

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

```
uses System, Thread, Synch
```

```
functions
```

```
main ()  
testSleepingBarberPart1()  
get_haircut()  
cut_hair()  
barber(timeToWait: int)  
customer(timeToWait: 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
```