



Semaphore Programming

CSCI 201

Principles of Software Development

Jeffrey Miller, Ph.D.
jeffrey.miller@usc.edu



Outline

- Semaphore Programming

Semaphore Program



- Start with the lock program from last class that had a client and server
 - › The server stores a number sent by the client and returns the entire list of numbers
- Modify the server to only allow 20 clients to connect simultaneously

Semaphore Program



- Modify the client and server so that the list is returned only after a multiple of 10 values has been added into the list on the server
 - › The client will wait to receive the list from the server until the server has had a multiple of 10 values inserted