

## Lecture 26: synchronization with Monitors

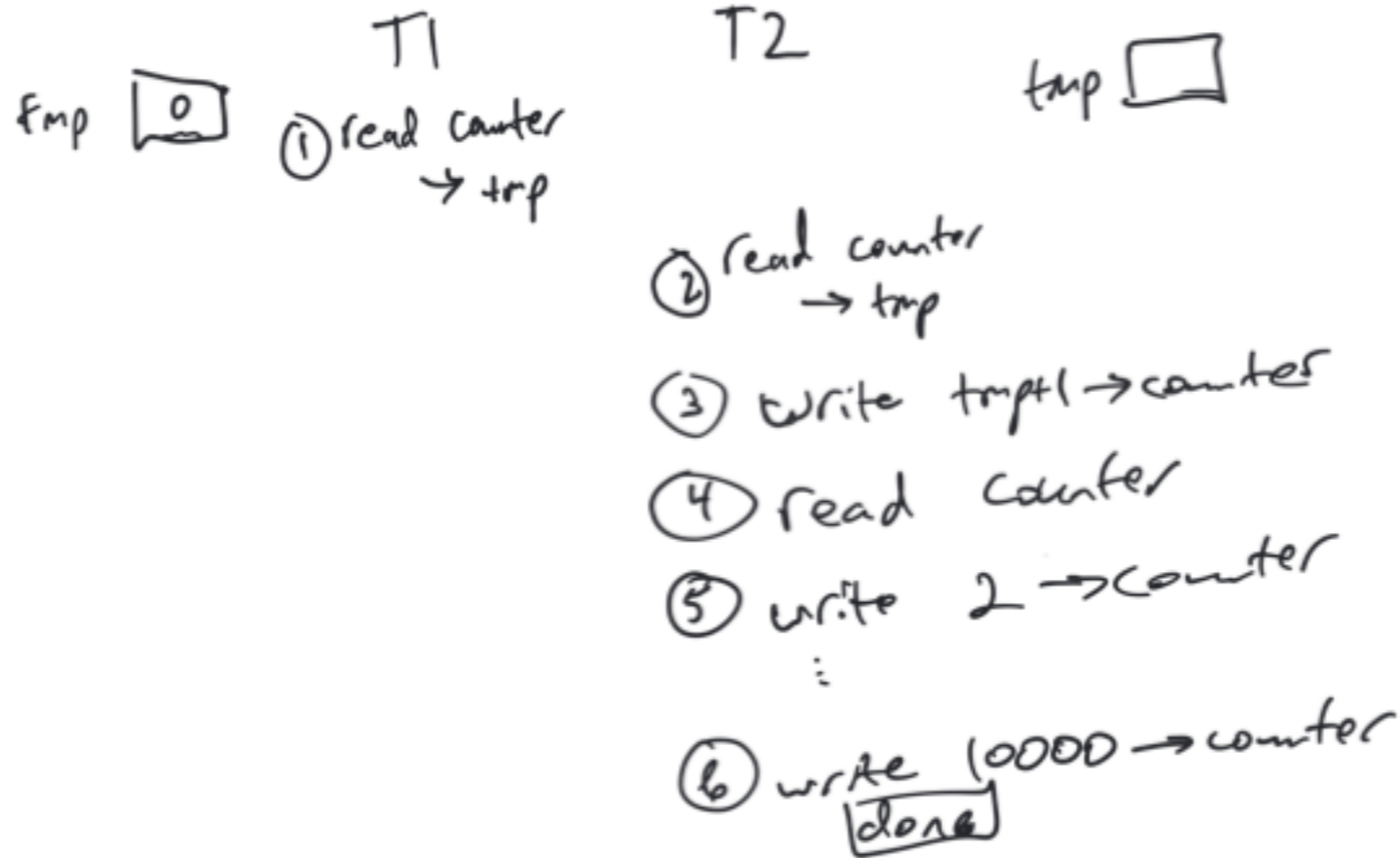
- (maybe) debugging help
- race conditions & synchronization
- monitors, wait, notify
- Bounded buffer problem

counter 

run()

```
for i = 0...10000  
  int tmp = counter;  
  counter = tmp + 1;
```

} counter++  
"var":  
"atomic operation,  
can't be  
interrupted."



② writes tmp+1 → counter