CSC2002S Parallel and Concurrent Computing

Assignment 2 Report

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How I enforced Simulation rules:

Start button:

Pause Button:

One Patron enters at a time (no crowding):

Limiting the amount of patrons at the club (making threads wait outside if entrance is blocked of there is a limit): (maybe 2 points)

One patron per grid block:

Patrons move simultaneously:

Simulation Free from deadlocks (???):

Quit/Entrance through entrance and exit through exit: (Already implemented?)

Andre:

Andre Design Approach:

Challenges Faced/Lessons Learnt:

How liveliness was ensured / Deadlock prevented:

(inroom peoplelocation)?

(mention how I thought I had to block the entrance block from people in the club already because I thought it would be a race condition (2 while statements) but if it’s a while / or block, it prevents this issue