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CISC 3320	
Homework 3	
	Background
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Restatement of the problem statement:

Create a data structure for allocating and releasing process identifiers. Create 50 threads and with each thread allocate a new PID, print to the console, and release the PID.

## Assumptions:

Roles: all

- 1. Implement a PID manager using a dynamic\_bitset from the boost library.
- 2. Use a class as a wrapper around the bitset data structure. The dynamic bitset library is necessary as you can't store a regular bitset in a class.
- 3. Mutex locks are necessary in the threads to keep the output uniform.
- 4. The allocate\_map function is unnecessary because of the class constructor.