Homework 3

November 19th

Step 1

SantaScenario.java:

Made conditional statement to stop at 370

I explored Code, then I implemented conditional statement

![Graphical user interface, application

Description automatically generated]()

Santa.java, Elf.java and Reindeer.java

Kill() function stops threads. So it changes “flag” in the while loop to false

November 20th

Step-2

SantaScenario.java

Comments at reindeer objects

November 22nd

Step-2

Santa.java

When Santa gets to door, set them back to working, and Santa goes to sleep

![Text

Description automatically generated]()

November 23rd

Step-3

Elf.java

Create variable trouble, if trouble =3 , elf goes to Santa’s door.

![Text

Description automatically generated]()

Step 4 set up semaphore

I had difficulty implementing it in Elf.java

November 30th

Elf.java

Step-4

Used acquire() function in try catch brackets

![Text

Description automatically generated]()

I was able to complete Step1-Step4