Test cases for Sync-Ticket

- Test case 1: A mixture of several cases mentioned in the project description.

- Test case 2: Tests the behavior of the program when the given hall's capacity is full.

- Test case 3: Tests the behavior of the program when some of the clients request the same seat at the same time.

     1. Possible output 1: Client1 gets the Teller A first.
     2. Possible output 2: Client4 gets the Teller A first.

- Test case 4: Tests the behavior of the program when all of the clients request the same seat.

- Test case 5: Tests the behavior of the program when tellers finish their jobs at the same time.

     - Possible output 1: Client1 gets the Teller A. Teller A is scheduled right before the Teller B so Teller A finishes its job before Teller B. Also, Teller A logs the ticket details before Teller B.
     - Possible output 2: Client1 gets the Teller A. Teller B is scheduled right before the Teller A so Teller B finishes its job before Teller A. Also, Teller B logs the ticket details before Teller A.
     - Possible output 3: Client1 gets the Teller A. Teller A is scheduled right before the Teller B so Teller A finishes its job before Teller B. However, Teller B logs the ticket details before Teller A.
     - Possible output 4: Client1 gets the Teller A. Teller B is scheduled right before the Teller A so Teller B finishes its job before Teller A. However, Teller A logs the ticket details before Teller A.

- Test case 6: Tests the behavior of the program when a client requests a non-existing seat.

- Test case 7: Tests the behavior of the program when there is no critical section problem.

- Test case 8: Tests the program by just considering the tellers.