Payraw Salih Design Doc.

Sequentially what happens in the main.cpp file is as follows:

1) Create map 50x50 initialized with ‘-’ character (airport is by default at 0,0)
2) create mutex lock for every position of the map
3) create pthread that updates map every 10 useconds using usleep(10)
4) create pthread that creates an instance of struct drone which contains information for destination and origin of the drone. Send function update_map which updates the position of the drones on the map as a parameter in the pthread create.
5) join the pthreads
6) lock the mutex lock for each position that has a drone on it. Release the lock when the drone begins to move.
7) output drone name and finished when the drone has returned to airport.