

```
1 public class DiffractingBalancer {
2     Prism prism;
3     Balancer toggle;
4     public DiffractingBalancer(int capacity) {
5         prism = new Prism(capacity);
6         toggle = new Balancer();
7     }
8     public int traverse() {
9         boolean direction = false;
10        try{
11            if (prism.visit())
12                return 0;
13            else
14                return 1;
15        } catch(TimeoutException ex) {
16            return toggle.traverse();
17        }
18    }
19 }
```

**FIGURE 12.25** The DiffractingBalancer class: If the caller pairs up with a concurrent caller through the prism, it does not need to traverse the balancer.