The Game:
To determine which of them can access to a shared array representing a scoring board, seven processes have to play with a coordinator the following game:
The coordinator and each player take a guess on a real value between 1 and 10. The processes communicate their respective values to the coordinator.
The players that have guessed below the coordinator have the right to play the next turn,
The players that have guessed too high loose a turn,
The closest player below is granted access to the scoring board where it can put its name.

1. Implementation
Implement the given algorithm using Ada 95. The GNAT compiler (under GPL license) and associated tools can be found at:
http://www.adahome.com/Resources/Compilers/GNAT.html
where you should go through the European Mirror link.

The associated Gnat Development System (GPS) can be found on the same page, for both Windows and Unix. It provides an editor with syntax highlighting and a debugger, among other things.

2. Penalising loosers:
We propose to lower the level of concurrency during each turn by penalising the loosers, that should wait one turn before they can play again. Modify the previous program accordingly.