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Overall our group ended up being displeased with the overall idea of actors, at least with how they are implemented in java. Actors seem to over-complicate what could be a straight-forward thread based object oriented program for little to no reason. They may make more sense in a language such as scala, but we do not know enough about scala to say that for sure.

The program ended up being designed to use actors more or less as we were told to do it. Each major TSA system component is an actor which receives messages from the previous component in the chain and sends a message to the next component upon completion of its task. The only portion of our project which may not have necessarily followed the actor design pattern properly, is that we implemented a class which represents each TSA line and shares the necessary references to line components with each member of the line.

The line class is the only class that differs between our earlier design document and the final project. This class serves to act as the overall line of the system, and houses each component of the line. Upon construction the line class creates each sub-component and passes them the references they will need in order to pass messages throughout the system.