

```

1  /**
2   * Created by psc on 9/6/17.
3   */
4
5  package au.com.carringbushsw.Akka.ProcessManager
6
7  import akka.actor._
8  import akka.event._
9  import akka.actor.OneForOneStrategy
10 import akka.actor.SupervisorStrategy._
11 import scala.concurrent.duration._
12 import au.com.carringbushsw.Akka.Common._
13 import au.com.carringbushsw.Akka.Common.MessageTag._
14
15 // messages
16 sealed case class CharacterOne(msg: MessageTag)
17 sealed case class CharacterTwo(t: Thing)
18 object CharacterOne { // move into class below??
19   val name = "CharacterOne"
20 }
21 object CharacterTwo { // move into class below??
22   val name = "CharacterTwo"
23 }
24
25 class Thing
26 object AllThings {
27   val bank = new Thing()
28   val wank = new Thing()
29   val crank = new Thing()
30 }
31
32 object ProcessManager { // companion object
33   val name = "ProcessManager"
34 }
35
36 class ProcessManager extends MyActor {
37   val log = Logging(context.system, this)
38
39   override def preStart: Unit = {
40     log.info(s"${ProcessManager.name}.preStart")
41     context.become(characterOne)
42   }
43
44   override def postStop: Unit = log.info(s"${ProcessManager.name}.postStop")
45
46   def receive = characterOne
47
48   def characterOne: Receive = {
49     case msg: String => log.info(s"${CharacterOne.name}: {msg}") //?? never appears
50
51     case CharacterOne(MessageTag.change) => {
52       log.info(s"${ProcessManager.name}.changing to ${CharacterTwo.name}")
53       context.become(characterTwo)
54     }
55
56     case msg: MessageTag => log.info(s"${CharacterOne.name}('${msg}')

```

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70
71 case CharacterTwo(b) if b == AllThings.bank => // with guard
72   log.info(s"${CharacterTwo.name}(bank)")
73 case CharacterTwo(w) if w == AllThings.wank => // with guard
74   log.info(s"${CharacterTwo.name}(wank)")
75
76 case CharacterTwo(_: Thing) => log.info(s"${CharacterTwo.name}(Thing)")
77 case CharacterTwo          => log.info(s"${CharacterTwo.name}")
78
79 case _ => log.info(s"${ProcessManager.name}.${CharacterTwo.name}.help!!")
80
81 } // characterTwo: Receive
82 } // ProcessManager
```