Part III
Synchronization
Semaphores

The bearing of a child takes nine months, no matter how many women are assigned.
Semaphores

- A *semaphore* is an object that consists of a private *counter*, a private *waiting list* of processes, and two public *methods* (e.g., member functions): *signal* and *wait*. 

![Diagram of a semaphore with a counter and a waiting list](image-url)
Semaphore Method: wait

```java
void wait(sem S)
{
    S.count--;  
    if (S.count < 0) {
        add the caller to the waiting list;
        block();
    }
}
```

- After decreasing the counter by 1, if the new value becomes negative, then
  - add the caller to the waiting list, and
  - block the caller.
**Semaphore Method: signal**

```c
void signal(sem S) {
    S.count++;
    if (S.count <= 0) {
        remove a process P from the waiting list;
        resume(P);
    }
}
```

- After increasing the counter by 1, if the new value is not positive (e.g., non-negative), then
  - remove a process P from the waiting list,
  - resume the execution of process P, and return
If $S\.count < 0$, $\text{abs}(S\.count)$ is the number of waiting processes.

This is because processes are added to (resp., removed from) the waiting list only if the counter value is $< 0$ (resp., $\leq 0$).
The waiting list can be implemented with a queue if FIFO order is desired.

However, the correctness of a program should not depend on a particular implementation (e.g., ordering) of the waiting list.
Important Note: 3/4

The caller may be blocked in the call to `wait()`.

The caller is never blocked in the call to `signal()`. If `S.count > 0`, `signal()` returns and the caller continues. Otherwise, a waiting process is released and the caller continues. In this case, two processes continue.

```c
S.count--; S.count++;  
if (S.count<0) { if (S.count<=0) {
    add to list; remove P;
    block(); resume(P);
} }
```
The Most Important Note: 

- wait() and signal() must be executed **atomically** (i.e., as one uninterruptible unit).
- Otherwise, **race conditions** may occur.
- **Homework:** use execution sequences to show race conditions if wait() and/or signal() is not executed atomically.
Typical Uses of Semaphores

- There are three typical uses of semaphores:
  - **mutual exclusion**:
    Mutex (i.e., *Mutual Exclusion*) locks
  - **count-down lock**:
    Keep in mind that a semaphore has a private counter that can count.
  - **notification**:
    Wait for an event to occur and indicate an event has occurred.
Use 1: Mutual Exclusion (Lock)

Semaphore $S = 1$

int count = 0; // shared variable

while (1) {
    // do something
    S.wait();
    S.signal();
    // do something
}

What if the initial value of $S$ is zero?

$S$ is a **binary semaphore** (count being 0 or 1).
Use 2: Count-Down Counter

semaphore \( S = 3 \)

Process 1

```c
while (1) {
    // do something
    S.wait();
    S.signal();
    // do something
}
```

Process 2

```c
while (1) {
    // do something
    S.wait();
    S.signal();
    // do something
}
```

- After three processes pass through `wait()`, this section is locked until a process calls `signal()`.

at most 3 processes can be here!!!
**Use 3: Notification**

Semaphore $S1 = 1$, $S2 = 0$;

**process 1**

```cpp
while (1) {
    // do something
    S1.wait();
    cout << "1";
    S2.signal();
    // do something
}
```

**process 2**

```cpp
while (1) {
    // do something
    S2.wait();
    cout << "2";
    S1.signal();
    // do something
}
```

- Process 1 uses `S2.signal()` to notify process 2, indicating “I am done. Please go ahead.”
- The output is 1 2 1 2 1 2 ……
- What if $S1$ and $S2$ are both 0’s or both 1’s?
- What if $S1 = 0$ and $S2 = 1$?
Dining Philosophers

- Five philosophers are in a thinking - eating cycle.
- When a philosopher gets hungry, he sits down, picks up his left and then his right chopsticks, and eats.
- A philosopher can eat only if he has both chopsticks.
- After eating, he puts down both chopsticks and thinks.
- This cycle continues.
Chopsticks are shared items (by two neighboring philosophers) and must be protected.

Each chopstick has a semaphore with initial value 1 (i.e., available).

