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CS333 – Fall 2014

Proj 3 – Main.h

######################################################################

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