* Announcer:
  1. Say the welcome message
  2. Create the host
  3. Look for contestants
  4. Pick 3 contestants (say who’s in and who’s out)
  5. Tell contestants to make their introduction
  6. Say “Start game,” then terminate
* Host:

1. “Born”
2. Goes to sleep until the announcer starts the game
3. Ask question
4. Update and check **numQuestion**
5. Update and check **numRound**

* Contestant:

1. Start with a big pool of contestants
2. Generate a random number, then busy wait to be selected by the Announcer or be terminated
3. Using **counter**, update/access the counter from *synchronized methods*
4. Announcer picks 3 Contestants with the top 3 highest randomly generated numbers
5. The ones that aren’t picked will be terminated
6. The ones that are picked will sleep for a random time
7. When awoken, busy wait until Announcer asks Contestants to introduce themselves
8. Announcer asks them to make their introduction
9. Contestant increases their priority so they won’t be interrupted by other contestants
10. Say their introduction
11. Lower their priority, then **yield()** to another Contestant
12. Busy Wait until the game starts
13. Announcer starts the game
14. Busy Wait to answer the question