A philosopher calls `wait()` to pick up a chopstick and `signal()` to release it.
Dining Philosophers: Code

```c
semaphore C[5] = 1;

philosopher i
while (1) {
    // thinking
    C[i].wait();
    C[(i+1)%5].wait();
    // eating
    C[(i+1)%5].signal();
    C[i].signal();
    // finishes eating
}
```

Does this solution work?
Dining Philosophers: Deadlock!

- If all five philosophers sit down and pick up their left chopsticks at the same time, this causes a **circular waiting** and the program deadlocks.
- An easy way to remove this deadlock is to introduce a weirdo who picks up his **right** chopstick first!
Dining Philosophers: A Better Idea

```c
semaphore C[5] = 1;

philosopher i (0, 1, 2, 3)
while (1) {
    // thinking
    C[i].wait();
    C[(i+1)%5].wait();
    // eating
    C[(i+1)%5].signal();
    C[i].signal();
    // finishes eating;
}

Philosopher 4: the weirdo
while (1) {
    // thinking
    C[(i+1)%5].wait();
    C[i].wait();
    // eating
    C[i].signal();
    C[(i+1)%5].signal();
    // finishes eating
}

lock left chop
lock right chop
```
The following are some important questions for you to think about.

- We choose philosopher 4 to be the weirdo. Does this choice matter?
- Show that this solution does not cause *circular waiting*.
- Show that this solution does not cause *circular waiting* even if we have more than 1 and less than 5 weirdoes.

- This solution is not *symmetric* because not all threads run the same code.
Count-Down Lock Example

- The naïve solution to the dining philosophers problem causes circular waiting.
- If only four philosophers are allowed to sit down, deadlock cannot occur.
- Why? If all four sit down at the same time, the right-most one may have both chopsticks!
- What if the right-most one could not eat? Exercise!
Count-Down Lock Example

```c
semaphore C[5] = 1;
semaphore Chair = 4;

while (1) {
    // thinking
    Chair.wait();
    C[i].wait();
    C[(i+1)%5].wait();
    // eating
    C[(i+1)%5].signal();
    C[i].signal();
    Chair.signal();
}
```

This is a count-down lock that only allows 4 to go!

This is our old friend

Get a chair

Release my chair
The Producer/Consumer Problem

- Suppose we have a circular buffer of $n$ slots.
- Pointer $in$ (resp., $out$) points to the first empty (resp., filled) slot.
- **Producer** processes keep adding data into the buffer.
- **Consumer** processes keep retrieving data from the buffer.
Problem Analysis

- A producer deposits data into Buf[in] and a consumer retrieves info from Buf[out].
- \texttt{in} and \texttt{out} must be advanced.
- \texttt{in} is shared among producers.
- \texttt{out} is shared among consumers.
- If \texttt{Buf} is full, producers should be blocked.
- If \texttt{Buf} is empty, consumers should be blocked.

buffer is implemented with an array \texttt{Buf[ ]}
- A semaphore to protect the buffer.
- Another semaphore to block producers if the buffer is full.
- One more semaphore to block consumers if the buffer is empty.
Solution

number of slots

semaphore NotFull=n, NotEmpty=0, Mutex=1;

producer
while (1) {
    NotFull.wait();
    Mutex.wait();
    Buf[in] = x;
    in = (in+1)%n;
    Mutex.signal();
    NotEmpty.signal();
}

consumer
while (1) {
    NotEmpty.wait();
    Mutex.wait();
    x = Buf[out];
    out = (out+1)%n;
    Mutex.signal();
    NotFull.signal();
}

notifications
critical section
Question

- What if the producer code is modified as follows?
- **Answer:** a deadlock may occur. Why?

```java
while (1) {
    Mutex.wait();
    NotFull.wait();
    Buf[in] = x;
    in = (in+1)%n;
    NotEmpty.signal();
    Mutex.signal();
}
```
The Readers/Writers Problem

- Two groups of processes, readers and writers, access a shared resource by the following rules:
  - Readers can read simultaneously.
  - Only one writer can write at any time.
  - When a writer is writing, no reader can read.
  - If there is any reader reading, all incoming writers must wait. Thus, readers have a higher priority.
Problem Analysis

- We need a semaphore to block readers if a writer is writing.
- When a writer arrives, it must know if there are readers reading. A reader count is required and must be protected by a lock.
- This reader-priority version has a problem: if readers keep coming in an overlapping way, waiting writers have no chance to write.
When a reader arrives, it adds 1 to the counter.

