Our system has any number of instances of Participant  classes. Each Participant has a value integer attribute, initially zero.

A participant can say()  a particular value, which is broadcast to all other participants. At this point in time, every other participant is obliged to increase their value  by the value being broadcast.

Example:

* Two participants start with values 0 and 0 respectively
* Participant 1 broadcasts the value 3. We now have Participant 1 value = 0, Participant 2 value = 3
* Participant 2 broadcasts the value 2. We now have Participant 1 value = 2, Participant 2 value = 3