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**Project 2 Summary**

**Purpose:**

The purpose of this project was to create a simulation of a bank by using threads and semaphores to model customer and employee behavior. This project has been coded in Java.

**Simulation:**

A bank consists of multiple tellers and a customer queue. At each transaction, there is at most one new customer that arrives at the queue. If the line is long, then the customer leaves without being served. If not, then the customer will join the queue. An available teller will assist the first customer in the queue and will begin their transaction. Once the transaction is complete, the customer leaves and the transaction is printed out.

**Personal Experience:**

As I worked through this project, I had a better understanding of the material covered in class in regards to how threads and semaphores can be implemented in a real life scenario. I decided to use try catch blocks with a series of if-else statements. I found that they were easy to manage, follow, and edit along as needed. Overall, I better understood how semaphores work and how I can apply it in future coding projects.