```java
 1 public class Valve extends Actor implements Runnable {
 2   protected Terminal<Boolean> state=new Terminal<Boolean>(false);
 3  protected Terminal<Integer> flow=new Terminal<Integer>(0);
 4  private int theFlow;
 5
 6   public Valve(JSONObject src) {
 7     super(src);
 8     if (!src.isNull("flow"))
 9       theFlow=src.getInt("flow");
10   }
11
12  public Terminal getTerminal(String terminalName) {
13     if (terminalName.equals("state"))
14      return state;
15      if (terminalName.equals("flow"))
16      return flow;
17      else
18       return super.getTerminal(terminalName);
19   }
20
21  void run() {
22     for (;; ) {
23       index=state.read() ? 1 : 0;
24       flow.write(state.read() ? theFlow : 0);
```

```
25          try {
26              java.lang.Thread.sleep(samplingTime);
27          }
28          catch (Exception e) {
29            println(e);
30          }
31      }
32    }
33  }
```