

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 synch 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.} }
```

