struct cut\_hair{

int customes=0;

int barber=0;

int murtex=1;

int chairs=N;

int waiting=0;

void work(int customers){

wait(customers);

wait(murtex);

waiting=waiting-1;

signal(barber);

signal(murtex);

cuthair;

}

void cut(int waiting){

wait(murtex);

if(waiting<chairs)

{

waiting=wating+1;

signal(customers);

signal(murtex);

wait(barber);

get cut;

}

else

signal(murtex);

}

}ch;

void barbers(void){

waite;

while(true){

ch.work(customers);

}

}

void custom(void){

waite;

while(true)

{

ch.cut(waiting);

}

}

int main()

{

barber();

custom();

}