3 Mercantilism

3.1 Let's model a feudal society where managers, merchants, and workers cooperate to deliver goods. What happens when we call `new Manager().work()`?

```
class Manager {
    Merchant merchant = new Merchant();
    Worker worker = new Worker();
    String[] goods = new String[1];
    void work() {
        try {
            merchant.trade(goods);
        } catch (RuntimeException e) {
            worker.produce("apple pie", goods);
            merchant.trade(goods);
            worker.produce("cornbread", goods);
        } catch (Exception e) {
            merchant.trade(goods);
        } finally {
            System.out.println("All in a day's work");
        }
    }
}
class Merchant {
    void trade(String[] goods) {
        try {
            for (String good : goods) {
                if (good != null) {
                    System.out.println("Traded 1 " + good);
                    return;
                }
            }
            throw new RuntimeException("Not enough goods");
        } catch (Exception e) {
            System.out.println("Oops");
            throw e;
        } finally {
            System.out.println("I love trading");
        }
    }
}
class Worker {
    void produce(String item, String[] goods) {
        int i = 0;
        while (goods[i] != null) {
            i += 1;
        }
        goods[i] = item;
        System.out.println("Done making 1 " + item);
    }
}
```