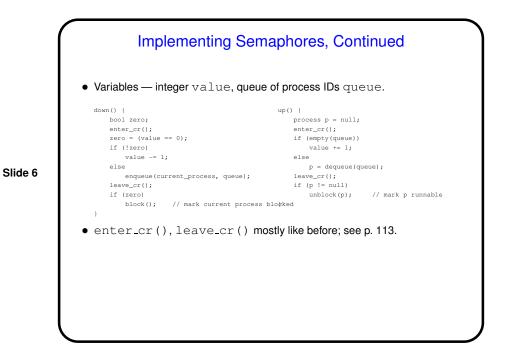
Slide 2

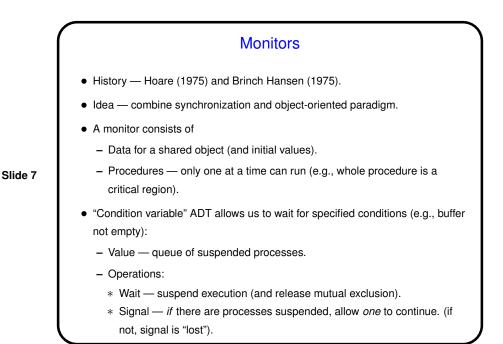


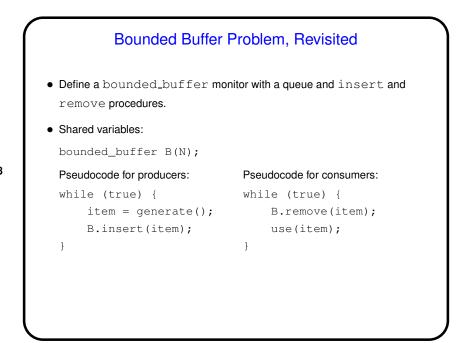
Implementing Semaphores We want to define: Data structure to represent a semaphore. Functions up and down. up and down should work the way we said, and we'd like to do as little busy-waiting as possible.

Slide 4









Slide 8

	Bounded-Buffer Monitor
Slide 9	 Data: buffer B(N); // N is a constant, buffer initially empty int count = 0; condition full; condition empty;
	<pre>insert(item itm) {</pre>

