

Alice and Bob classes are almost identical.

Both are Actors that interact with a single instance of a Counter extended class (Wheat and Sugar respectively). Essentially these create the Wheat and Sugar for the cake.

Charles receives an instance of Wheat or Sugar, and builds a cake with one instance of Wheat and one instance of Sugar provided they are available, otherwise stores whatever it received into a List.

Tim is an actor in which can receive either a GiftRequest or a Cake. Given a cake then the Tim will 'consume' it, and reduce its hunger, until the hunger reaches 0, then no more cake are requested.

The OpenAkka class simply runs the system on a set port.

AkkaConfig contains a TerminatorSupervisor for handling various actors and their children and terminates them when necessary.

Cakes runs main and sets up the amount of cakes that Tim will need to process before the program is complete.

computeGift contains the set up of the many actors involved, and sets alice and bob to being messaging Charles and tim, and calls the termination of the actor system once the processing of the gifts are done.