```java
package com.sxt.syn;
/**
 * 快乐影院
 * @author 江
 *
 */

public class HappyCinema10 {
    public static void main(String[] args) {
            Cinema c=new Cinema(20,"happy sxt");
            new Thread(new Customer(c,2),"老高").start();
            new Thread(new Customer(c,1),"老裴").start();


    }
}

//顾客
class Customer implements Runnable{
    Cinema cinema;
    int seats;

        public Customer(Cinema cinema, int seats) {
                this.cinema = cinema;
                this.seats = seats;
        }



        @Override
        public void run() {
                synchronized(cinema) {
        boolean flag=cinema.bookTickets(seats);
        if(flag) {
                System.err.println("出票成
功"+Thread.currentThread().getName()+"-<位置为"+seats);
```

```java
        }else {
                System.err.println("出票失
败"+Thread.currentThread().getName()+"-<位置不够");


        }
            }
        }


}

//影院
 class Cinema{
        int available;//可用的位置
        String name;



        public  Cinema(int available,String name) {
        this.available=available;
        this.name=name;
        }

        //购票
        public boolean bookTickets(int seats) {
                System.err.println("可用位置为:"+available);
                if(seats>available) {
                        return false;
                }
                available-=seats;
                return true;
        }
}
```