

Traces - Part 3

Statistics are printed at the very end of the traces

Some print-statements of unchanged classes are removed to increase readability

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Bowling simulation started.
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Group(1) is complete!
---Client(28) wants to borrow shoes.
---Client(28) can borrow shoes(15/15) now! (soon -1 !)
---Client(39) wants to borrow shoes.
---Client(39) can borrow shoes(14/15) now! (soon -1 !)
---Client(40) wants to borrow shoes.
---Client(40) can borrow shoes(13/15) now! (soon -1 !)
---Client(38) wants to borrow shoes.
---Client(38) can borrow shoes(12/15) now! (soon -1 !)
Group(2) is complete!
---Client(29) wants to borrow shoes.
---Client(29) can borrow shoes(11/15) now! (soon -1 !)
  Now Group is complete!
---Client(23) wants to borrow shoes.
---Client(23) can borrow shoes(10/15) now! (soon -1 !)
---Client(33) wants to borrow shoes.
---Client(33) can borrow shoes(9/15) now! (soon -1 !)
Group(3) is complete!
---Client(45) wants to borrow shoes.
---Client(45) can borrow shoes(8/15) now! (soon -1 !)
---Client(27) wants to borrow shoes.
---Client(27) can borrow shoes(7/15) now! (soon -1 !)
---Client(22) wants to borrow shoes.
---Client(22) can borrow shoes(6/15) now! (soon -1 !)
  Now Group is complete!
  Now Group is complete!
---Client(44) wants to borrow shoes.
---Client(44) can borrow shoes(5/15) now! (soon -1 !)
(BowlingArea): A free BowlingAlley just got assigned to a Group. Available BowlingAlleys now: 2/3
Client(28) in Group(1) can play on BowlingAlley(0).
Client(28) is waiting for his Group(1) at BowlingAlley(0). But Group isn't complete yet.
Client(39) in Group(1) can play on BowlingAlley(0).
Client(39) is waiting for his Group(1) at BowlingAlley(0). But Group isn't complete yet.
Client(38) in Group(1) can play on BowlingAlley(0).
Client(38) is waiting for his Group(1) at BowlingAlley(0). But Group isn't complete yet.
Client(40) in Group(1) can play on BowlingAlley(0).
Group(4) is complete!
Client(40) is waiting for his Group(1) at BowlingAlley(0). But Group isn't complete yet.
Client(29) in Group(1) can play on BowlingAlley(0).
Client(29) is waiting for his Group(1) at BowlingAlley(0). Now Group is complete!
  Now Group is complete!
Client(29) in Group(1) is bowling now on BowlingAlley(0)!
Client(38) in Group(1) is bowling now on BowlingAlley(0)!
Client(40) in Group(1) is bowling now on BowlingAlley(0)!
(BowlingArea): A free BowlingAlley just got assigned to a Group. Available BowlingAlleys now: 1/3
Client(28) in Group(1) is bowling now on BowlingAlley(0)!
Client(39) in Group(1) is bowling now on BowlingAlley(0)!
Client(27) in Group(2) can play on BowlingAlley(1).
Client(27) is waiting for his Group(2) at BowlingAlley(1). But Group isn't complete yet.
Client(45) in Group(2) can play on BowlingAlley(1).
Client(45) is waiting for his Group(2) at BowlingAlley(1). But Group isn't complete yet.
Client(22) in Group(2) can play on BowlingAlley(1).
Client(22) is waiting for his Group(2) at BowlingAlley(1). But Group isn't complete yet.
Client(23) in Group(2) can play on BowlingAlley(1).
Client(23) is waiting for his Group(2) at BowlingAlley(1). But Group isn't complete yet.
Client(33) in Group(2) can play on BowlingAlley(1).
Client(33) is waiting for his Group(2) at BowlingAlley(1). Now Group is complete!
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Client(33) in Group(2) is bowling now on BowlingAlley(1)!
 Client(22) in Group(2) is bowling now on BowlingAlley(1)!
 Client(23) in Group(2) is bowling now on BowlingAlley(1)!
 Client(27) in Group(2) is bowling now on BowlingAlley(1)!
 Client(45) in Group(2) is bowling now on BowlingAlley(1)!
 ---Client(11) wants to borrow shoes.
 ---Client(11) can borrow shoes(4/15) now! (soon -1 !)
 ---Client(14) wants to borrow shoes.
 ---Client(14) can borrow shoes(3/15) now! (soon -1 !)
 ---Client(2) wants to borrow shoes.
 ---Client(2) can borrow shoes(2/15) now! (soon -1 !)
 Group(5) is complete!
 ---Client(5) wants to borrow shoes.
 ---Client(5) can borrow shoes(1/15) now! (soon -1 !)
 Now Group is complete!
 ---Client(47) wants to borrow shoes.
 ---Client(47) has to wait for the employee or returners or another Group has priority or shoes (0/15) are insufficient.
 ---Client(3) wants to borrow shoes.
 ---Client(3) has to wait for the employee or returners or another Group has priority or shoes (0/15) are insufficient.
 ---Client(19) wants to borrow shoes.
 ---Client(19) has to wait for the employee or returners or another Group has priority or shoes (0/15) are insufficient.
 ---Client(36) wants to borrow shoes.
 ---Client(36) has to wait for the employee or returners or another Group has priority or shoes (0/15) are insufficient.
 ---Client(9) wants to borrow shoes.
 ---Client(9) has to wait for the employee or returners or another Group has priority or shoes (0/15) are insufficient.
 ---Client(0) wants to borrow shoes.
 ---Client(0) has to wait for the employee or returners or another Group has priority or shoes (0/15) are insufficient.
 ---Client(16) wants to borrow shoes.
 ---Client(16) has to wait for the employee or returners or another Group has priority or shoes (0/15) are insufficient.
 ---Client(26) wants to borrow shoes.
 ---Client(26) has to wait for the employee or returners or another Group has priority or shoes (0/15) are insufficient.
 ---Client(15) wants to borrow shoes.
 ---Client(15) has to wait for the employee or returners or another Group has priority or shoes (0/15) are insufficient.
 ---Client(10) wants to borrow shoes.
 ---Client(10) has to wait for the employee or returners or another Group has priority or shoes (0/15) are insufficient.
 Now Group is complete!
 (BowlingArea): A free BowlingAlley just got assigned to a Group. Available BowlingAlleys now: 0/3
 Client(2) in Group(3) can play on BowlingAlley(2).
 Client(2) is waiting for his Group(3) at BowlingAlley(2). But Group isn't complete yet.
 Client(44) in Group(3) can play on BowlingAlley(2).
 Client(44) is waiting for his Group(3) at BowlingAlley(2). But Group isn't complete yet.
 Client(11) in Group(3) can play on BowlingAlley(2).
 Client(11) is waiting for his Group(3) at BowlingAlley(2). But Group isn't complete yet.
 Client(14) in Group(3) can play on BowlingAlley(2).
 Client(14) is waiting for his Group(3) at BowlingAlley(2). But Group isn't complete yet.
 Client(5) in Group(3) can play on BowlingAlley(2).
 Client(5) is waiting for his Group(3) at BowlingAlley(2). Now Group is complete!
 Client(5) in Group(3) is bowling now on BowlingAlley(2)!
 Client(44) in Group(3) is bowling now on BowlingAlley(2)!
 Client(11) in Group(3) is bowling now on BowlingAlley(2)!
 Client(14) in Group(3) is bowling now on BowlingAlley(2)!
 Client(2) in Group(3) is bowling now on BowlingAlley(2)!
 Client(29) informs BowlingArea that Group(1)'s game is over now.
 (BowlingArea): A bowling game ended. Available BowlingAlleys now: 1/3
 DancingRoom got notified that a BowlingAlley just got free!
 Client(33) informs BowlingArea that Group(2)'s game is over now.
 (BowlingArea): A bowling game ended. Available BowlingAlleys now: 2/3
 DancingRoom got notified that a BowlingAlley just got free!
 Group(6) is complete!
 ---Client(35) wants to borrow shoes.

