

```
1 public interface Condition {  
2     void await() throws InterruptedException;  
3     boolean await(long time, TimeUnit unit) throws InterruptedException;  
4     boolean awaitUntil(Date deadline) throws InterruptedException;  
5     long awaitNanos(long nanosTimeout) throws InterruptedException;  
6     void awaitUninterruptibly();  
7     void signal();      // wake up one waiting thread  
8     void signalAll();  // wake up all waiting threads  
9 }
```

FIGURE 8.3 The Condition interface: `await()` and its variants release the lock, and give up the processor, and then later awaken and reacquire the lock. The `signal()` and `signalAll()` methods awaken one or more waiting threads.