

## **THE SUPERMARKET**

In a supermarket there is a cashier which attends customers when they arrive. For the purposes of this scenario a cashier is an employee who totals purchases and collects payment from customers.

Each client will spend a time between 2 seconds and 5 seconds to collect an items and can get a maximum of 5 items. After that the client will wait for the cashier to be attended.

The time required by the cashier to attend a client is variable and varies from 2 seconds to 7 seconds.

If there are no customers the cashier waits for the customers to come.

The program will inform about the benefits when the simulation is finished.

Design a program in Java to solve this scenario for a total of 5 customers.