**Design for event-manager in Java**

**Functionality:**

1. Provide ping status of active events periodically till event-manager is active in separate child thread.
2. Check for idle timeout of event-manager without any active events in another child thread.
3. Continuously listen to client’s events inputs and process the same.

**Design:**

1. Create the following child threads:

* ReportStatus - which report the status of currently active events periodically.
* ReportTimeout - which periodically check if event-manager has been idle for the specified time without any active event and new event input.
* EventListener - which periodically wait for user's input until timeout is reported by #2 thread.

1. Create the main parent thread EventManager - The main class which start above child threads and join them till they execute.
2. Test the event-manager by calling the main thread on given set of sample inputs.