

```
1 /*
2  * To change this license header, choose License Headers in Project Properties.
3  * To change this template file, choose Tools | Templates
4  * and open the template in the editor.
5  */
6 package Modelo;
7
8 import java.util.logging.Level;
9 import java.util.logging.Logger;
10
11 /**
12  *
13  * @author marco
14  */
15 public class ContadorBandejas {
16
17     private int cantidad;
18
19     public ContadorBandejas(int cantidad) {
20         this.cantidad = cantidad;
21     }
22
23     public synchronized void annadirBandeja(){
24         cantidad++;
25         notify();
26     }
27
28     public synchronized void extraerBandeja(){
29         while(cantidad==0){
30             try {
31                 wait();
32             } catch (InterruptedException ex) {
33                 Logger.getLogger(ContadorBandejas.class.getName()).log(Level.SEVERE, null, ex);
34             }
35         }
36         cantidad--;
37     }
38
39     public int get(){
40         return cantidad;
41     }
42 }
43
```