Prove that it´s thread safe:

For our event class, we use a final internal state so They are immutable, and can´t be changed.

For our eventStore we use the try catch to avoid concurrent modifications.

Code explenation:

For this implementation we use a linkedList of events, and a iterator to run over the list. To save the position we are on the list, we create a int index to save the position we currently are, that we use for the remove and movenext function. Since linkedList in java alredy have the remove and get function, we just need to pass as a argument the position of the index we want to remove or get. In the Movenext function, we check if it’s possible to move forward, if true we increase the indexc.