

Bus:

```
ARRIVE;
if(Time%160 != 0):
    WaitForPassengers();
if(Time%160=0) // Time to depart.
    DEPART;
    ResetTime();
    Bus = NextBus;
    TicketCount = Bus -60
```

Customer:

```
ARRIVE;
if(TicketAgentLine <= 0)
    TicketAgentLine+1;
    EnterLine();
    If(TicketCount > 0)
        BuyTicket();
        TicketCount – 1;
        BoardBus();
    Else(If(Line < 50)
        EnterLine();
        Line+1;
    Else()
        GoHome();
TicketAgentLine – 1;
```

TicketAgent:

```
Wait();
If(TicketCount > 0)
    ServeCustomer();
Else()
    ToWaitingLine();
```

Monitor Solution:

Var ticketBooth;

Beg Bus:

```
ARRIVE;
if(Time%160 != 0):
    bus.stay(i);
if(Time%160=0) // Time to depart.
    Bus.leave(i);
    Bus = NextBus;
    TicketCount = Bus -60
```

Customer:

```
ARRIVE;
if(TicketAgentLine <= 0)
    TicketLine.enter(1);
    If(TicketCount > 0)
        BuyTicket();
        TicketCount – 1;
        BoardBus();
    Else(If(Line < 50)
        EnterLine();
        Line+1;
    Else()
        GoHome();
TicketLine.release(1)
```

TicketAgent:

```
Wait();
If(TicketCount > 0)
    ServeCustomer();
Else()
    ToWaitingLine();
```