Worksheet #23: Synchronized Reply using Pause/Resume

Actors don’t normally require synchronization with other actors. However, sometimes we might want actors to be in sync with one another. Using a DDF and pause/resume, ensure that the SynchSenderActor doesn’t process the next message until notified by the SyncReplyActor that the message was received and processed.

1. class SynchSenderActor
   2.   extends Actor<Message> {
   3.     private Actor otherActor = …
   4.     void process(Msg msg) {
   5.         ...
   6.         DDF<T> ddf = newDDF();
   7.         otherActor.send(ddf);
   8.         println("Response received");
   9.         ...
  10. } }

1. class SynchReplyActor
   2.   extends Actor<DDF> {
   3.     void process(DDF msg) {
   4.         ...
   5.         println("Message received");
   6.         // process message
   7.         T responseResult = …;
   8.         ...
   9. } }