

In this homework, first I create 2 threads, which are TravelAgency1 and TravelAgency2 with the 2 functions which I called reservationAgency1 and reservationAgency2. In these functions, I did the same thing, only turn numbers are different. First, I did step a. I create two random numbers to use as row and column of a matrix, which I create above, outside of the main for create as a global matrix, which is `vector <vector <int> > M (2, vector<int> (50,0))`. Then, I did step b. First, I check the matrix with `(if(M[x][y] == 0))` to see that the seat is empty or not. If the seat is empty, I filled it with the agency number 1 or 2 and, I print the seat number as `(row*50+y+1)` which is between 0 and 100. And in this step, I also check the remaining seat numbers for exiting from threads. If the remaining seats equal to zero, threads are done. I did same think in both functions. And after the threads are finished, I print the plane in the main with a function which I called printSeats.