---Client(35) has to wait for the employee or returners or another Group has priority or shoes (0/15) are insufficient.
 ---Client(12) wants to borrow shoes.
 ---Client(12) has to wait for the employee or returners or another Group has priority or shoes (0/15) are insufficient.
 ---Client(1) wants to borrow shoes.
 ---Client(1) has to wait for the employee or returners or another Group has priority or shoes (0/15) are insufficient.
 ---Client(42) wants to borrow shoes.
 ---Client(42) has to wait for the employee or returners or another Group has priority or shoes (0/15) are insufficient.
 ---Client(7) wants to borrow shoes.
 ---Client(7) has to wait for the employee or returners or another Group has priority or shoes (0/15) are insufficient.
 Client(29) just paid.
 ---Client(29) returns his shoes now. He's done for today and goes home.
 Client(45) just paid.
 ---Client(29) finished returning shoes. However there are another 1 returner(s) waiting. We notify one returner.
 ---Client(45) returns his shoes now. He's done for today and goes home.
 Client(40) just paid.
 Client(27) just paid.
 ---Client(45) finished returning shoes. However there are another 2 returner(s) waiting. We notify one returner.
 ---Client(27) returns his shoes now. He's done for today and goes home.
 Client(38) just paid.
 ---Client(27) finished returning shoes. However there are another 2 returner(s) waiting. We notify one returner.
 ---Client(40) returns his shoes now. He's done for today and goes home.
 Client(5) informs BowlingArea that Group(3)'s game is over now.
 (BowlingArea): A bowling game ended. Available BowlingAlleys now: 3/3
 DancingRoom got notified that a BowlingAlley just got free!
 Client(22) just paid.
 ---Client(40) finished returning shoes. However there are another 2 returner(s) waiting. We notify one returner.
 ---Client(22) returns his shoes now. He's done for today and goes home.
 Client(23) just paid.
 ---Client(22) finished returning shoes. However there are another 2 returner(s) waiting. We notify one returner.
 ---Client(38) returns his shoes now. He's done for today and goes home.
 Client(11) just paid.
 ---Client(38) finished returning shoes. However there are another 2 returner(s) waiting. We notify one returner.
 ---Client(11) returns his shoes now. He's done for today and goes home.
 Client(33) just paid.
 Client(2) just paid.
 ---Client(11) finished returning shoes. However there are another 3 returner(s) waiting. We notify one returner.
 ---Client(23) returns his shoes now. He's done for today and goes home.
 Client(28) just paid.
 ---Client(23) finished returning shoes. However there are another 3 returner(s) waiting. We notify one returner.
 ---Client(28) returns his shoes now. He's done for today and goes home.
 Client(44) just paid.
 ---Client(28) finished returning shoes. However there are another 3 returner(s) waiting. We notify one returner.
 ---Client(2) returns his shoes now. He's done for today and goes home.
 Client(14) just paid.
 ---Client(2) finished returning shoes. However there are another 3 returner(s) waiting. We notify one returner.
 ---Client(33) returns his shoes now. He's done for today and goes home.
 Client(5) just paid.
 ---Client(33) finished returning shoes. However there are another 3 returner(s) waiting. We notify one returner.
 ---Client(5) returns his shoes now. He's done for today and goes home.
 Group(7) is complete!
 ---Client(5) finished returning shoes. However there are another 2 returner(s) waiting. We notify one returner.
 ---Client(14) returns his shoes now. He's done for today and goes home.
 ---Client(14) finished returning shoes. However there are another 1 returner(s) waiting. We notify one returner.
 ---Client(44) returns his shoes now. He's done for today and goes home.
 ---Client(7) can borrow shoes(14/15) now! (soon -1 !)


