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Juice Bottler Documentation

Juice Bottler is a program to demonstrate multithreading. It consists of four classes, Plant, Worker, Orange and Line. The Plant class is the main class, most of the code here came from Nate Williams. Plant spawns the threads that handle processing the oranges. Worker is that class that process the oranges, every step from fetching the oranges, which there are special worker threads created to do, to bottling. The Line class stores the oranges for the worker class. After an orange is finished being processed it is placed in to a different list. The orange class, where most of the code came from Nate Williams, is the object that is processed. Each orange stores its own status.

