# Logbook week 14

**public** **void** **runTrain**() **throws** **RailwaySystemError**

{

**Clock** **clock** = getRailwaySystem().getClock();

**Railway** **nextRailway** = getRailwaySystem().getNextRailway(**this**);

**while** (!clock.timeOut())

{

//start

choochoo();

//put a stone in my current track

getBasket().putStone(**this**);

// whilst the other track has a stone

**while** (nextRailway.getBasket().hasStone(**this**))

{

//if we both have a stone

**if**(nextRailway.getBasket().hasStone(**this**) == getBasket().hasStone(**this**))

{

//pick up my stone so they can pass

getBasket().takeStone(**this**);

// They have not taken their stone so wait

**while**(nextRailway.getBasket().hasStone(**this**)

!= getBasket().hasStone(**this**))

siesta();

//put the stone back, they're on the track

getBasket().putStone(**this**);

}

}

//change track

crossPass();

}

}