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---Client(26) has to wait for the employee or returners or another Group has priority or shoes (14/15) are
insufficient.
---Client(15) has to wait for the employee or returners or another Group has priority or shoes (14/15) are
insufficient.
---Client(10) has to wait for the employee or returners or another Group has priority or shoes (14/15) are
insufficient.
---Client(35) can borrow shoes(14/15) now! (soon -1 !)
---Client(12) can borrow shoes(13/15) now! (soon -1 !)
---Client(1) can borrow shoes(12/15) now! (soon -1 !)
Group(9) is complete!
---Client(42) can borrow shoes(11/15) now! (soon -1 !)
Now Group is complete!
---Client(49) wants to borrow shoes.
---Client(49) can borrow shoes(10/15) now! (soon -1 !)
---Client(4) wants to borrow shoes.
---Client(4) can borrow shoes(9/15) now! (soon -1 !)
---Client(41) wants to borrow shoes.
---Client(41) can borrow shoes(8/15) now! (soon -1 !)
Group(10) is complete!
---Client(30) wants to borrow shoes.
---Client(30) can borrow shoes(7/15) now! (soon -1 !)
---Client(46) wants to borrow shoes.
---Client(46) can borrow shoes(6/15) now! (soon -1 !)
Now Group is complete!
---Client(25) wants to borrow shoes.
---Client(25) can borrow shoes(5/15) now! (soon -1 !)
---Client(8) wants to borrow shoes.
---Client(8) can borrow shoes(4/15) now! (soon -1 !)
---Client(32) wants to borrow shoes.
---Client(32) can borrow shoes(3/15) now! (soon -1 !)
---Client(31) wants to borrow shoes.
---Client(31) can borrow shoes(2/15) now! (soon -1 !)
---Client(18) wants to borrow shoes.
---Client(18) can borrow shoes(1/15) now! (soon -1 !)
Now Group is complete!
Now Group is complete!
Client(49) is disappointed because no BowlingAlley is free or another Group has priority.
---Client(48) wants to borrow shoes.
---Client(48) has to wait for the employee or returners or another Group has priority or shoes (0/15) are
insufficient.
---Client(17) wants to borrow shoes.
---Client(17) has to wait for the employee or returners or another Group has priority or shoes (0/15) are
insufficient.
Client(4) is disappointed because no BowlingAlley is free or another Group has priority.
Client(41) is disappointed because no BowlingAlley is free or another Group has priority.
Client(30) is disappointed because no BowlingAlley is free or another Group has priority.
Client(46) is disappointed because no BowlingAlley is free or another Group has priority.
---Client(24) wants to borrow shoes.
---Client(24) has to wait for the employee or returners or another Group has priority or shoes (0/15) are
insufficient.
---Client(43) wants to borrow shoes.
---Client(43) has to wait for the employee or returners or another Group has priority or shoes (0/15) are
insufficient.
---Client(37) wants to borrow shoes.
---Client(37) has to wait for the employee or returners or another Group has priority or shoes (0/15) are
insufficient.
Now Group is complete!
---Client(10) has to wait for the employee or returners or another Group has priority or shoes (0/15) are
insufficient.
(BowlingArea): A free BowlingAlley just got assigned to a Group. Available BowlingAlleys now: 2/3
---Client(15) has to wait for the employee or returners or another Group has priority or shoes (0/15) are
insufficient.
---Client(26) has to wait for the employee or returners or another Group has priority or shoes (0/15) are
insufficient.
---Client(16) has to wait for the employee or returners or another Group has priority or shoes (0/15) are
insufficient.
---Client(0) has to wait for the employee or returners or another Group has priority or shoes (0/15) are
insufficient.
---Client(9) has to wait for the employee or returners or another Group has priority or shoes (0/15) are
insufficient.

