

1993 Paper 6 Question 7

Concurrent Systems

Monitors are often provided in concurrent programming languages to support the interaction of processes by means of shared data.

Discuss the monitor mechanism and its implementation. [10 marks]

How could the monitor mechanism be adapted to allow for many shared data objects of the same type? [2 marks]

What advantages, if any, could be obtained from using an active object instead of a monitor; that is, a monitor-like structure with one or more internally bound processes? [8 marks]