

```
1  private enum NodeType {ITEM, RESERVATION};
2  private class Node {
3      volatile NodeType type;
4      volatile AtomicReference<T> item;
5      volatile AtomicReference<Node> next;
6      Node(T myItem, NodeType myType) {
7          item = new AtomicReference<T>(myItem);
8          next = new AtomicReference<Node>(null);
9          type = myType;
10     }
11 }
```

FIGURE 10.19 The SynchronousDualQueue<T> class: queue node.