

# Implementation of Ober Cab Services

## Basic design of code:

- For each cab creating a mutex lock.
- For each rider getting max\_wait time ,ride time and cab type.
- Creating two semaphores one having value number of cabs and other having number of payment servers.
- Creating a thread for each rider which calls the booking() function and waiting for random time for next rider.
- Waiting for all the threads of the riders to get completed.

## Explanation of functions:

### ***payment():***

If a rider is done with the ride , it checks for a server which is free and do its payment .

### ***booking():***

Here there are two cases:

#### ***If the rider needs a premier cab:***

First getting the current time and adding max\_wait to the current time. And now passing this time to the sem\_timedwait() to check if a cab will become free before the max\_wait time. Then checking which cab is free to serve and start riding in it.

#### ***If the rider needs a pooling cab:***

In this case I am doing pooling because just using semaphores won't work here.

From current time till the max\_wait time if there is any cab available then there are two things.

#### ***If there is an empty cab available :***

Doing the same thing as in case of premier cab.

#### ***If there is a cab with one passenger in it:***

Just incrementing the cab count by one.

***Things in mind while coding:***

If `cab[i]=0` means cab is empty

If `cab[i]=1` means it is serving a premier rider

If `cab[i]=2` means it is a pooling cab with one passenger in it.

If `cab[i]=3` means it is a pooling cab with 2 passengers in it.

If there are two riders in a cab then the cab will become free after both riders have spent their ride time . **NOTE:** some part of their ride time can overlap.