Outline for October 9, 2008

1. Synchronization primitives
    a. Monitors
2. Synchronization primitives: non-shared memory
    a. Why?
    b. Interprocess communication (IPC): send, receive
    c. Blocking vs. non-blocking
    d. Capacity
    e. Identifying senders, receivers; naming
    f. Remote procedure calls (RPC): call, accept