

```

• class Program
• {
•     static int numTickets = 35;
•     private const int numSellers = 4;
•     static readonly SemaphoreSlim sema = new
SemaphoreSlim(1);
•
•     static void Main(string[] args)
•     {
•         Sell();
•         Console.ReadKey();
•     }
•
•     public static void Sell()
•     {
•         Thread th = null;
•         for (int i = 0; i < numSellers; i++)
•         {
•             sema.Wait();
•             th = new Thread(SellTicket);
•             th.Start(i);
•             sema.Release();
•         }
•         if (th != null)
•         {
•             th.Join();
•         }
•         Console.WriteLine("All done");
•     }
•
•     private static void SellTicket(object name)
•     {
•         bool done = false;
•         int numSoldByThisThread = 0;
•
•         while (!done)
•         {
•             Thread.Sleep(1000);

```

```
•         if (numTickets == 0)
•             done = true;
•         else
•             {
•                 numTickets--;
•                 numSoldByThisThread++;
•                 Console.WriteLine("Seller {0} Sold One
ticket ({1} Left)", name, numTickets);
•             }
•         }
•
•         Console.WriteLine("{0} Noticed all tickets
sold! (I Sold {1} myself)", name, numSoldByThisThread);
•     }
• }
```