

In my code I tried to get my global variables and initial plane seating vector in order firstly.

Then I made 2 void functions for the threads that will be created in the main function for each agency that will make decisions to book seats.

For each agency I created a random seat row and column creator to get randomized seating options per execution only when the plane is not full, and it is the turn for the agency if no prior reservation has been made to that particular seat.

Each agency enters a non-reserved seat, reserves and exits and if the agency is not onto a seat that is available, agency won't keep looking for the empty seat but pass onto the other agency to book.

A message will be printed if that specific agency took up the last seat whichever agency it may be.

Lastly, the seating plan taken by agencies is printed.

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