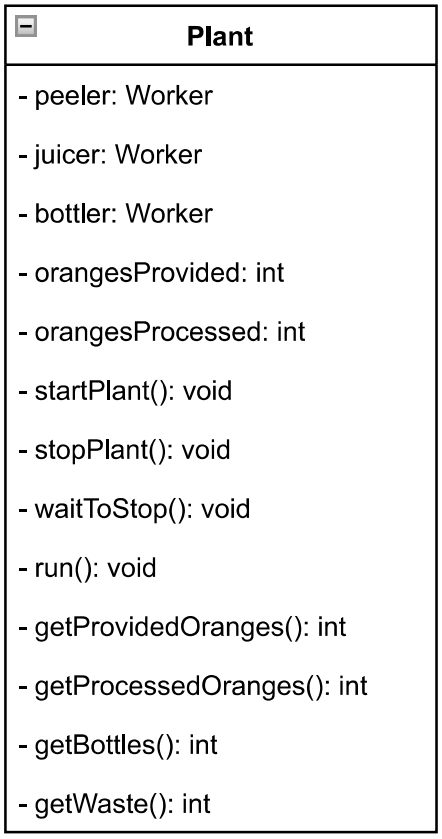

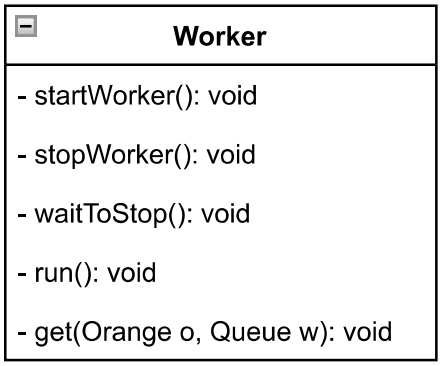

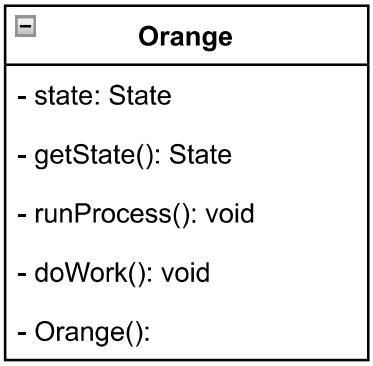

Brief Description:

- The Plant classes are very similar to those given in class, but now include instances of the Worker class (3 Workers per Plant)

- The Plant instances each contain 4 LinkedBlockingQueues, one for each State of the Orange class

- Each Worker has 2 LinkedBlockingQueues, one for the Oranges that need to be processed and another for the Oranges that have been processed

- Each Worker extends the Runnable Object type, so when we have multiple Plants running, we have at least 8 threads running simultaneously

- Each Worker handles a different task, only running one process of each Orange (each Plant gets a peeler, juicer, and bottler for our task parallelization)

- At the end of the simulation, the statistics show that we can have more than 3 wasted oranges, meaning that juice from one Plant is not being used in another (showing our data parallelization)