

```

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.