Producer/Consumer Processes

• Producer

Item nextP;

while (true) {
    nextP = MakeItem();
    while (numItems == BUFSIZE) ; // do nothing
    buffer[in] = nextP;
    in = (in+1) % BUFSIZE;
    numItems++;
}

• Consumer

Item nextC;

while (true) {
    while (numItems == 0) ; // do nothing
    nextC = buffer[out];
    out = (out+1) % BUFSIZE;
    numItems--;
    UseItem(nextC);
}