**Project 2 Report**

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| Semaphore | Function | Initial Value |
| roomcheck | To make sure a room is either being unoccupied or occupied at different times | 1 |
| CheckInCounter | To make sure the check-in is ready for you to be checked in | 1 |
| CheckOutCounter | To make sure the check-out is ready for you to be checked out | 1 |
| checkingreet | Tells the check-in desk that you are in front of them | 0 |
| checkoutgreet | Tells the check-out desk you are in front of them | 0 |
| availableRoom | Signals people to get in line | 5 |
| roomcheckout | Signals guest that they have paid and are done checking out | 0 |
| roomAssigned | Signals guest that they are checked in and ready to start their activity | 0 |
| print | So only one line is printed on the screen at a time | 1 |

Found that finding the right amount of semaphores was extremely difficult. I just kept adding them as I thought necessary. I also found that making sure only one line was printed out at a time was difficult. I learned a lot about how to use semaphores and how code can be executed simultaneously through threads. Very useful lesson.