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---Client(36) has to wait for the employee or returners or another Group has priority or shoes (0/15) are insufficient.
 ---Client(19) has to wait for the employee or returners or another Group has priority or shoes (0/15) are insufficient.
 ---Client(3) has to wait for the employee or returners or another Group has priority or shoes (0/15) are insufficient.
 ---Client(47) has to wait for the employee or returners or another Group has priority or shoes (0/15) are insufficient.
 ---Client(6) has to wait for the employee or returners or another Group has priority or shoes (0/15) are insufficient.
 ---Client(13) has to wait for the employee or returners or another Group has priority or shoes (0/15) are insufficient.
 ---Client(20) has to wait for the employee or returners or another Group has priority or shoes (0/15) are insufficient.
 ---Client(34) has to wait for the employee or returners or another Group has priority or shoes (0/15) are insufficient.
 ---Client(21) has to wait for the employee or returners or another Group has priority or shoes (0/15) are insufficient.
 Client(35) in Group(6) can play on BowlingAlley(0).
 Client(35) is waiting for his Group(6) at BowlingAlley(0). But Group isn't complete yet.
 Now Group is complete!
 Client(31) is disappointed because no BowlingAlley is free or another Group has priority.
 Client(42) in Group(6) can play on BowlingAlley(0).
 Client(42) is waiting for his Group(6) at BowlingAlley(0). But Group isn't complete yet.
 Client(7) in Group(6) can play on BowlingAlley(0).
 Client(7) is waiting for his Group(6) at BowlingAlley(0). But Group isn't complete yet.
 Client(46) is hyped about a free BowlingAlley -- Trying to get it!
 (BowlingArea): A free BowlingAlley just got assigned to a Group. Available BowlingAlleys now: 1/3
 Client(46) in Group(8) can play on BowlingAlley(1).
 Client(46) is waiting for his Group(8) at BowlingAlley(1). Client(30) is hyped about a free BowlingAlley -- Trying to get it!
 But Group isn't complete yet.
 Client(30) in Group(8) can play on BowlingAlley(1).
 Client(30) is waiting for his Group(8) at BowlingAlley(1). But Group isn't complete yet.
 Client(41) is hyped about a free BowlingAlley -- Trying to get it!
 Client(41) in Group(8) can play on BowlingAlley(1).
 Client(41) is waiting for his Group(8) at BowlingAlley(1). But Group isn't complete yet.
 Client(4) is hyped about a free BowlingAlley -- Trying to get it!
 Client(4) in Group(8) can play on BowlingAlley(1).
 Client(4) is waiting for his Group(8) at BowlingAlley(1). But Group isn't complete yet.
 (BowlingArea): A free BowlingAlley just got assigned to a Group. Available BowlingAlleys now: 0/3
 Client(18) in Group(10) can play on BowlingAlley(2).
 Client(18) is waiting for his Group(10) at BowlingAlley(2). But Group isn't complete yet.
 Client(12) in Group(6) can play on BowlingAlley(0).
 Client(12) is waiting for his Group(6) at BowlingAlley(0). But Group isn't complete yet.
 Client(1) in Group(6) can play on BowlingAlley(0).
 Client(1) is waiting for his Group(6) at BowlingAlley(0). Now Group is complete!
 Client(49) is hyped about a free BowlingAlley -- Trying to get it!
 Client(7) in Group(6) is bowling now on BowlingAlley(0)!
 Client(42) in Group(6) is bowling now on BowlingAlley(0)!
 Client(12) in Group(6) is bowling now on BowlingAlley(0)!
 Client(1) in Group(6) is bowling now on BowlingAlley(0)!
 Client(35) in Group(6) is bowling now on BowlingAlley(0)!
 Client(49) in Group(8) can play on BowlingAlley(1).
 Client(49) is waiting for his Group(8) at BowlingAlley(1). Now Group is complete!
 Client(32) in Group(10) can play on BowlingAlley(2).
 Client(4) in Group(8) is bowling now on BowlingAlley(1)!
 Client(41) in Group(8) is bowling now on BowlingAlley(1)!
 Client(46) in Group(8) is bowling now on BowlingAlley(1)!
 Client(49) in Group(8) is bowling now on BowlingAlley(1)!
 Client(30) in Group(8) is bowling now on BowlingAlley(1)!
 Client(32) is waiting for his Group(10) at BowlingAlley(2). But Group isn't complete yet.
 Client(25) in Group(10) can play on BowlingAlley(2).
 Client(25) is waiting for his Group(10) at BowlingAlley(2). But Group isn't complete yet.
 Client(8) in Group(10) can play on BowlingAlley(2).
 Client(8) is waiting for his Group(10) at BowlingAlley(2). But Group isn't complete yet.
 Client(7) informs BowlingArea that Group(6)'s game is over now.
 (BowlingArea): A bowling game ended. Available BowlingAlleys now: 1/3
 DancingRoom got notified that a BowlingAlley just got free!
 Client(4) informs BowlingArea that Group(8)'s game is over now.
 (BowlingArea): A bowling game ended. Available BowlingAlleys now: 2/3

DancingRoom got notified that a BowlingAlley just got free!
 Client(31) is hyped about a free BowlingAlley -- Trying to get it!
 Client(31) in Group(10) can play on BowlingAlley(2).
 Client(31) is waiting for his Group(10) at BowlingAlley(2). Now Group is complete!
 Client(31) in Group(10) is bowling now on BowlingAlley(2)!
 Client(8) in Group(10) is bowling now on BowlingAlley(2)!
 Client(25) in Group(10) is bowling now on BowlingAlley(2)!
 Client(32) in Group(10) is bowling now on BowlingAlley(2)!
 Client(18) in Group(10) is bowling now on BowlingAlley(2)!
 Client(7) just paid.
 Client(1) just paid.
 ---Client(7) returns his shoes now. He's done for today and goes home.
 Client(42) just paid.
 ---Client(7) finished returning shoes. However there are another 2 returner(s) waiting. We notify one returner.
 ---Client(1) returns his shoes now. He's done for today and goes home.
 Client(49) just paid.
 ---Client(1) finished returning shoes. However there are another 1 returner(s) waiting. We notify one returner.
 ---Client(42) returns his shoes now. He's done for today and goes home.
 Client(46) just paid.
 Client(41) just paid.
 ---Client(42) finished returning shoes. However there are another 3 returner(s) waiting. We notify one returner.
 ---Client(41) returns his shoes now. He's done for today and goes home.
 Client(31) informs BowlingArea that Group(10)'s game is over now.
 (BowlingArea): A bowling game ended. Available BowlingAlleys now: 3/3
 DancingRoom got notified that a BowlingAlley just got free!
 Client(30) just paid.
 Client(12) just paid.
 Client(35) just paid.
 ---Client(41) finished returning shoes. However there are another 5 returner(s) waiting. We notify one returner.
 ---Client(46) returns his shoes now. He's done for today and goes home.
 ---Client(46) finished returning shoes. However there are another 4 returner(s) waiting. We notify one returner.
 ---Client(49) returns his shoes now. He's done for today and goes home.
 Client(8) just paid.
 Client(4) just paid.
 Client(31) just paid.
 ---Client(49) finished returning shoes. However there are another 6 returner(s) waiting. We notify one returner.
 ---Client(31) returns his shoes now. He's done for today and goes home.
 ---Client(31) finished returning shoes. However there are another 5 returner(s) waiting. We notify one returner.
 ---Client(4) returns his shoes now. He's done for today and goes home.
 Client(25) just paid.
 Client(18) just paid.
 Client(32) just paid.
 ---Client(4) finished returning shoes. However there are another 7 returner(s) waiting. We notify one returner.
 ---Client(8) returns his shoes now. He's done for today and goes home.
 ---Client(8) finished returning shoes. However there are another 6 returner(s) waiting. We notify one returner.
 ---Client(35) returns his shoes now. He's done for today and goes home.
 ---Client(35) finished returning shoes. However there are another 5 returner(s) waiting. We notify one returner.
 ---Client(12) returns his shoes now. He's done for today and goes home.
 ---Client(12) finished returning shoes. However there are another 4 returner(s) waiting. We notify one returner.
 ---Client(30) returns his shoes now. He's done for today and goes home.
 ---Client(30) finished returning shoes. However there are another 3 returner(s) waiting. We notify one returner.
 ---Client(32) returns his shoes now. He's done for today and goes home.
 ---Client(32) finished returning shoes. However there are another 2 returner(s) waiting. We notify one returner.
 ---Client(18) returns his shoes now. He's done for today and goes home.
 ---Client(18) finished returning shoes. However there are another 1 returner(s) waiting. We notify one returner.
 ---Client(25) returns his shoes now. He's done for today and goes home.
 ---Client(21) can borrow shoes(15/15) now! (soon -1 !)
 ---Client(34) can borrow shoes(14/15) now! (soon -1 !)
 ---Client(20) can borrow shoes(13/15) now! (soon -1 !)
 ---Client(13) can borrow shoes(12/15) now! (soon -1 !)
 ---Client(6) can borrow shoes(11/15) now! (soon -1 !)

Now Group is complete!

---Client(47) can borrow shoes(10/15) now! (soon -1 !)

---Client(3) can borrow shoes(9/15) now! (soon -1 !)

---Client(19) can borrow shoes(8/15) now! (soon -1 !)

---Client(36) can borrow shoes(7/15) now! (soon -1 !)

---Client(9) can borrow shoes(6/15) now! (soon -1 !)

Now Group is complete!

---Client(0) can borrow shoes(5/15) now! (soon -1 !)

---Client(16) can borrow shoes(4/15) now! (soon -1 !)

---Client(26) can borrow shoes(3/15) now! (soon -1 !)

---Client(15) can borrow shoes(2/15) now! (soon -1 !)

---Client(10) can borrow shoes(1/15) now! (soon -1 !)

Now Group is complete!

---Client(37) has to wait for the employee or returners or another Group has priority or shoes (0/15) are insufficient.

---Client(43) has to wait for the employee or returners or another Group has priority or shoes (0/15) are insufficient.

---Client(24) has to wait for the employee or returners or another Group has priority or shoes (0/15) are insufficient.

---Client(17) has to wait for the employee or returners or another Group has priority or shoes (0/15) are insufficient.

---Client(48) has to wait for the employee or returners or another Group has priority or shoes (0/15) are insufficient.

Now Group is complete!

Client(0) is disappointed because no BowlingAlley is free or another Group has priority.

Now Group is complete!

Client(47) is disappointed because no BowlingAlley is free or another Group has priority.

Client(16) is disappointed because no BowlingAlley is free or another Group has priority.

Client(26) is disappointed because no BowlingAlley is free or another Group has priority.

Client(15) is disappointed because no BowlingAlley is free or another Group has priority.

Client(10) is disappointed because no BowlingAlley is free or another Group has priority.

Client(9) is disappointed because no BowlingAlley is free or another Group has priority.

Now Group is complete!

(BowlingArea): A free BowlingAlley just got assigned to a Group. Available BowlingAlleys now: 2/3

Client(21) in Group(7) can play on BowlingAlley(0).

Client(21) is waiting for his Group(7) at BowlingAlley(0). But Group isn't complete yet.

(BowlingArea): A free BowlingAlley just got assigned to a Group. Available BowlingAlleys now: 1/3

Client(3) in Group(5) can play on BowlingAlley(1).

Client(3) is waiting for his Group(5) at BowlingAlley(1). But Group isn't complete yet.

Client(19) in Group(5) can play on BowlingAlley(1).

Client(19) is waiting for his Group(5) at BowlingAlley(1). But Group isn't complete yet.

Client(36) in Group(5) can play on BowlingAlley(1).

Client(36) is waiting for his Group(5) at BowlingAlley(1). But Group isn't complete yet.

Client(0) is hyped about a free BowlingAlley -- Trying to get it!

(BowlingArea): A free BowlingAlley just got assigned to a Group. Available BowlingAlleys now: 0/3

Client(0) in Group(4) can play on BowlingAlley(2).

Client(0) is waiting for his Group(4) at BowlingAlley(2). But Group isn't complete yet.

Client(6) in Group(7) can play on BowlingAlley(0).

Client(6) is waiting for his Group(7) at BowlingAlley(0). But Group isn't complete yet.

Client(9) is hyped about a free BowlingAlley -- Trying to get it!

Client(9) in Group(5) can play on BowlingAlley(1).

Client(9) is waiting for his Group(5) at BowlingAlley(1). But Group isn't complete yet.

Client(10) is hyped about a free BowlingAlley -- Trying to get it!

Client(10) in Group(4) can play on BowlingAlley(2).

Client(10) is waiting for his Group(4) at BowlingAlley(2). But Group isn't complete yet.

Client(15) is hyped about a free BowlingAlley -- Trying to get it!

Client(15) in Group(4) can play on BowlingAlley(2).

Client(15) is waiting for his Group(4) at BowlingAlley(2). But Group isn't complete yet.

Client(26) is hyped about a free BowlingAlley -- Trying to get it!

Client(26) in Group(4) can play on BowlingAlley(2).

Client(26) is waiting for his Group(4) at BowlingAlley(2). But Group isn't complete yet.

Client(16) is hyped about a free BowlingAlley -- Trying to get it!

Client(16) in Group(4) can play on BowlingAlley(2).

Client(16) is waiting for his Group(4) at BowlingAlley(2). Now Group is complete!

Client(16) in Group(4) is bowling now on BowlingAlley(2)!

Client(34) in Group(7) can play on BowlingAlley(0).

Client(34) is waiting for his Group(7) at BowlingAlley(0). But Group isn't complete yet.

Client(20) in Group(7) can play on BowlingAlley(0).

Client(20) is waiting for his Group(7) at BowlingAlley(0). But Group isn't complete yet.

Client(13) in Group(7) can play on BowlingAlley(0).

Client(13) is waiting for his Group(7) at BowlingAlley(0). Now Group is complete!

Client(26) in Group(4) is bowling now on BowlingAlley(2)!
 Client(20) in Group(7) is bowling now on BowlingAlley(0)!
 Client(47) is hyped about a free BowlingAlley -- Trying to get it!
 Client(34) in Group(7) is bowling now on BowlingAlley(0)!
 Client(13) in Group(7) is bowling now on BowlingAlley(0)!
 Client(15) in Group(4) is bowling now on BowlingAlley(2)!
 Client(6) in Group(7) is bowling now on BowlingAlley(0)!
 Client(0) in Group(4) is bowling now on BowlingAlley(2)!
 Client(47) in Group(5) can play on BowlingAlley(1).
 Client(47) is waiting for his Group(5) at BowlingAlley(1). Now Group is complete!
 Client(10) in Group(4) is bowling now on BowlingAlley(2)!
 Client(9) in Group(5) is bowling now on BowlingAlley(1)!
 Client(36) in Group(5) is bowling now on BowlingAlley(1)!
 Client(19) in Group(5) is bowling now on BowlingAlley(1)!
 Client(3) in Group(5) is bowling now on BowlingAlley(1)!
 Client(21) in Group(7) is bowling now on BowlingAlley(0)!
 Client(47) in Group(5) is bowling now on BowlingAlley(1)!
 Client(16) informs BowlingArea that Group(4)'s game is over now.
 (BowlingArea): A bowling game ended. Available BowlingAlleys now: 1/3
 DancingRoom got notified that a BowlingAlley just got free!
 Client(20) informs BowlingArea that Group(7)'s game is over now.
 (BowlingArea): A bowling game ended. Available BowlingAlleys now: 2/3
 DancingRoom got notified that a BowlingAlley just got free!
 Client(9) informs BowlingArea that Group(5)'s game is over now.
 (BowlingArea): A bowling game ended. Available BowlingAlleys now: 3/3
 DancingRoom got notified that a BowlingAlley just got free!
 Client(16) just paid.
 Client(20) just paid.
 ---Client(16) returns his shoes now. He's done for today and goes home.
 Client(26) just paid.
 ---Client(16) finished returning shoes. However there are another 2 returner(s) waiting. We notify one returner.
 ---Client(26) returns his shoes now. He's done for today and goes home.
 Client(21) just paid.
 Client(47) just paid.
 Client(3) just paid.
 ---Client(26) finished returning shoes. However there are another 3 returner(s) waiting. We notify one returner.
 ---Client(20) returns his shoes now. He's done for today and goes home.
 ---Client(20) finished returning shoes. However there are another 3 returner(s) waiting. We notify one returner.
 ---Client(3) returns his shoes now. He's done for today and goes home.
 Client(34) just paid.
 Client(13) just paid.
 Client(19) just paid.
 ---Client(3) finished returning shoes. However there are another 5 returner(s) waiting. We notify one returner.
 ---Client(47) returns his shoes now. He's done for today and goes home.
 ---Client(47) finished returning shoes. However there are another 4 returner(s) waiting. We notify one returner.
 ---Client(21) returns his shoes now. He's done for today and goes home.
 Client(15) just paid.
 Client(0) just paid.
 Client(6) just paid.
 ---Client(21) finished returning shoes. However there are another 6 returner(s) waiting. We notify one returner.
 ---Client(6) returns his shoes now. He's done for today and goes home.
 ---Client(6) finished returning shoes. However there are another 5 returner(s) waiting. We notify one returner.
 ---Client(0) returns his shoes now. He's done for today and goes home.
 Client(36) just paid.
 Client(9) just paid.
 Client(10) just paid.
 ---Client(0) finished returning shoes. However there are another 7 returner(s) waiting. We notify one returner.
 ---Client(15) returns his shoes now. He's done for today and goes home.
 ---Client(15) finished returning shoes. However there are another 6 returner(s) waiting. We notify one returner.
 ---Client(19) returns his shoes now. He's done for today and goes home.
 ---Client(19) finished returning shoes. However there are another 5 returner(s) waiting. We notify one returner.
 ---Client(13) returns his shoes now. He's done for today and goes home.
 ---Client(13) finished returning shoes. However there are another 4 returner(s) waiting. We notify one returner.

