

In addition to the run function, I added 4 other functions to make things seem smooth. In the run function, we create a random variable that puts our philosophers to sleep for 1 to 10 seconds. They arrive at the table using given functions and we call waitForOthers function that makes a barrier implementation in order for philosophers to wait each other before they start dining. After they all arrive, think function is called where they all take turns 'thinking' before they change their state to 'hungry'. After that, we check if the fork around a philosopher is available by using take_forks function from the recitation as well as checking if the state is 'eating' or not. If iseating function returns false, philosopher starts eating using given functions and changes its state to 'eating'. When they stop eating using the functions given, they change state to 'thinking' and do a fork check again in order to release them.