

Here is a possible correct output for the Dining Philosophers. Exact details will vary.

(This output looks MUCH better when displayed in a fixed-width font.)

Each column shows the behavior for a single philosopher.

. = thinking
blank = hungry
E = eating

Each philosopher should EAT 7 times, with THINKING and HUNGRY between times. Also, no two adjacent philosophers should be eating at the same time, since adjacent philosophers share a single fork/chopstick. Note that the first (Plato) and the last (Aristotle) are considered to be adjacent, since the table is round. Also, there should be some cases where two philosophers are eating at the same time. Also, the philosophers' execution should be interleaved. In other words, we don't want Plato to eat 7 times, then Kant to eat 7 times, then...

===== KPL PROGRAM STARTING =====

Example Thread-based Programs...

Initializing Thread Scheduler...

Initializing Idle Process...

Plato

Sartre

Kant

Nietzsche

Aristotle

```
. . . . .  
. . . . .  
E . . . .  
E . . . .  
E . . . .  
E E . . .  
. E . . .  
. E . . .  
. E . . .  
. E . . .  
. . . . E  
. . . . E  
. E . . . E  
. E . . . E  
. E . . .  
E . . . E  
E . . . E  
E . . . E  
E . . .  
E E . . .  
. E . . .  
. E . . . E  
. E . . . E  
. E . . . E  
E . . . E  
E . . . E
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. . E . E
. . E . E
. . E . E
. . E . .
E . E . .
E . E .
E . E
E . E
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. E . E
. E . E
. E .
. E . E
. . . E
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. . E . E
. . E . E
. . E . E
. E . E
. E .
. E . E
. . . E
. . . .
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***** A 'wait' instruction was executed and no more interrupts are scheduled... halting emulation *****