

# Worksheet #25: Bounded Buffer

Consider the case when multiple threads call `insert()` and `remove()` methods concurrently for a single `BoundedBuffer` instance with `SIZE >= 1`.

- 1) Can you provide an example in which the wait set includes a thread waiting at line 2 in `insert()` and a thread waiting at line 11 in `remove()`, in slide 8? If not, why not?
- 2) How would the code behave if all wait/notify calls (lines 2, 6, 11, 15) were removed from the `insert()` and `remove()` methods in slide 8?

