```
    1: #include <random>
    2: #include <thread>
    3: #include <chrono>
    4:
    5: #include "Airplane.hpp"
    6:
    7: // The run() function in Airport will call this function
    8: void Airplane::land()
    9: {
   10:         // obtain a seed from the system clock:
   11:         unsigned seed = std::chrono::system_clock::now().time_since_epoch().
count();
   12:
   13:         std::default_random_engine generator(seed);
   14:         std::uniform_int_distribution<int> runwayNumberDistribution(AirportR
unways::RUNWAY_4L, AirportRunways::RUNWAY_15R);
   15:
   16:         while (true)
   17:         {
   18:                 // Get ready to land
   19:                 requestedRunway = AirportRunways::RunwayNumber(runwayNumberD
istribution(generator));
   20:
   21:                 apServ->reserveRunway(airplaneNum, requestedRunway);
   22:
   23:                 // Landing complete
   24:                 apServ->releaseRunway(airplaneNum, requestedRunway);
   25:
   26:                 // Wait on the ground for a while (to prevent starvation of
other airplanes)
   27:                 std::this_thread::sleep_for(std::chrono::milliseconds(1000))
;
   28:
   29:         } // end while
   30:
   31: } // end Airplane::land
```