**from** threading **import** \*  
  
  
**class** flightReservation:  
 l = Lock()  
 **def** \_\_init\_\_(self,ticket\_left):  
 self.ticket\_left = ticket\_left  
  
 l.acquire()  
  
 **def** buy(self,ticketRequested):  
 **if**(self.ticket\_left>=ticketRequested):  
 print(**"Your Ticket is confirmed"**)  
 print(**"Please make a Payment and take your ticket"**)  
 self.ticket\_left-=ticketRequested  
 **else**:  
 print(**"There is not enough tickets Remaining"**)  
 l.release()  
myobj = flightReservation(10)  
t1 = Thread(target=myobj.buy, args=[3])  
t2 = Thread(target=myobj.buy, args=[4])  
t3 = Thread(target=myobj.buy, args=[3])  
  
t1.start()  
t2.start()  
t2.start()