

```
24     enum State {FREE, WAITING, RELEASED, ABORTED};
25     class QNode {
26         AtomicReference<State> state;
27         QNode pred;
28         public QNode() {
29             state = new AtomicReference<State>(State.FREE);
30         }
31     }
```

**FIGURE 7.25** The CompositeLock class: the QNode class.