If it is the first reader, waits until no writer is writing.

Reads data.

Decreases the counter.

If it is the last reader, notifies the waiting readers and writers that no reader is reading.
When a writer comes in, it waits until no reader is reading and no writer is writing.

Then, it writes data.

Finally, notifies waiting readers and writers that no writer is writing.
Solution

semaphore Mutex = 1, WrtMutex = 1;
int       RdrCount;

reader
while (1) {
    Mutex.wait();
    RdrCount++;
    if (RdrCount == 1)
        WrtMutex.wait();
    Mutex.signal();
    // read data
    Mutex.wait();
    RdrCount--;
    if (RdrCount == 0)
        WrtMutex.signal();
    Mutex.signal();
}

writer
while (1) {
    // write data
    WrtMutex.wait();
    WrtMutex.signal();
}

blocks both readers and writers
The Roller-Coaster Problem: 1/5

- Suppose there are $n$ passengers and one roller coaster car. The passengers repeatedly wait to ride in the car, which can hold maximum $C$ passengers, where $C < n$.
- The car can go around the track only when it is full. After finishes a ride, each passenger wanders around the amusement park before returning to the roller coaster for another ride.
- Due to safety concerns, the car only rides $T$ times and then shut-down.
The Roller-Coaster Problem: 2/5

- The car always rides with exactly $C$ passengers
- No passengers will jump off the car while the car is running
- No passengers will jump on the car while the car is running
- No passengers will request another ride before they get off the car.
The Roller-Coaster Problem: 3/5

- A passenger makes a decision to have a ride, and joins the queue.
- The queue is managed by a gate keeper.
- Passengers check in one-by-one.
- The last passenger tells the car that all passengers are on board.
- Then, they have a ride.
- After riding passengers get off the car one-by-one.
- They go back to play for a while and come back for a ride.
The Roller-Coaster Problem: 4/5

- The car comes and lets the gate keeper know it is available so that the gate keeper could release passengers to check in.
- The car is blocked for loading.
- When the last passenger in the car, s/he informs the car that all passengers are on board, the car starts a ride.
- After this, the car waits until all passengers are off. Then, go for another round.
The Roller-Coaster Problem: 5/5

int count = 0;
Semaphore Queue = Boarding = Riding = Unloading = 0;
Semaphore Check-In = 1;

**Passenger**
Wait(Queue);
Wait(Check-In);
if (++count==Maximum)
   Signal(Boarding);
Signal(Check-In);
Wait(Riding);
Signal(Unloading);

Unload passengers one-by-one
Is this absolutely necessary?
Can Unloading be removed? *Ex.*

**Car**
for (i = 0; i < #rides; i++) {
count = 0; // reset counter before boarding
for (j = 1; j <= Maximum; j++)
   Signal(Queue); // car available
   Wait(Boarding);
   // all passengers in car
   // and riding
   for (j = 1; j <= Maximum; j++)
      Signal(Riding);
      Wait(Unloading);
   }
   // all passengers are off
}

one ride
A Quick Summary: 1/2

- We have learned a few tricks in this component: lock, count-down lock and notification.
- Very often a counter is needed to determine if certain condition is met (e.g., number of readers in the readers-writers problem, check-in and boarding in the roller-coaster problem).
- Sometimes threads may have to be “paired-up” like the get-off process we saw in the roller-coaster problem.
- Use these basic and frequently seen patterns to solve other problems.
A Quick Summary: 2/2

- Using many semaphores could mean more locking and unlocking activities, and could be inefficient.

- Using only a few semaphores could produce very large critical sections, and a thread could stay in a critical section for a long time. Thus, other threads may have to wait very long to get in.

- Therefore, try your best to minimize the number of semaphores and reduce the length of locking time.
What Is a Pattern?

- A **pattern** is simply a description/template for solving a problem that can be used in several situations.
- However, a pattern is **NOT** a complete solution to a problem. It is just a template and requires extra work to make it a solution to a specific problem.
- We will discuss a few patterns related to the use of semaphores.
Mutual Exclusion – Of Course!

