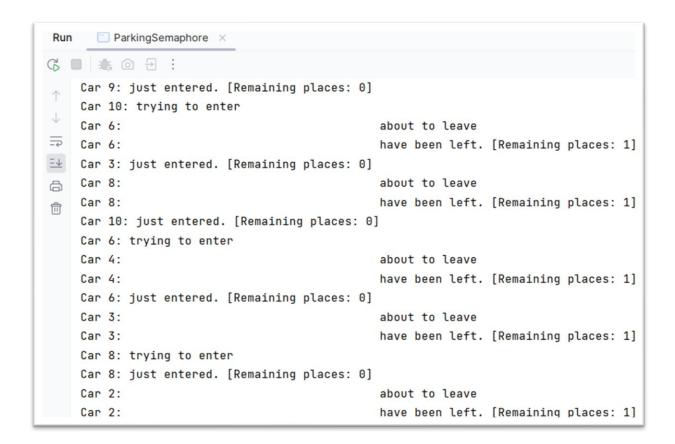
Output example1

```
Run
     ParkingSemaphore ×
G = * @ 7 :
    "C:\Program Files\Java\jdk1.8.0_201\bin\java.exe" ...
    Car 5: trying to enter
    Car 5: just entered. [Remaining places: 6]
==
    Car 3: trying to enter
Car 3: just entered. [Remaining places: 5]
   Car 10: trying to enter
Car 10: just entered. [Remaining places: 4]
    Car 4: trying to enter
    Car 4: just entered. [Remaining places: 3]
    Car 1: trying to enter
    Car 1: just entered. [Remaining places: 2]
    Car 6: trying to enter
    Car 6: just entered. [Remaining places: 1]
    Car 2: trying to enter
    Car 2: just entered. [Remaining places: 0]
    Car 9: trying to enter
    Car 8: trying to enter
    Car 7: trying to enter
    Car 10:
                                                about to leave
    Car 10:
                                                have been left. [Remaining places: 1
    Car 9: just entered. [Remaining places: 0]
    Car 9:
                                               about to leave
    Car 9:
                                               have been left. [Remaining places: 1]
    Car 8: just entered. [Remaining places: 0]
    Car 9: trying to enter
    Car 3:
                                               about to leave
    Car 3:
                                               have been left. [Remaining places: 1]
```



Output example2

```
Run
      ParkingSemaphore ×
□ * ○ 1 :
    "C:\Program Files\Java\jdk1.8.0_201\bin\java.exe" ...
    Car 1: trying to enter
    Car 1: just entered. [Remaining places: 6]
Car 9: trying to enter
Car 9: just entered. [Remaining places: 5]
    Car 4: trying to enter
Car 4: just entered. [Remaining places: 4]
俞
    Car 5: trying to enter
    Car 5: just entered. [Remaining places: 3]
    Car 3: trying to enter
    Car 3: just entered. [Remaining places: 2]
    Car 2: trying to enter
    Car 2: just entered. [Remaining places: 1]
    Car 8: trying to enter
    Car 8: just entered. [Remaining places: 0]
    Car 10: trying to enter
    Car 7: trying to enter
    Car 6: trying to enter
    Car 1:
                                               about to leave
    Car 1:
                                               have been left. [Remaining places: 1]
    Car 10: just entered. [Remaining places: 0]
    Car 9:
                                               about to leave
    Car 9:
                                               have been left. [Remaining places: 1]
    Car 7: just entered. [Remaining places: 0]
    Car 4:
                                               about to leave
    Car 4:
                                               have been left. [Remaining places: 1]
```

```
Run
     ParkingSemaphore ×
G = * @ 1 :
    Car 7: just entered. [Remaining places: 0]
                                               about to leave
    Car 4:
                                               have been left. [Remaining places: 1]
    Car 6: just entered. [Remaining places: 0]
==
    Car 4: trying to enter
    Car 1: trying to enter
Car 3:
                                               about to leave
⑪
    Car 3:
                                               have been left. [Remaining places: 1]
    Car 4: just entered. [Remaining places: 0]
    Car 4:
                                               about to leave
    Car 4:
                                               have been left. [Remaining places: 1]
    Car 1: just entered. [Remaining places: 0]
    Car 10:
                                                about to leave
    Car 10:
                                                have been left. [Remaining places: 1]
    Car 2:
                                               about to leave
    Car 2:
                                               have been left. [Remaining places: 2]
    Car 5:
                                               about to leave
    Car 5:
                                               have been left. [Remaining places: 3]
    Car 9: trying to enter
    Car 9: just entered. [Remaining places: 2]
    Car 3: trying to enter
    Car 3: iust entered. [Remaining places: 1]
```