| [arrival, leave] | | | |
|---|-------|-------|-------------------------------------|
| times = [1,4] | [2,3] | [4,6] | targetFriend = 1 |
| | | | |
| nextChair = 0 | | | |
| availableChairs | | | |
| | | | leavingQueue (leave time, chair) |
| Friend 0 (arrival = 1, leave = 4): | | | |
| leavingQueue is empty, so no chairs are freed. | | | |
| Since availableChairs is empty, we assign nextChair = 0 to Friend 0. | | | |
| Add the pair (4, 0) to the leavingQueue (Friend 0 will leave at time 4 from chair 0). | | | |
| The nextChair is incremented to 1. | | | |
| availableChairs | | | (4, 0) |
| | | | leavingQueue |
| (leave time, chair) Friend 1: | | | |
| arrival = 2, leave = 3 (this is our targetFriend). | | | |
| The top of leavingQueue is (4, 0), but Friend 0 leaves at time 4, so no chairs are freed. | | | |
| Since availableChairs is still empty, we assign nextChair = 1 to Friend 1. | | | |
| Add the pair (3, 1) to the leavingQueue (Friend 1 will leave at time 3 from chair 1). | | | |

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The nextChair is incremented to 2.

This is the targetFriend, and we return the chair number 1.

emply 2000, current chair ++;

Their I minimum let 210 ven arrival

Chair.