

Notes

bc = barber_Chair

wc = waiting_chairs

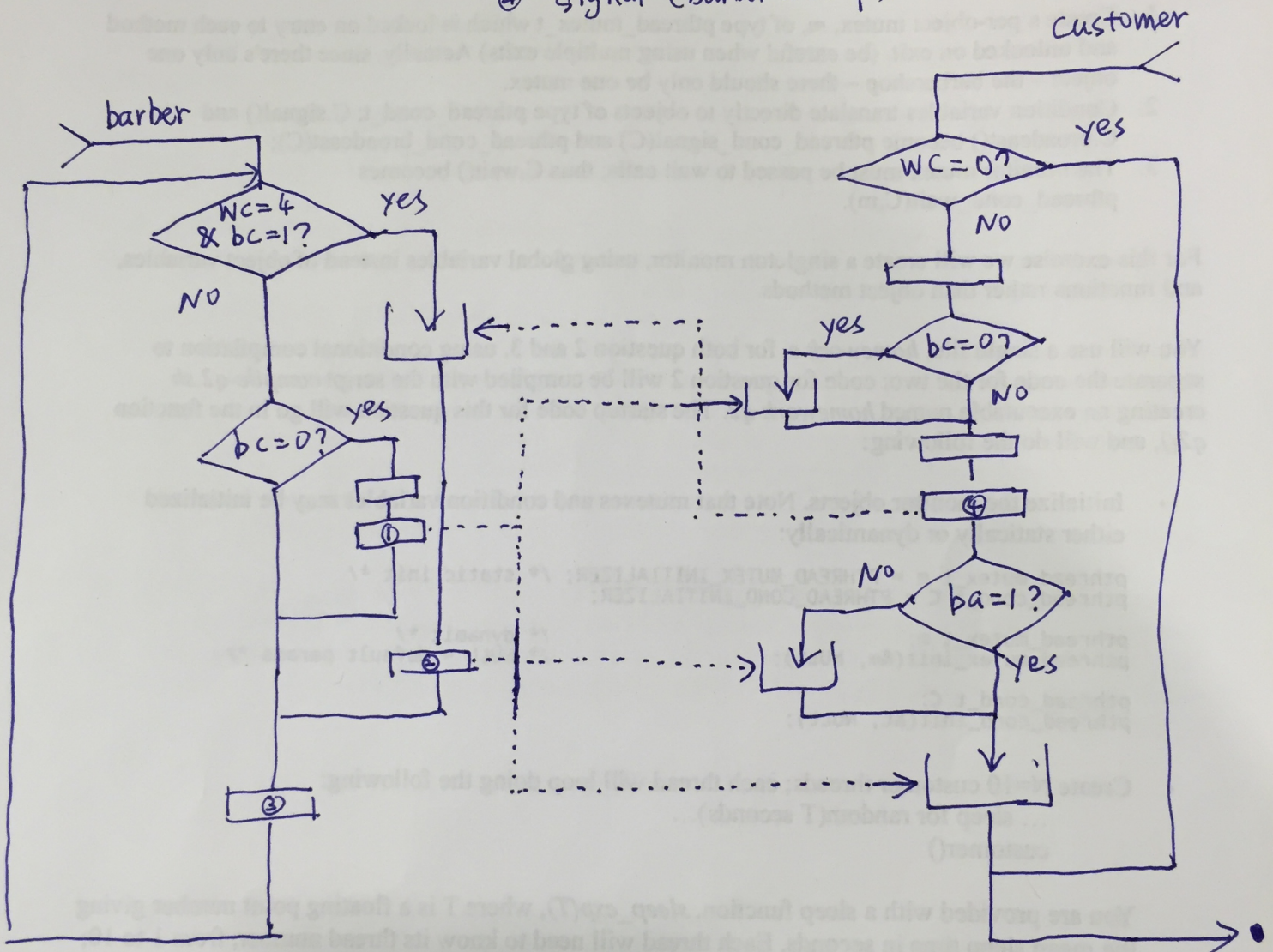
ba = barber_aware

① signal (barber_aware)
signal (barber_ready)

② signal (barber_aware)

③ barber_Chair = 1

④ signal (barber_sleep)



Note that the figure has been simplified slightly by using `if (!P) wait(C);` instead of `while (!P) wait(C);`.