Monitordefinition in Concurrent Pascal:

```
type buffer =
  monitor
    { lokale Daten: }
    var contents: array[1..n] of ...;
        num: 0..n;  { number of elements }
        sender, receiver: queue;

    { Einfügeoperation: }
    procedure entry append (item: ...);
    begin
      if num = n then delay(sender); { buffer is full }
      ... { insert in buffer }
      continue(receiver);
    end;
```

```
{ Ausleseoperation: }
procedure entry remove (var item: ...);
begin
  if num = 0 then delay(receiver);
  ... { take one item }
  continue(sender);
end;

{ Initialisierungsteil: }
begin
  num := 0; ...
end;
```