

# SINCRONIZAÇÃO

## Barbeiro (c/ monitores)

```
Monitor Barbearia ;  
int Waiting = 0 ;  
int sleeping = 0 ;
```

```
thr_barber ( )
```

```
{  
    while(true) {  
        Monitor.Enter ( Barbearia ) ;  
        sleeping = 0 ;  
        while ( Waiting == 0 ) {  
            sleeping = 1 ;  
            Monitor.Wait ( Barbearia ) ;  
        }  
        if ( sleeping ) sleeping = 0 ;  
        Waiting - - ;  
        Monitor.Signal ( Barbearia ) ;  
        Monitor.Exit ( Barbearia ) ;  
        cut_hair ( ) ;  
    }  
}
```

```
thr_customer ( )
```

```
{  
    Monitor.Enter ( Barbearia ) ;  
    if ( Waiting < CHAIRS ) {  
        Waiting + + ;  
        if ( sleeping ) Monitor.Signal ( Barbearia ) ;  
        Monitor.Wait ( Barbearia ) ;  
        Monitor.Exit ( Barbearia ) ;  
        get_haircut ( )  
    } else {  
        Monitor.Exit ( Barbearia ) ;  
    }  
}
```