

```
1  public class TurnArbiter {
2      private final int TURN_LIMIT;
3      private int turns = 0;
4      public LocalPassingArbiter(int limit) {
5          TURN_LIMIT = limit;
6      }
7      public boolean goAgain() {
8          return (turns < TURN_LIMIT);
9      }
10     public void wentAgain() {
11         turns++;
12     }
13     public void passed() {
14         turns = 0;
15     }
16 }
```

FIGURE 7.20 TurnArbiter class.