- This is the easiest one for enforcing mutual exclusion so that race conditions will not occur.
- A semaphore is initialized to 1. Then, use the `Wait()` and `Signal()` methods to lock and unlock the semaphore, respectively.

```c
Semaphore Lock(1);
Wait(Lock);
    // critical section
Signal(Lock);
```
In many applications, a thread may enter a critical section and test for a condition. If that condition is met, the thread does \textit{something}_1. Otherwise, its does \textit{something}_2.

Frequently, one of the two \textit{something}s may involve a wait.

\begin{verbatim}
Reader: Enter
Mutex.wait();
    RdrCount++;
if (RdrCount == 1)
    WrtMutex.wait();
Mutex.signal();
// read data
\end{verbatim}

if the condition (i.e., \texttt{RdrCount} being 1), then wait until it is notified by another thread. In this case, the first reader does something.
Usually, a wait may be used in the entry part to wait for a particular condition to occur, and a signal is used upon exit to notify other threads.

```java
Reader: Exit
// read data
Mutex.wait();
    RdrCount--;
    if (RdrCount == 0)
        WrtMutex.signal();
Mutex.signal();
}
```

if the condition (i.e., RdrCount being 0), then tell someone, a reader or a writer, to continue. In this case, the last reader does something.
Exit-Before-Wait: 1/2

- In many applications, a thread exits a critical section and then blocks itself.
- Usually, a thread updates some variables in a critical section, and then waits for a resource from another thread.

**Roller-Coaster: Passenger**

```plaintext
Wait(Queue);
Wait(Check-In);
if (++count==Maximum)
   Signal(Boarding);
Signal(Check-In);
Wait(Riding);
Signal(Unloading);
```

if the condition (i.e., `count` being the maximum) holds, then notify some thread.

after exiting the critical section, wait for some event to happen.
Exit-Before-Wait: 2/2

- This signaling an event followed by waiting on another has to be used with care.

- A context switch can happen between the signal and the wait.

- For example, a thread enters the critical section, signals s1 upon exit, and gets swapped out before reaches the wait. This could cause a deadlock. Why? So, be careful!

```c
Wait(s1);
    // critical section
Signal(s1);
Wait(s2);
```

a context switch could occur here!
Conditional Waiting/Signaling

- A thread waits or notifies another thread if a condition is satisfied.
- Make sure that no race condition will occur while the condition is being tested.

```c
if (count > 0)
    Signal(OK_to_GO);
else if (count == 0)
    Wait(Block_Myself);
```

are there other threads updating `count` at the same time?
Passing the Baton: 1/5

- If a thread is in its critical section, it holds the **baton** (i.e., the critical section).
- That thread passes the **baton** (i.e., the critical section) to another thread.
- If there are waiting threads for a condition that is now true, the **baton** (i.e., the critical section) is passed to one of them.
- If no thread is waiting, the **baton** is passed to the next thread that tries to enter the CS.
- This is a technique that can make the use of semaphores more efficient.
Passing the Baton: 2/5

- The **Waiting** thread waits on **Condition** if **Event** is not there. The **Signaling** thread sets **Event** and releases the **Waiting** thread.

```c
Semaphore Mutex(1);
Semaphore Condition(0);
Bool Event = FALSE;

Waiting Thread
Wait(Mutex);
while (!Event) {
    Signal(Mutex);
    Wait(Condition);
    Wait(Mutex);
}

Signaling Thread
Wait(Mutex);
Event = TRUE;
Signal(Condition);
Signal(Mutex);
```

*critical section for protecting Event*
Passing the Baton: 3/5

- **Waiting** does not acquire the CS. Instead, **Signaling** has the CS, does not release it, and gives the CS to **Waiting** (i.e., baton passed)

- **Signaling** must be sure that **Waiting** will not do any harm to the CS.

```
Semaphore Mutex(1);
Semaphore Condition(0);
Bool Event = FALSE;

Waiting Thread
Wait(Mutex);
while (!Event) {
    Signal(Mutex);
    Wait(Condition);
    Wait(Mutex);
}

Signaling Thread
Wait(Mutex); acquire CS
Event = TRUE;
Signal(Condition);
Signal(Mutex);
```
Semaphore Mutex(1), Condition(0);
int Event = FALSE, Waiting = 0;

Waiting Thread
Wait(Mutex);
if (!Event) {
    Waiting++;
    Signal(Mutex);
    Wait(Condition);
}
...
if (Waiting > 0) {
    Waiting--;
    Signal(Condition);
} else
    Signal(Mutex);
...

