

```
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.