Jack Holy
Juice Bottler Lab Write Up

The basic UML diagrams are a very rough outline of what each of the classes look like in this project, but unfortunately do not provide much information about how they work with each other to run the application.

This application itself also unfortunately does not meet all the requirements as the workers don't know when to stop working. This means that we never get our orange juicing totals and thus the program never finishes by itself (must be manually terminated). However, it does have 2 plants running simultaneously fulfilling the data parallelization requirement, and each plant has two different workers working on oranges at the same time, as seen from the console output.

Additionally, this project is successfully documented, committed, and pushed up to GitHub.

With some modification of my build.xml file I was able to incorporate ANT into my project so that you can use ANT for building and running the application, despite it not working properly.

This project provided many difficulties for me, not knowing how I was going to control starting and stopping workers and plants at the same time. With hints from Nate Williams in class about using a BlockingMailbox, I went with that approach by keeping track of oranges using the mailboxes and having the workers work on each mailbox. As the deadline of the project neared, I found myself in a difficult position, not having a fully working project, but ultimately weighing my documentation points against the coding points for the lab.