Signaling Thread
Wait(Mutex);
Event = TRUE;

baton acquired
a Mutex needed to protect Waiting

baton passed
baton released
Passing the Baton: 5/5

- **Passing the baton** technically transfers the ownership of a critical section from a thread to another thread.

- The thread that has the baton does not need a signal to release it. Instead, the CS is directly given to another that needs it. The receiving thread does not need a wait for the CS.

- In this way, mutual exclusion may be destroyed; but, we reduce the number of entering and exiting a mutex.
Passing the Baton: Example

- We shall use the reader-priority version of the reader-writer problem as a more complex example.

- Note the following conditions:
  - If there is no writer writing, a reader can read.
  - If there is no readers reading and there are waiting writers, allow a writer to write (i.e., better!).
  - If there are readers reading OR a writer writing, no writer can write.
  - If there are waiting readers, a finishing writer should allow a reader to read (i.e. reader priority).
  - If there are waiting writers and no waiting reader, a finishing writer should allow a writer to write.
Passing the Baton: Example

- We will need counters for counting waiting readers and writers and active readers and writer.
- A semaphore for protecting counters is needed.
- A semaphore for blocking readers.
- A semaphore for blocking writers.

```c
int aReaders = 0; // number of active readers (>= 0)
int aWriters = 0; // number of active writer (0 or 1)
int wReaders = 0; // number of waiting readers
int wWriters = 0; // number of waiting writers
Semaphore Mutex(1); // semaphore for protecting counters
Semaphore Reader(0); // semaphore for blocking readers
Semaphore Writer(0); // semaphore for blocking writers
```
Mutex.wait();
if (aWriters > 0) {
    wReaders++;  
    Mutex.signal();
    Reader.wait();
}
aReaders++; // one more reader
if (wReaders > 0) {
    wReaders--;
    Reader.signal();
}
Mutex.signal(); // READING

Mutex.wait();
aReaders--;                        
if (aReaders=0 & wWriters>0) {
    waitingWriters--;
    Writer.signal();
}
if there is no readers but has some writer waiting, let one of them go
Mutex.signal();

Mutex.wait();
if (aReaders>0 | aWriters>0) {
    wWriters++;
    Mutex.signal();
    Writer.wait();
}
aWriters++; //a writer is in

Mutex.wait();
if (wReaders > 0) {
    wReaders--;
    Reader.signal();
}
Mutex.signal(); // WRITING

Mutex.wait();
aWriters--;
if (wReaders > 0) {
    wReaders--;
    Reader.signal();
}
else if (wWriters > 0) {
    wWriters--;
    Writer.signal();
}
writer is done.

Mutex.wait();
aWriters--;                        
if there is one
if (wReaders > 0) {
    wReaders--;
    Reader.signal();
}
else if (wWriters > 0) {
    wWriters--;
    Writer.signal();
}
allow a reader to go or let a writer go

Mutex.signal();
Mutex.wait();
if (aWriters > 0) {
    wReaders++;
    Mutex.signal();
    Reader.wait();
}

aReaders++; // one more reader
if (wReaders > 0) {
    wReaders--;
    Reader.signal();
}

Mutex.signal(); // READING
// pass

Mutex.wait();
aReaders--;
if (aReaders=0 & wWriters>0) {
    waitingWriters--;
    Writer.signal();
}

if there is no readers but has some writer waiting, let one of them go
Mutex.signal();

Mutex.wait();
if (aReaders>0 | aWriters>0) {
    wWriters++;
    Mutex.signal();
    Writer.wait();
}

aWriters++; // a writer is in
// pass

Mutex.wait();
if (wReaders > 0) {
    wReaders--;
    Reader.signal();
}

else if (wWriters > 0) {
    wWriters--;
    Writer.signal();
}

release the CS for aReaders and aWriters

Mutex.signal(); // WRITING

writer is done.
if there is one
allow a reader to go
if there is one
or let a writer go
Writer.signal();

release

Mutex.signal();
Mutex.wait();
if (aWriters > 0) {
    wReaders++;  
    Mutex.signal();  
    Reader.wait();  
}

aReaders++; // one more reader
if (wReaders > 0) {
    wReaders--;  
    Reader.signal();  
}

