# Models and semaphores

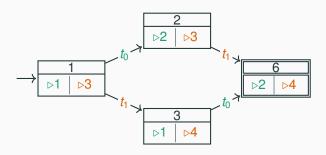
## What does Peterson's algorithm achieve?

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- 2. Mutual exclusion and first-come-first-served fairness
- 3. Mutual exclusion using busy waiting
- 4. Mutual exclusion using test-and-set operations

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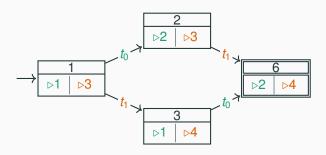
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- 3. No starvation can occur, but deadlocks may occur
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- 1. 1
- 2. 2
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#### Semaphore s = **new** Semaphore(1); // capacity 1

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- 3. Either 1 or 2
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### Semaphore s = new Semaphore(1); // capacity 1

```
thread t thread u

1 for (int i = 0; i < 10; i++) for (int i = 0; i < 10; i++) 4

2 { s.down(); 5

3 s.up(); } s.up(); }
```

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- 2. 2
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- 4. 0 or 1 or 2