The Producer takes in an integer based on user input. If the integer is less than or equal to 0 the program finishes. The program will only accept integers less than or equal to 100. The result of the input is written out to the channel.

Producer

Out

Connection1

ln

The Multiplier has a variable called factor which is defined as 2. An integer with the label "i" is then assigned whichever value was passed in through the previous channel and multiplies that value by the factor (2). This new value is then written to the next channel. The next value of i is then read.

Multiplier

Out

Connection2

In

This does the same as the previous multiplier which results in a value that has been multiplied by a factor of 2, twice. The result is then passed out to the next channel.

Multiplier

Out

Connection3

In

This takes in the value from the previous channel and sets it to a variable "i". The result is then printed in the console and the next "i" value is read.

Consumer