wait(ms) ms > 0 notify() ms == 0 -> wait()

TIMED\_WAIT

notifyAll()

time elapsed wait(ms, ns) – ms +ns

interrupted

spuriously

T1

Wait\_set on M2

T2

T1

T1 – M1.lock() ->1

M2.lock() ->2

T2 – M2.lock() -> 1

M1.lock() ->2 – fail to acquire the lock and to the block state