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