

Table A.1 Purpose of Semaphores in Figure A.5

Semaphore	Wait Operation	Signal Operation
<i>max_capacity</i>	Customer waits for space to enter shop.	Exiting customer signals customer waiting to enter.
<i>sofa</i>	Customer waits for seat on sofa.	Customer leaving sofa signals customer waiting for sofa.
<i>barber_chair</i>	Customer waits for empty barber chair.	Barber signals when that barber's chair is empty.
<i>cust_ready</i>	Barber waits until a customer is in the chair.	Customer signals barber that customer is in the chair.
<i>finished</i>	Customer waits until his haircut is complete.	Barber signals when done cutting hair of this customer.
<i>leave_b_chair</i>	Barber waits until customer gets up from the chair.	Customer signals barber when customer gets up from chair.
<i>payment</i>	Cashier waits for a customer to pay.	Customer signals cashier that he has paid.
<i>receipt</i>	Customer waits for a receipt for payment.	Cashier signals that payment has been accepted.
<i>coord</i>	Wait for a barber resource to be free to perform either the hair cutting or cashiering function.	Signal that a barber resource is free.