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();