

# 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);
}
```