Mutex.signal();

// READING
Mutex.wait();  
aReaders--;  
if (aReaders==0 & wWriters>0) {
    waitingWriters--;  
    Writer.signal();  
}

if there is no readers but has some  
writer waiting, let one of them go
Mutex.signal();

// WRITING
Mutex.wait();
if (aReaders>0 | aWriters>0) {
    wWriters++;  
    Mutex.signal();  
    Writer.wait();  
}

aWriters++; // a writer is in
if there is a writer

wait if there is a reader or  
a writer

no writer  
let a reader go

release the CS for aReaders and aWriters

release

wait if there is  
a writer

pass

release  
pass

acquire

writer is done.  
allow a reader to go
  if there is one

else if (wWriters > 0) {
    wWriters--;  
    Reader.signal();  
}

or let a writer go  
if here is one

else if (wWriters > 0) {
    wWriters--;  
    Writer.signal();  
}

if there is one

Mutex.signal();
Semaphores with *ThreadMentor*
Semaphores with ThreadMentor

- **ThreadMentor** has a class `Semaphore` with two methods `Wait()` and `Signal()`.
- Class `Semaphore` requires a non-negative integer as an initial value.
- A name is optional.

```cpp
Semaphore Sem(“S”,1);  // critical section
Sem.Wait();
Sem.Signal();

Semaphore *Sem;  // critical section
Sem = new Semaphore(“S”,1);
Sem->Wait();
Sem->Signal();
```
Dining Philosophers: 4 Chairs

Semaphore Chairs(4);
Mutex Chops[5];

class phil::public Thread
{
  public:
    phil(int n, int it);
  private:
    int Number;
    int iter;
    void ThreadFunc();
};

Void phil::ThreadFunc()
{
    int i, Left=Number,
        Right=(Number+1)%5;
    Thread::ThreadFunc();
    for (i=0; i<iter; i++) {
        Chairs.Wait();
        Chops[Left].Lock();
        Chops[Right].Lock();
        // Eat
        Chops[Left].Unlock();
        Chops[Right].Unlock();
        Chairs.Signal();
    }
}

Count-Down and Lock!
The Smokers Problem: 1/6

- Three ingredients are needed to make a cigarette: tobacco, paper and matches.
- An agent has an infinite supply of all three.
- Each of the three smokers has an infinite supply of one ingredient only. That is, one of them has tobacco, the second has paper, and the third has matches.
- They share a table.
The Smokers Problem: 2/6

- The agent adds two randomly selected different ingredients on the table, and notifies the needed smoker.
- A smoker waits until agent’s notification. Then, takes the two needed ingredients, makes a cigarette, and smokes for a while.
- This process continues forever.
- How can we use semaphores to solve this problem?
The Smokers Problem: 3/6
The Smokers Problem: 4/6

- Semaphore Table protects the table.
- Three semaphores `Sem[a]` are used, one for each smoker:

<table>
<thead>
<tr>
<th>Smoker #</th>
<th>Has</th>
<th>Needs</th>
<th>Sem</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0</td>
<td>1 &amp; 2</td>
<td>Sem[0]</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
<td>2 &amp; 0</td>
<td>Sem[1]</td>
</tr>
<tr>
<td>2</td>
<td>2</td>
<td>0 &amp; 1</td>
<td>Sem[2]</td>
</tr>
</tbody>
</table>
class A::public Thread
{
  private:
  void ThreadFunc();
};

class Smk::public Thread
{
  public:
    Smk(int n);
  private:
    void ThreadFunc();
    int No;
};

Smk::Smk(int n)
{
  No = n;
}

Void Smk::ThreadFunc()
{
  Thread::ThreadFunc();
  while (1) {
    Sem[No]->Wait();
    Table.Signal();
    // smoker a while
  }
}
The Smokers Problem: 6/6

```c
void A::ThreadFunc()
{
    Thread::ThreadFunc();
    int Ran;
    while (1) {
        Ran = // random #
            // in [0,2]
            Sem[Ran]->Signal();
        Table.Wait();
    }
}
```

```c
void main()
{
    Smk *Smoker[3];
    A Agent;
    Agent.Begin();
    for (i=0;i<3;i++) {
        Smoker = new Smk(i);
        Smoker->Begin();
    }
    Agent.Join();
}
```
The End