**Project #2**

***Readme***

**Compile:**

To compile the Program use the ‘Project2’ output file, or use the ‘make clean’ then ‘make’ commands to recompile from the source files.

**Debugging:**

Should you want to see the Semaphore or Object activity, you can use the Debug feature implemented in the Program. Use one of the following tags suffixed with a Debug Level:

**Debug Commands:**

* dM <X> : Debugs the Main Process
* dC <X> : Debugs the Customer Thread
* dA <X> : Debugs the Announcer Thread
* dI <X> : Debugs the Information Desk Thread
* dG <X> : Debugs the Agent Thread

**Debug Levels:**

* 1 : Basic Semaphore Activity (Includes Name and Value)
* 2 : Mutex Semaphore Activity (Includes Name and Value)
* 3 : Object Activity (Includes Creation and Deletion)

**Example:**

Project2 –dC 3 –dG 1 (Debugs Customer at Level 3 and Agent at Level 1)

**Output:**

Each thread outputs information prefixed with its own declaration. The various declarations of each thread is as follows:

**Declarations:**

* Main: [Main | <Subsection>]:
* Customer: [Customer <ID>, <Ticket Number>]:
* Information Desk: [Information Desk]:
* Announcer: [Announcer]:
* Agent: [Agent <ID>]: