Exercise P2

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Producer/Consumer is implemented by classes that interact. The CustomerQueue class is filled by the doorman and emptied by the barbers. The Doorman checks if the queue if full, if it's not: he generates a customer and places him the barbers check if the queue has people in it, and if it does, the barber retrieves a customer.

The methods for adding and removing customers are synchronized to avoid two barbers retrieving the same person. The "circular buffer" for the chairs are actually just an arrayList, where new people are added at the end. We keep track of the indices with the variables: nextSeat(the lowest index) and lastSeat(the highest index). There are get methods for each, which computes the seat placements in range 0-17