public class DecrementingCarousel {

private final int capacity;

static int[] carousel;

int index;

boolean isRun;

{

index = 0;

isRun = false;

}

public DecrementingCarousel(int capacity) {

this.capacity = capacity;

carousel = new int[capacity];

}

public boolean addElement(int element){

if (element > 0 && index < capacity && !isRun) {

carousel[index++] = element;

return true;

}

return false;

}

public CarouselRun run(){

if (!isRun) {

isRun = true;

return new CarouselRun();

}

return null;

}

}