

# Java Multithreading and Enum Demo

## *Overview*

The purpose of this project was to make a simulate a Traffic Light via multithreading and enums.

## *Constraints*

- No frameworks
- Detailed explanations within the code comments

## *Available Resources*

- Provided course material
- Any resource that we could locate/adapt from the internet

## *Challenges*

- Being able to take user input at any point of the run time

## *Simple Tasks*

- Setting up and using the enum
- Allowing the thread to manipulate the enum

## *Order of Accomplishments*

1. Prepare the enum
2. Prepare the thread
3. Develop switch case for enum
4. Thread sleep cycle
5. User input to stop the thread

## *Resources Used*

- Course material
- Stack Overflow

## *Conclusion*

This project has achieved the original scope of the assignment. I enjoyed developing the code such that the thread had a purpose.