```
################################################################
header Main

  uses System, Thread, Synch

  functions

    main ()

    testSleepingBarberPart1()

    get_haircut(custNum: int)

    cut_hair(custNum: int)

    barber(timeToWait: int)

    customer(id: int)

    wait(timeToWait: int)



class GameParlor

    superclass Object

    fields

      monitoringLock: Mutex

      firstInLine: Condition

      restOfLine: Condition

      numWaitingGroups: int

      numDiceLeft: int

    methods

      Init()

      print(printString: String, num: int)

      getDice(diceNeeded: int)

      releaseDice(diceReturned: int)

  endClass


endHeader
```