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---Client(34) returns his shoes now. He's done for today and goes home.
---Client(34) finished returning shoes. However there are another 3 returner(s) waiting. We notify one
returner.
---Client(10) returns his shoes now. He's done for today and goes home.
---Client(10) finished returning shoes. However there are another 2 returner(s) waiting. We notify one
returner.
---Client(9) returns his shoes now. He's done for today and goes home.
---Client(9) finished returning shoes. However there are another 1 returner(s) waiting. We notify one returner.
---Client(36) returns his shoes now. He's done for today and goes home.
---Client(48) can borrow shoes(15/15) now! (soon -1 !)
---Client(17) can borrow shoes(14/15) now! (soon -1 !)
---Client(24) can borrow shoes(13/15) now! (soon -1 !)
---Client(43) can borrow shoes(12/15) now! (soon -1 !)
---Client(37) can borrow shoes(11/15) now! (soon -1 !)
Now Group is complete!
Now Group is complete!
(BowlingArea): A free BowlingAlley just got assigned to a Group. Available BowlingAlleys now: 2/3
Client(48) in Group(9) can play on BowlingAlley(0).
Client(48) is waiting for his Group(9) at BowlingAlley(0). But Group isn't complete yet.
Client(17) in Group(9) can play on BowlingAlley(0).
Client(17) is waiting for his Group(9) at BowlingAlley(0). But Group isn't complete yet.
Client(24) in Group(9) can play on BowlingAlley(0).
Client(24) is waiting for his Group(9) at BowlingAlley(0). But Group isn't complete yet.
Client(43) in Group(9) can play on BowlingAlley(0).
Client(43) is waiting for his Group(9) at BowlingAlley(0). But Group isn't complete yet.
Client(37) in Group(9) can play on BowlingAlley(0).
Client(37) is waiting for his Group(9) at BowlingAlley(0). Now Group is complete!
Client(37) in Group(9) is bowling now on BowlingAlley(0)!
Client(43) in Group(9) is bowling now on BowlingAlley(0)!
Client(24) in Group(9) is bowling now on BowlingAlley(0)!
Client(17) in Group(9) is bowling now on BowlingAlley(0)!
Client(48) in Group(9) is bowling now on BowlingAlley(0)!
Client(17) informs BowlingArea that Group(9)'s game is over now.
(BowlingArea): A bowling game ended. Available BowlingAlleys now: 3/3
DancingRoom got notified that a BowlingAlley just got free!
Client(17) just paid.
---Client(17) returns his shoes now. He's done for today and goes home.
Client(43) just paid.
Client(37) just paid.
---Client(17) finished returning shoes. However there are another 2 returner(s) waiting. We notify one
returner.
---Client(37) returns his shoes now. He's done for today and goes home.
Client(24) just paid.
Client(48) just paid.
---Client(37) finished returning shoes. However there are another 3 returner(s) waiting. We notify one
returner.
---Client(43) returns his shoes now. He's done for today and goes home.
---Client(43) finished returning shoes. However there are another 2 returner(s) waiting. We notify one
returner.
---Client(48) returns his shoes now. He's done for today and goes home.
---Client(48) finished returning shoes. However there are another 1 returner(s) waiting. We notify one
returner.
---Client(24) returns his shoes now. He's done for today and goes home.
-----
Bowling simulation ended.
Number of Clients: 50
Games played (number of Groups): 10
Group size: 5
Number of BowlingAlleys: 3
Number of Cashiers: 3
Number of ShoePairs: 15

Process finished with exit code 0

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